MALIFAUX
2E

Wyrd Miniatures, LLC

malifaux.com
wyrd-games.net

Customer Service Email - support@wyrd-games.net

This book is printed under the copyright laws of the United States of America. Contents copyright ©2005-2014, Wyrd Miniatures, LLC. All rights reserved. This book is a work of fiction; any resemblance to organizations, places, events, or actual persons – living or dead – is purely coincidental. Copies of materials herein are intended solely for your personal, non-commercial use, only if you preserve any associated copyrights, trademarks, or other notices. Wyrd Miniatures, LLC holds exclusive rights to this work. Unauthorized duplication is prohibited. You may not distribute copies to others for a charge or other consideration without prior written consent of the owner of the materials except for review purposes only.

MALIFAUX is a trademark of Wyrd Miniatures, LLC 2005-2014. The Wyrd logo, the MALIFAUX logo and all related character names, places, and things are trademarks and copyright ©2005-2014 Wyrd Miniatures, LLC.

Second printing: January 2014, Printed in South Korea.

MALIFAUX 2e
ISBN 978-0-9841509-6-0
WYR20001

MALIFAUX SECOND EDITION

This text is protected by the copyright laws of the United States of America. Contents copyright © 2005-2013, Wyrd Miniatures, LLC. All rights reserved. This book is a work of fiction; any resemblance to organizations, places, events, or actual persons - living or dead – is purely coincidental. Copies of materials herein are intended solely for your personal, non-commerical use, only if you preserve any associated copyrights, trademarks, or other notices. Wyrd Miniatures, LLC holds exclusive rights to this work. Unauthorized duplication is prohibited. You may not distribute copies to others for a charge or other consideration without prior written consent of the owner of the materials except for review purpose only.

MALIFAUX is a trademark of Wyrd Miniatures, LLC 2005-2013. The Wyrd logo, the MALIFAUX logo and all related character names, places, and things are trademarks and copyright © 2005-2013 Wyrd Miniatures, LLC. The Malifaux game system is patent pending, serial no. 12/821,427

Credits

Lead Design

Justin Gibbs & Mack Martin

Additional Design

Matthew Anderson, Redd Cohen, Aaron Darland, David Hanold, Eric Johns, Jacqulyn MacHardy, & Dan Weber

Writing

Owen Barnes, Justin Gibbs, Mack Martin, Charles May Chrissy Monfette, Graeme Stephenson, & Dan Weber

Art

Alex Alexandrove, Lino Drieghe, Stéphane Enjorales, Hardy Fowler, Christophe Madaru, Pablo Quiligotti, & Melvin de Voor

Graphic Design

Redd Cohen & Jorge Gomez

Creative Direction & Miniature Direction

Nathan Caroland & Eric Johns

Managing Editor

Casey Johns

Editing

David Hanold & Charles May

Special Thanks to:

Alex "Ratty" Cairns, James "mythicFOX" Doxey, Matt Kutchins, Michael "wrabbit37" Kelmelis, Chris "Thalaric" Slazinski, and all of our Open Beta Playtesters!

Playtesters

Jay L. Adams
Stephen Barta
Timothy Bassett
Noxweiler Berf
Matt Berkowitz
Chris Blood
Kevin E. Bowler
David P. Bowler
Veronique Breton
Chris Brixey
Ian Brocklebank
Josh Brocklebank
Till Broestl
Ryan Brouckxon
Brian Bucher
Ryan Budd
Kipp Callahan
Jeremie Charron
Anthony Claes
Steven Collin
Desmond Collins
Liam Coupland
Timothy Craig
Vincent Curkov
Aaron Darland
David Dennett
James Desmond
James Doxey
Tobias Dracup
Felix Dracup
Alex Dracup
Jean-Lou Duchesne
Chris Dundon
Stuart Eastman
Adarian Eastman
Tim Eck
James Emrich
Rick Fletcher
Brian Florkowski
Michael Foreman
Garry Frankowski
Chris Fredericks
Trevor Fulton
Joe Girard
Will Girard
Joshua Glass
Christopher Gorham
Denis Graziano
Tom Greenway
Tim de Groot
Leah Gustavson
Mark Handford
Jeffrey Hannah
Theresa Hannah
Gabriel Hart
John Hartigan
Philip Hawtin
Joel Henry
Peter Hewitt
Gjalt Hooijkamp
Anthony Hoult
Phill Howard
Josh Johnson
Mike Kelmelis
Christie Kivisto
Mark Kolzen
Dave Krueger
Aidan Kuntzie
Michael Lechtenberger
Matthew LeGare
Ashley Lewis
Peter Longarini
Kasper Luiten
Mike Marshall
Matt Martens
Antonio Martinez
Dawn McCormack
Jacob McNair
Ben Mercer
Peter Merwe
Jon Mickleburgh
Paul Middlewick
Riley Miner
Dan Miner
Alex Mitchell
Greg Mount
Jimmy Murphy
Tim Myers
Amy O'Riordan
Brendon O'Shea
Justen Pardo
Richi Paskell
Sarah Paskell
Patrick Paulot
Arne Peters
Paul Plunge
David Powell
Josh Powers
Ted Prodromou
Will Randall
Tyler Rea
Adam Kennedy Reeve
Bret A. Rice
Seth Ring
Josh Robertson
Mark Rodgers
Adam Rosowicz
Victoria Rosowicz
Tim Royce
Matt Rozon
Jay Rumble
John I. Scanlon
Markus Schaedle
William Schmidt
Adrian Scott
Steven Scurr
Dan Seely
Chris Slazinski
Ian Smedley
Daniel Rojas Soerensen
Mark Spaidal
Shawn Spalti
Jason Spires
Spencer Stevens
Valerie Steves
Sean Stone
Dan Sulin
Victor Szafranski
Kerrie Teahen
Liam Tennant
Darren Thibault
Matt Thomas
Adam Thorpe
Dixon Tiru
Thomas Trainor
Hugh Tran
Keron Tucker
Daniel Vance
Octave Villar
Paul Villar
Ryan Vollmar
Jens van de Vyver
Curt Warrington
Brooke Welton
Fred Welton
Dominic Westerland
Shane Wojtowecz
Joe Wood
Jim Wrench
Tristan Young
Tim Zix

Contents

Welcome to Malifaux 4
Luck of the Draw 10

Ch 1: Malifaux Basics 18
Game Overview 18
Basic Concepts 19
Models 19
Encounter 19
Crew 19
Soulstones 19
The Control Hand 24
The Discard Pile 24
Measuring 24

Ch 2: Core Mechanics 26
Flips 26
Duels 26
Simple Duels 30
Opposed Duels 32

Ch 3: Playing the Game 34
The Turn 34
Activations 36
Actions 37
Range & Line of Sight 40
Movement 42
Movement & Terrain 42
Engagements 44
Damage and Wounds 46
Buried 47
Horror 48
Markers 49
Special Rules 50
Conditions 52
Characteristics 54
Avatar Upgrades 56
Manifest events 57
Manifest Requirement 57
Manifesting 57

Ch 4: Standard Encounters 58
Define and Place terrain 60
Determine Encounter Size 62
Declare Factions 62
Determine Deployment 64
Determine Strategy & Available Schemes 66
Hire Crews 72
Choose Schemes 73
Deploy Crews 73
Winning the Encounter 74

Ch 5: Story encounters 76
Define and Place terrain 78
Determine Deployment 80
Determine Strategy 80
Choose and Reveal Schemes 90
Linked Games 91

Latigo and the Inferno 92

Ch 6: The Guild 96
Patient Confidentiality 118

Ch 7: Ressurectionists 122
Still Stranger Things 144

Ch 8: The Arcanists 148
Blood and Fears 170

Ch 9: The Neverborn 174
Upon Reflection 196

Ch 10: Outcasts 200
Swamp Thang 222

Ch 11: Gremlins 226
Big Trouble in Little Kingdoms 248

Ch 12: Ten Thunders 252
Luck of the Draw 274

Welcome to Malifaux

Malifaux is a world aside from our own. Located through the Great Breach, the city is home to monsters and mankind alike. Often, the two are indistinguishable from each other. The true history of this place is lost to the annals of time. Perhaps there are truths buried in the legends told by its native denizens, but for now, the human record must suffice.

1787 – The Year of the Breach

Magic was leaving us. It was becoming more obvious with each passing year. Many men put forth theories. Many believed it to be a natural cycle, a tide of magic that would return on its own in time. Others were fearful that magic was a resource that was forever dwindling. Mystics and healers found themselves unable to glimpse the strands of fate, or heal the sick. Great sorcerers could conjure only the smallest sparks of power.

Great debates filled the halls of academia. Was our society too dependent on magic? Was this, ultimately, for the betterment of mankind? While the world's finest minds went to war with pen and words, the most powerful practitioners took action.

They came from every corner of the globe. Sorcerers, Warlocks, Soothsayers, and Wizards, each came in search of a new source of magic. Only a handful of people have any idea how they discovered the world just outside of our existence, but only the faintest veil kept our two realities apart...

...and all walls can be knocked down.

The assembled practitioners came together in a desperate and noble display of power. They erected a makeshift city, the streets forming the lines of an intricate rune. They called to the world's magically capable, and even the most minor talent was welcomed. They trained each person in the great spell that would bring magic back to the Earth.

When the greatest minds agreed that it was time, they called the entire city to position. The streets teemed with sorcerers at every junction, each prepared to do his part in the most powerful spell ever cast. A spell to heal the wounds of a planet, and to return magic to the grateful nations of Earth.

The destruction was unprecedented. The life force of the lesser sorcerers was torn from their flesh in a torrent of pain and power. The city was gone, and only a monstrous ragged hole in existence remained.

It was called The Great Breach of the Great Boundary. It was a passage to another world, lit by an alien sun. Between the gash in our reality, and the wound we had torn in the other, lay a lightless void. The blood of the dead had paid for this new frontier, and expeditions began through the Breach immediately.

On the other side we found a city. Its features were both familiar and strange, as if all the capitals of man's history had been stacked and shuffled. The buildings leaned and loomed over the streets, familiar elements of architecture, twisted and odd, with unknown writing carved in the stone or painted on the doors. The sun was brighter at noon, but darker in the dusk and dawn. At night, the shadows swallowed the dim illumination provided by the twin moons.

Weeks of searching found nothing living. The people of this city had simply vanished. A team of researchers came from the Voynich institute, and they managed to translate many of the strange markers. Most were simple signs, marking a building as the home of a tailor, blacksmith, or other merchant. Some were odd. What was a "death surgeon" or "mechanical magics"? One thing was clear, however. The city had a name.

Malifaux.

1788 to 1796 – 1 to 9 Post Foris

After half a year The Breach was opened to the general public. They mined into the hills and found Soulstone, a glowing gem that radiated magical power, and contained the ephemeral source of magic. It gave practitioners their old magic, and some argued that it gave even more.

A thriving trade was established Earthside, and the harvest of Malifaux's magical resource had begun. Soulstone was mined to fuel magic, and powerful practitioners were able to use it to work wonders.

A new city arose up around The Breach. A thriving boomtown, it brought countless practitioners and their families. An entire population relocated to within spitting distance of a rip in reality. Life continued, and the city boomed. Magic had been saved.

1797 – 10 Post Foris

It was the harshest winter in the decade since human occupation of Malifaux began. The people huddled together for warmth in taverns and homes, burning anything they could to stave off the wrath of the December nights. Frozen corpses were cleared from the streets every morning, and dusk brought with it fear and desperation.

A mighty blizzard swallowed the city. The Breach began to tremble. The stone archway that had been built by grand masons began to shake and crack. On Earth, there are those that reported that the cacophony of a great battle rumbled through The Breach.

And then The Breach slowly began to shrink.

The Breach was uncrossable, those who pushed against it were rebuffed by a cold blast of wind. The thaumaturgists on Earth desperately tried to stabilize the rift, but to no avail. Nearly a ton of Soulstones were burnt to blackened husks as they were drained of power in useless attempts to staunch the collapse.

The masonry of the great archway crumbled and collapsed in stone heaps on the ground. Fearful cries of men from the other side of The Breach lasted all evening and into the next morning. As the sun rose, the sounds became silence. The fissure between worlds hung, barely big enough now for a man to pass through.

The Earthside sorcerers huddled around The Breach. They had long since lost any hope of keeping it open. They had no doubt that the citizens of Malifaux would be forever trapped on that alien world.

A body came hurtling through the rift, to land at their feet with a sickening thud. On its torso was carved a single word:

"Ours."

The Breach of the Great Boundary lay still for a moment, and then winked into nothingness with a great wail. Malifaux was no more.

1798 to 1814 – 11 to 26 Post Foris

A wave of shock spread across Earth. Malifaux was an infinite well of magic one moment, and simply gone the next. There was no corner of the Earth unaffected by the loss. The source of Soulstone had disappeared and in one fell swoop it had become the rarest resource mankind had ever known.

There were those, who saw opportunity. Soulstones were stockpiled, and any of their uses that were deemed 'non-essential' were cut off immediately. This included both public work and many medical applications. Governments began confiscating Soulstones for the national good.

At first glance it appeared that various treaties and trade agreements were soon to be signed, and the world's governments would stave off calamity. However, talks stalled, diplomats were recalled, and troops amassed at borders. Lines had been drawn and war for Soulstone was inevitable.

The Black Powder Wars had begun. The war was fought with sabre and flintlock. Amongst the musket lines and cavalry charges, practitioners slew entire platoons, or fought arcane duels against one another. Some states even employed crude constructs, while others raised their armies from the dead.

When the dust had settled, many of the world's national boundaries had changed, but there was one clear victor.

The Guild.

1897 – 110 Post Foris

One century after its calamitous closure, to the day (some say to the very minute), The Great Breach reopened. Thousands of soldiers were sent to surround the newly returned Breach. When, after a full month, no invasion from Malifaux came, the Guild allowed a heavily armed expeditionary force through the rift.

The city was empty. As eerily becalmed as it had been when the first practitioners had set foot in it so long ago. Some signs of combat were fresh, as if the battle of a century past had just moments ago been concluded. Hauntingly, the city of Malifaux lacked the corpses of its previous inhabitants. There were throngs of citizens of Malifaux in its earlier heyday, and yet no bodies remained.

With the safe return of its expeditionary forces, the Guild moved quickly to secure the city. The reclaiming of Malifaux was met with mixed emotions. Malifaux, as it ever has, represented great riches and opportunity, but now it also represented a grave new danger.

A bargain of sorts was struck with the great powers of the day. With the loss of Malifaux an assumed inevitability, the political powers of Earth gave the Guild a work force of convicts and the indebted. Poor practitioners and the desperate also came to Malifaux, and it would seem that the city would be repopulated with the dregs of humanity.

In the midst of the empty city sprang life anew. The Guild cordoned off much of the city, dividing her into zones of varying degrees of protection. Some would be well defended and policed, others would have only a scant patrol. The most dangerous (or so the Guild claims) areas were quarantined completely. The first Slums sprang up nearly overnight as people squatted as close to Guild protection as they could manage. New business concerns built structures from the knotwood of the native trees, and the New Construction Zone (which looked more like a frontier town than a thriving metropolis) was designated as well.

The city grew, and in its way prospered, but the old enemies of Malifaux were quick to make their presence known. The Neverborn, twisted mockeries of humanity, stalked the unwary from the shadows. Dark magic permeated the city, and vile undead shambled through the night.

The Present: 1902 – 115 Post Foris

Five years have passed since The Great Breach reopened. The city has been resettled, and the Guild claims sovereign reign over the city. They are not, however, the only power in Malifaux.

The Miners & Steamfitters Union holds sway over many of the working poor within the city. Some claim that their leadership has close ties to the Arcanists, a band of magical terrorists (if the Guild is to be believed).

The Guild has also failed to put down the Neverborn or Ressurectionist threat, and nightly disappearances are growing in number as the city's population swells.

Mercenary outfits have found their way to Malifaux, selling their services to the highest bidder, or acting on their own accord. The desperate and the criminal flock to their banner, along with the disenfranchised.

Amidst this turmoil, Malifaux was turned on its ear by the coming of a great comet. Some say the comet brought with it magic, some say it was a herald of magics, still others claim it was a simple celestial event. Regardless, those with real power in Malifaux felt it, and were forever changed.

The Gremlins in the Bayou have started to become more organized, and what was once a small pest problem has become another minor war, one the citizens of Malifaux are anxious to see stopped quickly and decisively.

Most recently, the Guild has discovered evidence that a secretive organization known as the Ten Thunders Clan has infiltrated many of Malifaux's institutions. What they want is still unknown, but it is a threat to the Guild's sovereign domain regardless of their motivation.

It is a time of great peril in Malifaux, but some would argue that it is no more dangerous today than it was in years past. One thing everyone in Malifaux can agree on, however...

Bad Things Happen.

1
The Breach
2
To Ridley Station
To Fortune Falls
3
4
NCZ
Slums
5
Industrial Zone
Downtown
8
6
7
9
NCZ
10
Howling Slums
The Burns
12
13
14
Quarantine Zone
16
15
Southern Slums
17
N
W
E
S
Badlands
19
To Edgeport Station

Map Of
Malifaux City
Legend
1. The Breach
2. Malifaux Station
3. The Hanging Tree
4. Governor General's Mansion
5. Guild Enclave
6. The Star Theater
7. Malifaux Record Offices
8. Industry Station
9. Captivating Salvage & Logistics
10. McMourning's Hidden Labs
11. Freikorps Headquarters
12. The Plagued Pit
13. Katanaka Trading House
14. The Qi and Gong
15. Succubus Café
16. The Ruined Observatory
17. Malifaux Exploration Society
18. Starlight Saloon
19. Southgate Station
1 in. = 3 mi
0
3 miles
Slums
Quarantine Zone
To Latigo and the Bayou

Luck of the Draw

Edward Crayne looked up from his cards at the unfriendly faces arrayed around the table; dirty, drunken scum of the earth, every last one of them. The smell of gin was thick in the air along with the sickly sweet stench of cigar smoke and less pleasant smells that you really didn't want to think too long or hard about. The clientele of this particular drinking establishment was as equally repellent as the smells, rotten dregs of humanity washed up in a shadowy corner of Malifaux, much like Crayne himself.

"Your bet Mister," one of the faces slurred at him, a half grin exposing the man's faith in his hand along with a set of yellowed rotten teeth.

Crayne paused taking a quick shot of gin and reflected on just how far he had sunk from the fine gambling houses and dance halls of New Amsterdam. It all seemed like a lifetime ago; something that had happened to another man, before he got into trouble and ended up on the wrong side of The Breach with a collar round his neck. Of course that was all rapidly becoming ancient history now, years slipped away like gin or coin and the half remembered faces of less than virtuous women. He had done his time in the mines, worked hard for the Guild and dug their precious ore, pulled himself up by his bootstraps and made a name for himself in the City as a cardsharp, falling back on the same skills that had seen him sent here in the first place.

Although, as every gambler will tell you, luck is a fickle mistress, and the more she pulls you up the further she has to throw you down when your fate turns on you. It was this very series of events which saw him turning his trade here, in the Wilted Rose saloon, very much on the wrong side of Malifaux.

"You hear me fella? You gonna stare at them cards all night or you gonna put down some coin to match that hand?"

Crayne only half heard the gambler as he checked his cards again, the black joker winking at him from the middle of his hand, accompanied by three faded eights, giving him about the strongest hand he'd had so far and one he was willing to put his coin behind. This wasn't why he paused, though, he'd been playing these men all night, deliberately losing and driving up the stakes, the way it was meant to be done and the way you did it if you wanted to walk away rich. Now, though, amid the squalor and filth of the Wilted Rose taproom, something had raised the hairs on the back of his neck, something which told him perhaps this was the time to lose and walk away rather than press his advantage.

Perhaps it had something to do with the woman who had been staring at him for the last hour, sitting at the bar dressed in a tightly fitting corset and flowing red dress with eyes that never seemed to leave Crayne alone. He didn't recognise her as one of the Rose's regular girls (and he had made the acquaintance of more than a few), but there was something about her which was putting him off his game, something which was tugging at a memory buried somewhere down deep in his mind.

Shaking off thoughts of the girl Crayne looked again at his cards and once more at the table. Unfortunately for Crayne he had never been one to trust his instincts when there was this much money on the table; a small pile of Guild scrip, a tarnished looking watch, and a fine-looking bone-handled hunting knife making it a handsome haul. It was just this trait which was probably why Crayne was here in Malifaux and not back in New Amsterdam spending other people's money. Nethertheless, with a slight smile he tossed his few remaining notes onto the pile and looked across the table at the man with the rotten grin.

"I call." His gaze held the other man's evenly even as part of his mind braced itself for trouble.

Still confident, his opponent laid down his own hand, the rotten grin expanding to show a glint of gold where his incisors had been replaced. Two pair, sevens and fives accompanied by a tired looking queen; a good hand, but not the equal of Crayne's own. Not wanting to draw out the moment Crayne tossed his own cards on the table, waiting only long enough for the man's face to fall, defeat registering in his eyes, before Crayne reached out to claim his winnings.

Immediately, the mood in the taproom shifted, and though no one reached out to stop Crayne gathering up his money he could feel the intense, unfriendly stares levelled at him. He was also becoming aware that he was an outsider here, the bulk of the patrons being miners and rail workers like those he was gaming with, doubtless all members of the Miners and Steamfitters Union. In fact, he would bet money on the fact most of these men worked in the same factory or mine, judging by their looks and the dust that still clung to their clothes, speaking of a recent trip into the city to spend their pay; pay Crayne had just lightened them of considerably.

Aside from the M&SU mob, a few locals lurked in the shadows or leered from nearby tables, drunkards and whores gearing up for some free entertainment, and judging by the expression on old rotten grin's face they were about to get it.

Still gathering his winnings Crayne started to rise from his chair, intent on leaving as quickly as possible, but was stopped by a heavy hand on his shoulder, pushing him down. Looking up he met the gaze of a heavyset miner with an expression as equally grim as the ones around the table.

"I don't think you been playing fair Mister," rotten grin said, his yellow teeth now hidden by the hard line of his mouth.

"Hey, I just take the cards as they are dealt, my friend. Nothing going on here but some good honest gambling." Crayne held out his arms showing his empty sleeves to further prove his point.

"I an't your friend Mister, and perhaps you are being honest but I don't reckon I fancy losing tonight. So you just put that money back and walk away, while you got two good legs to do it."

Crayne could see where this was going. Even though he hadn't outright cheated, he had been playing the miners and getting them to raise the bet until he could let his real skill show. Turns out rotten grin was just smart enough to pick up on this and was going to use it as an excuse to take back what he had lost. Crayne could also see that there was only one way he was going to get out of this with his money.

Crayne made a lunge for the knife still sitting in the center of the table just as rotten grin and the other miners leap to their feet. His fingers almost closed on the hilt before the table was thrown over, sending it skittering off across the room. Someone landed a blow on his jaw and the heavyset miner who had pushed him back into his chair tried to grab him.

Crayne was no stranger to a good brawl (even though he preferred to avoid them where he could), and his first instinct was always to escape. Rolling with the punch and slipping away from the heavyset man Crayne fell to the floor and threw himself under a nearby table. Scrambling across the beer soaked floor and trying to avoid kicks from startled patrons, he staggered to his feet and turned to look for an escape route as well as size up his opposition.

Pushing past the table rotten grin and heavyset were closing in, along with two other men from the table, though for now it looked like the bulk of the miners were content to watch. Among the other onlookers Crayne once again locked eyes with the woman by the bar, a wry smile twisting her lips in apparent amusement at his predicament. The nearest exit was a window about a half dozen paces away, but Crayne had no idea what lurked on the other side. The other option was trying to get around the miners and to the front door.

Thinking fast Crayne decided it was time for a new tactic, and though he hated doing it, he took out a fist full of Guild scrip from his hastily gather winnings and held it above his head.

“One hundred scrip to anyone that gets these gentlemen out of my way!”

Hearing his plea the miners paused, rotten grin showing his yellow teeth once more as he looked around the room at the stony faces of his fellow workers. Then a group of wastrels rose from a table in the corner hefting their canes, while a beefy looking man dressed in a faded duster put down his drink and rose from the bar. For a moment everything was still as his new ‘allies’ sized up the miners, and the miners’ companions started getting up to aid their friends. Then one of the wastrels cracked his cane on a table and all hell broke loose.

Rotten grin and heavyset were suddenly fighting an onslaught from both sides while the bruiser in the duster waded through the crowd toward Crayne, laying out anyone who got in his way. Crayne meanwhile tried to circle round the growing brawl and make for the exit, hoping to make it to the street before either the miners got him or he was forced to make good on his promise to one of the wastrels or the bruiser. From all sides more of the miners piled into the fray, and what a second ago had been an altercation between Crayne and the other gamblers was now expanding into a full-fledged bar brawl.

Skirting the action he could see it was not just his newfound friends which were struggling against the miners, but it seemed others had taken the opportunity to settle scores amidst the mayhem or simply join in the violence of beating their fellow man bloody. Nearby a miner with a steam-powered augmented arm was hammering a man into the floor, until suddenly two or three others bore him to the ground under the barrage of swung chairs and bottles. Elsewhere, a man was trying to drown another in a spittoon while behind the bar some wretch was attempting to liberate as much alcohol as he could carry.

The wastrels meantime were standing back to back, smashing and cutting anyone who came close, and for an instant Crayne met the gaze of their leader, a stringy haired fellow in a bent top hat. The man smiled cruelly at Crayne, as the gambler caught a glimpse of a knife, flashing in the light and then coming away bloody. The sight chilled Crayne more than any threat from rotten grin had, and he hoped he could escape before he had to settle up with this man, or worse, find himself in his debt.

By contrast his other saviour, the bruiser, seemed to have become lost in the melee, and Crayne could only hear the occasional scream or crack of wood (at least what he assumed was wood) to mark the man’s location behind the moving throng of unwashed bodies.

Seeing a break in the crowd Crayne made his play and dashed for the entrance, swaying to avoid a few hastily thrown punches and dodging under the odd bottle tossed in his direction. Before he could reach the doorway, however, a shape moved to block his path, and a familiar rotten grin filled his vision.

“Had ‘bout enough of you Mister, figure you’ll be giving me my money now.”

Crayne’s gaze fell from the man’s grin to the clockwork pistol in his hand, its barrel squarely levelled at Crayne’s chest. Crayne himself had a holdout pistol tucked into

the back of his belt, but knew that there was no way he could hope to reach it before the miner put a fist-sized hole in him.

Spreading his hands in what he hoped was a placating gesture and giving a lopsided smile, Crayne tried to buy himself a few more moments of life.

"No need for this, fella, I can see now the error of my ways. Here let me just get that scrip for you."

"Heck, I was going to try and keep my money from getting bloody, but I think we're done, mister."

Crayne could only watch as rotten grin cocked the pistol ready to fire, bracing himself for the end. The gunshot rang out across the bar, momentarily stopping the brawl as heads snapped around to see its source or men ducked for cover. Crayne himself flinched at the sound but after a second he realised he was still alive, his would-be killer lying at his feet, the woman who had been making eyes at him earlier standing over him with a bottle in her hand and a bullet hole in the ceiling.

"Come on you fool!" she cried, grabbing his arm and dragging him toward the exit. "This situation is about to get a lot worse and we really don't want to be here!"

She was not wrong; already the miners were recovering from the gunshot and many, believing their companion had been gunned down, were drawing firearms of their own. As Crayne and the woman ran out of the Wilted Rose, he could hear more shots and screams along with the crashing of glass and the breaking of wood.

"Wait! Who are you and why did you save my life back there?" Crayne yelled as they rushed out into the cold night air and shadowy streets of the Malifaux slums.

For a moment the woman looked back, pale green eyes locking with his own, a pale delicate face framed by bright copper hair.

"They call me Jezebel, and I know your name, Mr. Edward Crayne."

"So what does one of the Wilted Rose girls want with me... or is it the money?"

"Edward, if I had wanted your money I would have hit you with the bottle, now wouldn't I?"

Crayne tried looking into her eyes to see if he could detect any evidence of treachery or danger there, but only the well-practiced innocence of her expression was reflected back at him (a trait common to many women in her line of work).

"Fine, so where are we going then?" Crayne was looking around trying to figure out where he was and deciding if it was time to slip away now that the Wilted Rose seemed to be behind them.

"Somewhere safe. That man you cheated..."

"I didn't cheat anyone, I just let him believe I was a poorly skilled card player and then disabused him of the notion."

"As I said, that man you cheated was Caleb Muller, not just a boss in the M&SU but also a friend of Ramos and an Arcanist, if you believe the rumours."

Crayne had heard of the Arcanists; dangerous magical terrorists with strong ties to the Miners and Steamfitters Union. Definitely not people to get on the wrong side of.

"To make matters worse that stunt you pulled offering money for protection drew the attention of some other less than pleasant characters. Those wastrels are led by Finlay Rorschach, a vile thief, murderer, and worse, while the big man in the duster is a hired gun by the name of Maximillian de Rais, of equally unpleasant demeanour."

Crayne couldn't be sure, but Jezebel seemed to be getting more and more excited as she listed his new cadre of enemies, almost as if she had been waiting for a very special present and was finally about to unwrap it.

"I guess that's my luck. Fate, it seems, has it in for me tonight."

For an instant Crayne noticed a change in Jezebel's expression when he mentioned fate, but it was gone before he was sure he had seen it. He was about to continue his thought but Jezebel interrupted him.

"So, I thought I might help, find somewhere safe to hide, at least until they stop looking for you – and trust me they will be looking, each and every one of them has a reputation to uphold and takes a very dim view of getting cheated."

"I didn't cheat anyone..."

"Yes, of course." She smiled.

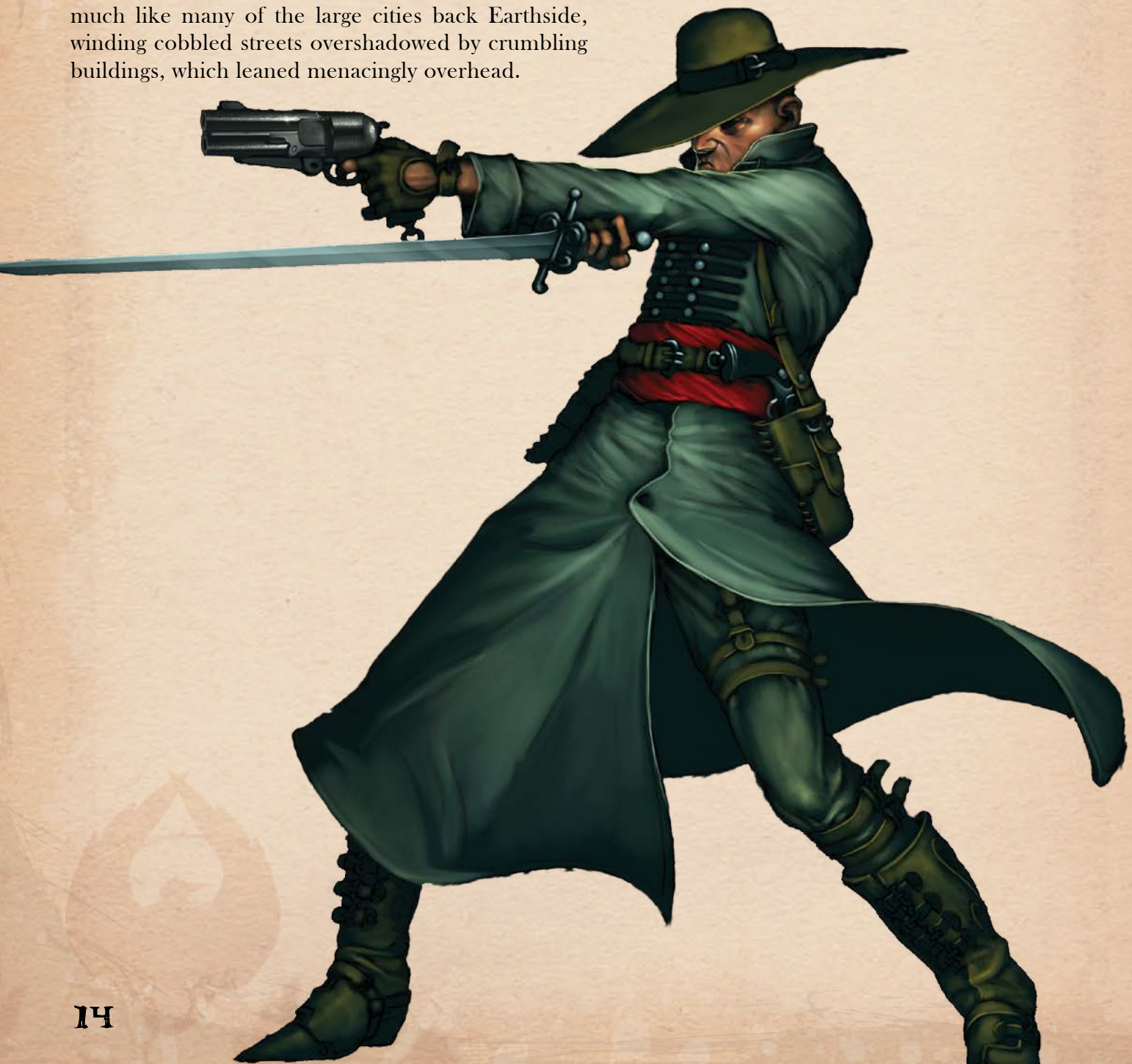
"I guess once you help me find my way through this maze you'll want some of my money then?"

"Something like that." She replied cryptically.

Even armed as he was Crayne suddenly felt quite alone and vulnerable, and not at all like he was protecting Jezebel on this dark night street, but rather like it was the other way round.

Content to follow the woman, at least for the time being, and let the fickle tides of fate take them where they would, Crayne took a moment to soak in the city at night. Malifaux was, to the casual eye, much like many of the large cities back Earthside, winding cobbled streets overshadowed by crumbling buildings, which leaned menacingly overhead.

Everywhere was the stink and filth that was synonymous with humanity, the stink and filth of thousands of souls crammed together in close quarters. Only when one looked closer did you see the alien nature of the stonework, the placement of buildings or the evidence of a culture at once close to mankind but equally removed. Then there were the stars. Crayne didn't like to look up in Malifaux, as nothing made him feel quite so far from home as those foreign stars shinning down at him, their constellations twisting and writhing in strange and unfamiliar shapes. If you wanted proof you were far from the Earth all you had to do was look at the night sky.



Still, for all the strangeness, Malifaux was a city where one could make a name, even after falling as low as Crayne had. Most people you would meet in the city were like him, human debris washed up by the ebb and flow of fate, coming here either to escape their past or trying to forge a new future. Sparing a glance at Jezebel as she led him though the winding streets he could imagine she was much the same. Many of the girls he had met at the Wilted Rose or similar establishments shared the same tale of woe; women abandoned or lost, trying to find their way in a violent and strange world.

"Trouble," whispered Jezebel, laying a hand on his chest to stop him.

Crayne peered ahead into the shadows, unable to see what Jezebel had seen, and wondered again why he was trusting the girl.

"There! Quick, into the doorway."

Crayne and Jezebel hastily retreated into a doorway just as two men in long, blue dusters and broad-brimmed hats rounded the corner. Clutching pistols in their hands and carrying long curved sabres at their belts, the men strode past. Crayne didn't need to look twice to recognise them as Guild Guardsmen. Even with the miners, mercenaries, and wastrels on his trail he knew better than to seek aid from the Guild, especially in this part of town. The two Guardsmen were just as likely to haul him off to gaol as they were to listen to his story or give a damn about his plight. He wasn't even sure what the Guild were doing here in the Slums. They usually kept to Downtown and the other places where the Guild had its interests, protecting the wealthy and privileged of Malifaux. So for all these reasons, and a sudden onset of common sense, Crayne kept his mouth shut and stayed still within the shadows.

As the Guardsmen neared the center of the street, only a few paces from where the pair were hiding, a new set of shadows suddenly appeared. Crayne watched as several figures making their presence known, light from an errant gas lamp revealing it to be Caleb Muller and his crew. The Guardsmen paused as they saw Caleb saunter into view, his rotten grin fixed from ear to ear even in the face of two well-armed members of the Guild.

"Out of the way citizen," one of the Guardsmen commanded, gesturing toward Caleb with his pistol.

Unflinching, Caleb continued to advance, flanked by the heavyset man from the Wilted Rose and the miner with the augmented arm.

"We're just out for a stroll officer, looking for a friend of ours. Don't s'pose you seen 'em, 'bout so high, nasty cheap suit, probably running with some scruffy looking harlot."

"Out of our way!" the Guardsman repeated, moving forward again, trying to bring the full force of his authority to bear. Unfortunately, neither of the Guardsmen had any notion of who they were dealing with, and from the shadows Crayne could see the expression on Caleb's face change and his men take on a fighting stance.

"Oh well... guess I'll just have to take out some of my frustration on you two lapdogs then."

In a blur of motion the miner with the augmented arm lunged forward, smoke billowing from its motors as its pistons hissed into life, and landed a bone crunching blow on the first Guardsman. At the same time Caleb muttered under his breath conjuring a spell and flinging blue fire at the second Guardsman, engulfing his duster in flame.

"Witch," spat the Guardsman as he fought to put out the fire on his clothes, while his companion struggled back to his feet from the blow and dragged free his sabre. What followed was a brief and violent exchange, punctuated by a few gunshots and more sickening cracks as the augmented miner and his heavyset friend laid into the Guardsmen. By its conclusion both Guardsmen lay face down on the street, Caleb and his companions shaking blood from their fists and straightening their jackets.

"Can't stand those Guild scum. Well, at least these two will think twice before coming down this way again." To accentuate his point he delivered a quick kick to one of the downed Guardsmen.

"Right now let's see if we can find that cheating whoreson who stole my money."

Crayne watch silently as Caleb and the miners walked off down the street, disappearing into the night.

Long minutes later he finally started breathing again and moved out of the doorway with Jezebel in tow. Glancing down at the prostrate Guild men, he briefly considering going through their pockets but then thought better of it. Moving off quickly Crayne took a moment to glance down the street to where Caleb had gone before setting off in the other direction.

Minutes dragged on as the pair pushed through the slums and stinking darkness of the Malifaux night, until Jezebel once more took the lead, urging Crayne in a new direction.

"Caleb will think you are going to head to either Downtown or Little Kingdom, as will Finlay and Maximillian, no doubt. I know a shortcut which should take us away from them and give you a chance to see the dawn."

Given that Jezebel had led him this far, Crayne let her lead on, his eyes alert for any sign of pursuit or ambush. Even without the attentions of mercenaries and disgruntled miners this was a bad place to be at this hour, and a man and woman alone could prove a tempting target for a desperate thief, thug, or worse. In fact it was the worse that was playing on Crayne's mind as he followed Jezebel though the darkness, tales of night terrors, ancient evil, and darkness come to life playing in his mind. This was what it meant to live in Malifaux, a place of great magic, exceptional possibility, and slumbering power. It was the magic which had drawn the Guild here in the first place, on behalf of wizards and sorcerers from Earth hungry for the Soulstones and the power that the city offered. Every day trains carried workers and convicts in to work the Guild's mines, and every day those same trains carried back Soulstone ore and items of power, keeping the waning magicks of Earth alive for a little while longer.

Crayne wasn't interested in magic, though, never experiencing much in the way of gifts like so many others who passed through the Great Breach. Instead he followed the coin, and it was the wealth of the city, a wealth founded on Soulstones, which had kept him here when he might have chosen to travel back home.

Lost in thought, Crayne was not sure when the fog had fallen. It seemed that he looked up to see the sky suddenly hidden by grey mist and the street concealed from view by rolling silver clouds. All around him sound was becoming muted, and the feeble light of the gas lamps seemed to hang in the air, their glow fighting to illuminate the night.

Ahead of him he could just make out Jezebel as she led the way, apparently sure of her bearings despite the fog, her red dress a smear of color in a world of grays and blacks. Shortly after becoming aware of the fog Crayne noticed something else about his surroundings, the texture of the cobbles beneath his feet and the curve and shape of the buildings subtly changed. The sounds of the city had also fallen away, and it was if the whole of Malifaux was holding its breath as it watched his fate unfold.

"Where are we? I don't know this place... are you sure you know where we are going?" Crayne's voice sounded strange in his ears, like it was coming from far away, or as if someone else was speaking his words.

In reply Jezebel only smiled as she looked over her shoulder, motioning him to follow her further into the fog. Stumbling on, Crayne continued to keep pace, all at once afraid that he might lose his way here, or be left alone. As he walked down the strange street he tried to make out the buildings lining its sides, their facades fallen or in ruin, doorways and windows gaping like wounds in their wood and stone walls. One building drew his eye, rising out of the gloom, now lit only by a strange luminescence that seemed to cling to Jezebel. It looked to have once been an inn or tavern, now badly decayed and long since neglected, an illegible sign hanging over its entrance, only the faded imagine of a rose giving any hint at its lost meaning. Taking his hand Jezebel led him inside, the same smile still playing across her lips.

"Such is the nature of man that all he builds will eventually fall to ruin. Even the greatest of your empires are doomed to become but distant memories buried by the weight of centuries."

Crayne looked at Jezebel as she spoke, the strange words making no sense to him, the same instinct to flee from the Wilted Rose uselessly hammering at the back of his mind while he let the woman take him deeper into the ruin.

"Even this great city, once so proud and strong, has fallen to the cruel hand of time. Humanity crawls along its bones, and thinks he grants it life once more, but he does not even have the slightest notion as to who once lived here."

"Who are you?" Crayne managed to mumble, trying to break the strange spell that had suddenly fallen upon him.

Still smiling, Jezebel stroked his cheek in a mockery of affection. “One who dwelt in Malifaux long before you were here, and one who will be here long after you are gone. It was your fate which brought you to me, Edward Crayne, the ill luck which you wear about your soul like a fine coat or silken scarf shines forth to my kind.”

Crayne looked again at Jezebel as she spoke and saw for the first time that which darkness and panic had hidden, first in the Wilted Rose and later on the street. There was something about her that marked her as more than human, a wolf in sheep’s clothing, a monster wearing the skin of a woman. Beneath her beauty there was a dark glow, an inner power which he had only heard talk of and never witnessed himself... until now.

The word rose up from his throat and found a shaking voice. “Neverborn.”

“Yes, Mr. Crayne, that is as good a word as any.”

“Where am I, why have you brought me here?”

“Do you not recognize the bones of the city you plunder, even here in the so-called Quarantine Zone, where your much vaunted Guild fears to tread. Is this not the place where you came to seek your fortune, to see your fate changed and your luck restored?”

“My fate is my own, it does not belong to anyone else.

“Then play my game, Mr. Crayne, change your destiny. It is, after all, why you are here.”

“No.” Crayne reached into his coat and drew his holdout pistol and tried to swing it around to shoot the Neverborn. Before he could take a bead on Jezebel strong claws closed around his arms and legs, wrenching the gun from his grasp and pinning him in place. In horror Crayne watched as a dozen Nephilim materialized from the ruins around him, their twisted nightmare forms all leathery skin, fangs, and claws.

Ignoring his attempt to kill her, Jezebel produced a deck of cards and gestured for the Nephilim to take Crayne to one of the tavern’s few surviving tables.

“A single card Mr. Crayne, a single card to prove your luck. Beat me and I will show you the way home, fail and your soul is mine to keep.”

Without waiting for a response Jezebel drew a card from the deck and laid it on the table, Crayne’s eyes flicking down to see it was the Jack of Clubs.

Crayne looked into Jezebel’s eyes, seeing the inhumanity which lurked there, the hatred for man and the cruel pleasure at his powerlessness. However, Crayne had always been a gambler, and even a run of bad luck wouldn’t change that. As soon as the Nephilim eased their grip he stepped up and drew a card from the deck and tossed it on the table. The King of Hearts looked up at him, giving him hope he had only just then realized he thought lost.

“I win.” Shaking free of the Nephilim, which waited silently for the command of their mistress, Crayne began backing away toward the door.

“No, I don’t think so Mr Crayne.” Jezebel swept across the room in a flash of movement that belied her human form and dug her claws into Crayne’s chest. “A moment's hope is such savory seasoning. This is not your lucky night.”

“But, I bested you! I won. You said... you said my luck would turn, that this was the good thing I had been waiting for, the good thing I came to find.”

The monsters circled him, licking at their lips and grinning widely to show sharp jagged fangs.

“Don’t you know Mr. Crayne? Only bad things happen, here in Malifaux.”

Chapter 1: Malifaux Basics

Game Overview

Welcome to the character-driven world of the Malifaux skirmish game!

After the reopening of the Great Breach, a "Soulstone Rush" has brought the powerful, the desperate, the ambitious, and the cunning into Malifaux from Earthside. The once abandoned city now teems with life; a boom city with no need for hastily erected buildings. To call Malifaux dangerous is an understatement; the nights are filled with murder and the echoes of gunshots.

Only the Guild's control of the Breach and regulation of the mining of Soulstones keeps Malifaux under its iron heel. The Arcanists engage in smuggling operations to move Soulstones back Earthside, bypassing the Guild. The ancient Neverborn will not easily surrender their lands to the human invaders, and take great delight in hunting down any human foolish enough to forget why mankind fears the night. All the while, the Resurrectionists exploit the unique necromantic dark arts possible in Malifaux. The Outcasts, a loose collection of mercenaries and other ne'er-do-wells, sell their services to the highest bidder when not pursuing individual objectives. The Ten Thunders crime family has infiltrated every level of society, pulling strings from the shadows. Last, but not least, the Gremlins of the Bayou are a constant nuisance to travelers and mining groups.

In this skirmish game, two players fight one of the infinite conflicts between these groups. Each player selects a Crew made up of individuals from one of the setting's Factions and pits it against their opponent's Crew in an Encounter. Each Turn players alternate activating their models, spending Action Points to move, Attack, cast spells, and generally wreak havoc on the opposing Crew. Malifaux does not use dice to resolve conflict, but instead uses a deck of cards, called the Fate Deck, to determine the winner and loser of each conflict. Can you command your Crew to achieve its schemes? There's only one way to find out. Let's get started!

What You Will Need

Malifaux is a skirmish miniatures game for two players. Players need this rulebook as a reference during their Encounter. In addition, several other items are needed to play the game.

Playing Area

A standard game of Malifaux is played on a table or other playing space that can accommodate the standard 3' X 3' Malifaux table size.

Terrain

Buildings, trees, and other types of scaled terrain lend to the game's enjoyment. Malifaux's geography and history ensure that just about anything in your terrain collection can find a home on a game table. Even a stack of books can serve as a barrier in a pinch.

Models

You will need several Malifaux models to simulate a clash between two Crews. Each player will need his or her own Crew. A model's accompanying stat cards will help you keep track of its rules during a game.

Tape Measure

A tape measure (preferably one for each player) marked in inches is needed to determine movement, Attack ranges, and so forth.

Fate Decks

Players in a game of Malifaux use decks of cards (called the Fate Deck) to determine game results. Each player will need his or her own Fate Deck. These are standard, 54 card, poker decks.

Basic Concepts

Before diving into the mechanics of how Crews lay waste to one another, a few general game concepts need defining.

Models

As Malifaux is a miniatures skirmish game, one of the key elements is the miniatures. Most of the game rules describe how these figures interact with one another and the table. In Malifaux, a model is a collection of things, including the figure itself, the base it is mounted on, and an associated stat card for the miniature. All of these things combine to describe the model, as it pertains to the game.

Models represent individual characters that are engaging in the conflict. Each model is defined by a collection of statistics. Statistics (stats) are numeric values that represent how well a character defends, attacks, casts spells, or how far they can move. A character capable of running very fast, for instance, will have a higher Walk (**Wk**) statistic.

Each model also has Abilities, which grant the character new ways to deal with situations. This can include immunities, special ways to defend or move, or anything that isn't already described by a model's statistics.

Each model has a number of Actions as well. These Actions are usually Attacks, but they can be a variety of other special maneuvers that a model can perform. Actions cover anything special the model does, like shooting a gun, clawing an enemy, or leaping through the air in a torrent of arcane energy to land in an explosion of debris and thunder.

Encounter

In Malifaux, an Encounter is the scenario which determines certain rules for the game. Players will generate an Encounter (see pg. 58) at the beginning of the game.

When players build an Encounter they will determine several variables, such as the conditions for winning, how players deploy models at the beginning of the game, and even where the terrain pieces will be placed.

Crew

Each player will be leading a Crew. At its most basic level, a Crew is a group of models that represent a group of characters that the player controls in an Encounter.

The Crews in Malifaux are chosen as part of the Encounter, and are hired after the players know a little bit about the rules of the Encounter.

Wyrd Miniatures sells Crew Boxes, which are often a new player's first entry into the game. These Crew Boxes contain a Crew that works well together.

When a player hires her Crew, one model will be chosen as the Crew's Leader. This is usually a Master, which is a powerful model that must lead a Crew if it is hired. Some Crews have a Henchman who can, in smaller games, also lead the Crew. The process for hiring a Crew is explained more on page 72.

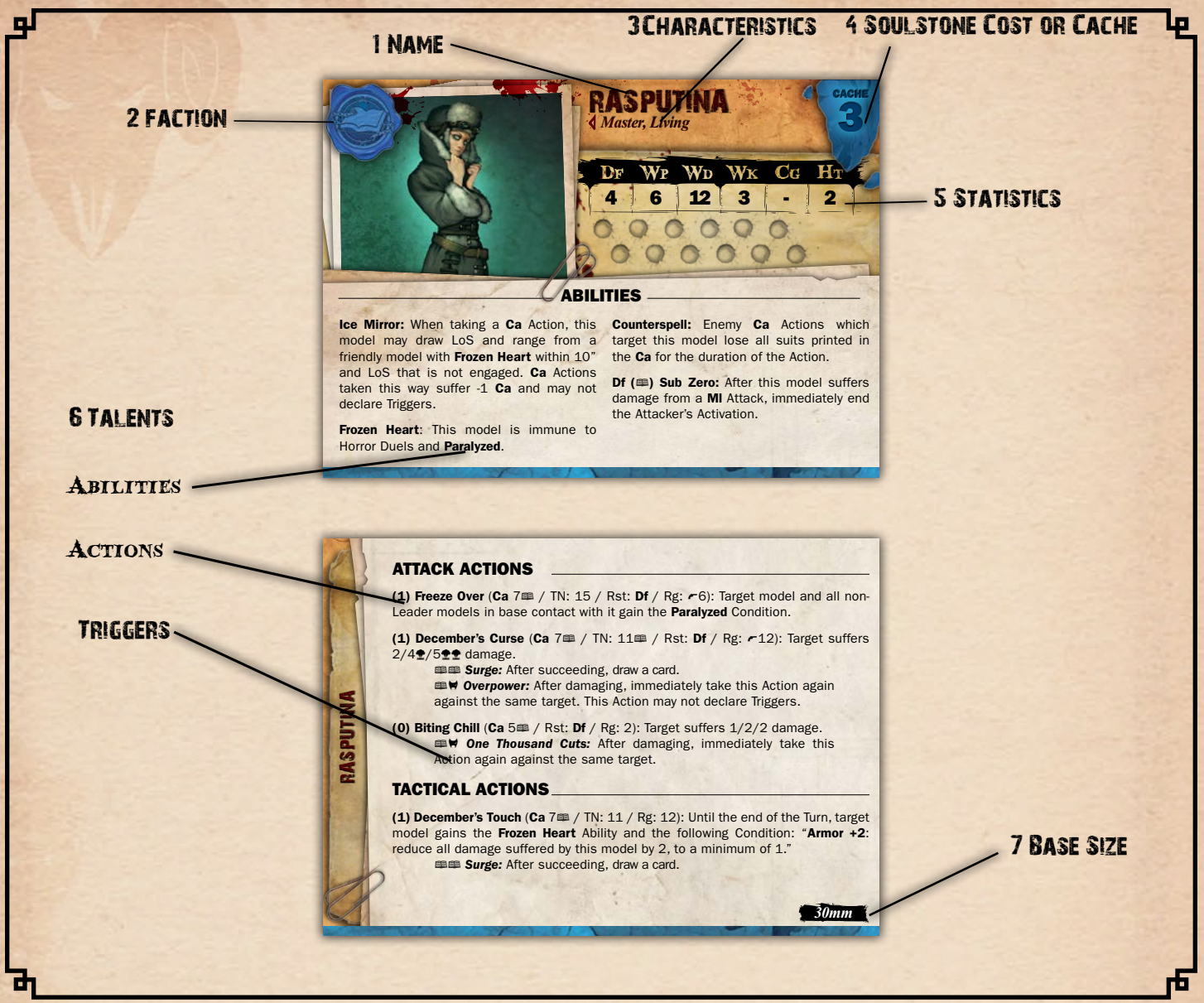
Soulstones

Soulstones are the basic currency that players use to balance two Crews for play in Malifaux. Each player will purchase a Crew of models using their Soulstones. Each player starts with the same amount to spend on their Crew's models and Upgrades.

Soulstones can also be added to the Leader's Cache to form the Soulstone Pool. There are uses described throughout the rules section for the Soulstone Pool. Usually, they are spent to improve or degrade the effectiveness of an Action. There is a synopsis of all the things Soulstones do on page 25.

Markers

Malifaux uses various Markers to track different game effects. Some of the rules require standard sizes for Markers and other types of templates, including 30mm and 50mm circles. Wyrd Miniatures sells 30mm, 40mm, and 50mm model bases which work perfectly for Markers and templates.



Stat Cards

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

1. Name

This is the name of the model. Some rare mechanics may reference the model's name.

2. Faction

This shows the Faction (or Factions) to which the model belongs. A model's Faction has several effects, from Crew selection to Upgrade options. A model's Faction never changes. There are seven Factions in Malifaux: Arcanists, Gremlins, Guild, Neverborn, Outcasts, Resurrectionists, and the Ten Thunders.

3. Characteristics

Characteristics further define a model. Characteristics define a universal element of the model, and are referenced by other game effects. This can include a variety of terms, such as Master, or Beast. If a model is Undead, Living, a Henchman, or some other pre-defined type of creature in Malifaux, it will be noted here.

Many of these terms are simply keywords that Abilities and rules will use to determine legal targets (such as a power that only affects Undead). However, some characteristics will appear in italics. These italic characteristics have additional rules (often for hiring Crews). These characteristics are detailed starting on page 54.

4. Soulstone Cost or Cache

Cards list values for their Soulstone Cost and their Soulstone Cache prominently, as they are very important values.

Soulstone Cost

This value is the number of Soulstones that the Crew must spend to hire the model during Encounter setup (pg. 72).

Soulstone Cache

Masters are free to hire and therefore do not have a Soulstone Cost. Instead, they list a Soulstone Cache amount they contribute to a Crew's Soulstone Pool at the start of an Encounter. Henchmen can lead a Crew as well, and when they do, they will use their listed Soulstone Cache (see pg. 72).

5. Statistics

A model possesses the following statistics (stats), which represent its physical and mental strengths in numbers and sometimes suits. Stats are always capitalized and when abbreviated they are listed in bold. The higher the stat, the more powerful the model.

Walk (**Wk**): This is the model's distance, in inches, it may cover when moving.
Charge (**Cg**): A model performing the Charge Action moves up to this far toward its target. A **Cg** of "-" indicates the model cannot perform the Charge Action.
Height (**Ht**): The model's relative height in the game. **Ht** is used when drawing Line of Sight (see pg. 40).
Willpower (**Wp**): Willpower represents the model's strength of will, determination, and self-control.
Defense (**Df**): This is the model's skill at protecting itself from physical harm.
Wounds (**Wd**): This is the amount of damage a model can suffer before being killed.

Models also possess stats that are not listed in this block. The Melee (**Ml**), Shooting (**Sh**), and Casting (**Ca**) Stats. These represent skill with a specific Action. Actions that require a duel will list the stat that represents the relevant skill used in the duel.

6. Talents

A model's Abilities, Actions, and Triggers are collectively known as its Talents.

Abilities

Models have special Abilities that change how they interact with the rules, such as making the model difficult to damage, or giving it strange ways of moving. A model's Abilities are considered to be active during an Encounter unless otherwise indicated in their description. All Abilities are capitalized.

Actions

Actions are special Attacks or maneuvers that a model can take when it Activates. Most Actions are described on the model's stat card, but there are some common Actions available to all models described on page 38. A model's Actions are split into two categories of unique Actions; Tactical and Attack.

Attack Actions are Actions that a target model resists, while Tactical Actions are those that an acting model performs without resistance from other models. See Actions on page 37 for more details on Actions. Action names are capitalized.

Triggers

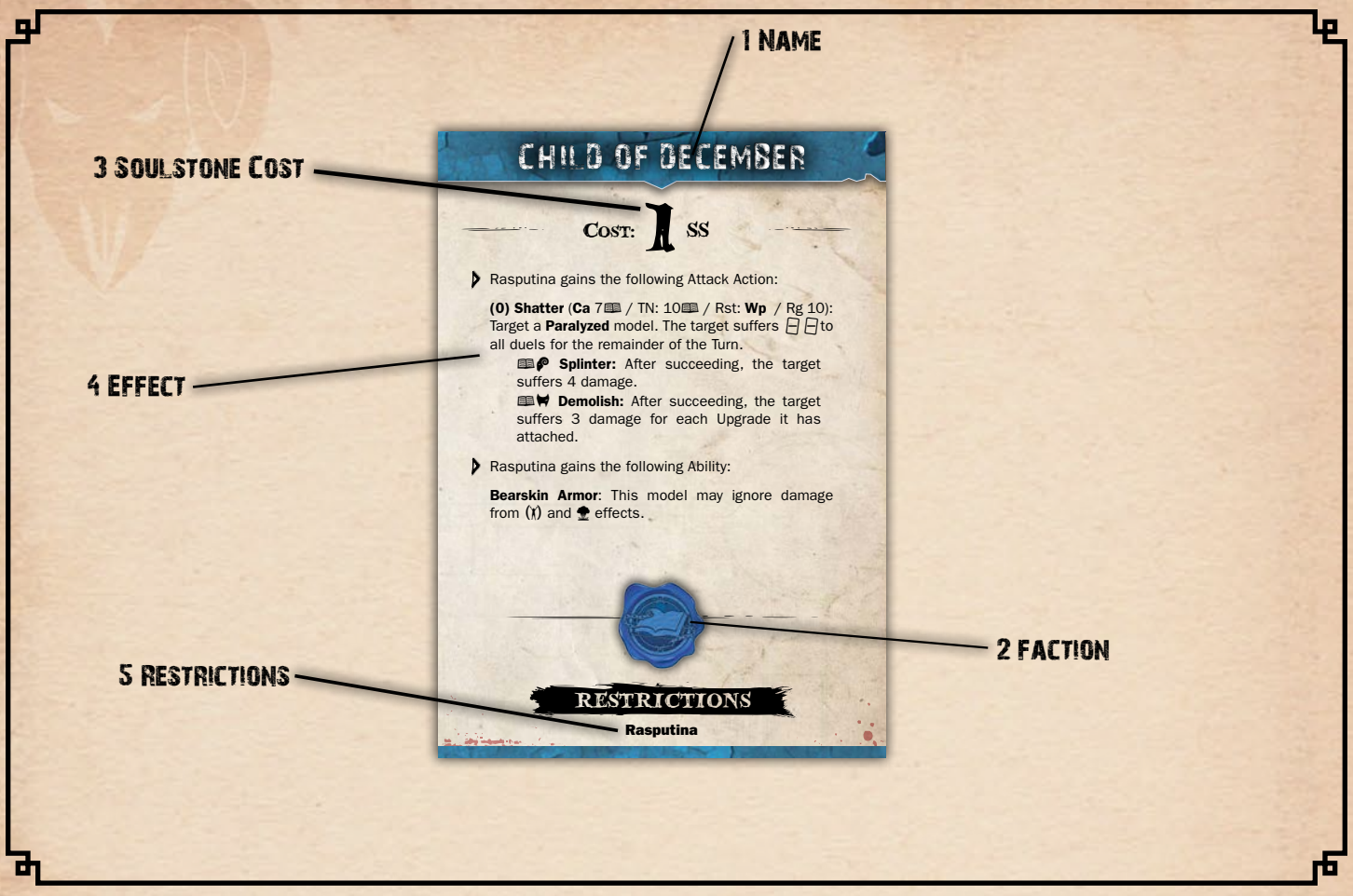
Triggers allow a model to change the results of an Action (when Attacking, being Attacked, or taking a Tactical Action). Triggers will require that a character has a suit (or multiple suits) in the final duel total.

If a Trigger is part of a specific Action it is listed below the Action's description. These are called Action Triggers and are part of the Action itself. This is most common with Attack Actions. The Trigger will modify the effects of the Attack (like dealing more damage or pushing a target).

A Trigger that is associated with the **Df** or **Wp** stats is a Stat Trigger. These Triggers can be used whenever the character is performing a duel with the associated stat. Most often, these are defensive Triggers that allow a character to defend themselves in clever ways.

7. Base Sizes

All models are mounted on one of three round base sizes as indicated in their descriptions: small bases (30mm), medium bases (40mm), and large bases (50mm).



Upgrade Cards

Upgrade Cards represent special options that some models can access. This could be specialized spells prepared just for the battle, unique or rare equipment, or special tactics.

When some models are hired they may also have an Upgrade purchased and attached to them. This process is explained in detail on page 54.

1. Name

This is the name of the Upgrade.

2. Faction

This shows the faction to which the Upgrade belongs. A Crew may only purchase Upgrades for its models that are the same Faction declared by the Crew. If an Upgrade has two or more Faction symbols, it is available to both Factions.

3. Soulstone Cost

As with models, each Upgrade has a cost in Soulstones that must be paid to purchase the Upgrade.

4. Effect

This section contains all the rules for what the Upgrade does mechanically.

5. Restrictions

Most Upgrade cards list one or more restrictions. This defines who can have the Upgrade attached to them, as well as how many copies of the Upgrade a Crew can have.

There are a variety of ways that an Upgrade might be restricted. These are detailed on page 54, under "Hiring a Crew."

The Fate Deck

Central to the Malifaux game is the deck of cards that each player uses to determine game effects, which is called the Fate Deck (or deck). Each deck is comprised of 54 cards. Each player needs his or her own Fate Deck. Wyrd Miniatures produces an assortment of Fate Decks for Malifaux featuring the artwork of Malifaux, as well as the special suits and other player aids (such as damage notations).

If a player does not have a Malifaux Fate Deck available, a standard poker deck can serve as a Fate Deck.

The Cards

A Fate Deck consists of 54 cards. These cards are not very different from a standard poker deck, including aces, face cards, and both of the Jokers. In Malifaux, the ace is valued at 1, and the face cards are valued at 11 (Jack), 12 (Queen), and 13 (King). Each Fate Deck must contain the following 54 cards:

- 2 Jokers (1 Red and 1 Black)
- 13 (Rams) cards numbered 1 to 13
- 13 (Tomes) cards numbered 1 to 13
- 13 (Crows) cards numbered 1 to 13
- 13 (Masks) cards numbered 1 to 13

Using a Standard Poker Deck

When a player uses a standard poker deck in place of a Fate Deck the standard suits represent the special suits of Malifaux.

Hearts are Rams ()
Clubs are Tomes ()
Spades are Crows ()
Diamonds are Masks ()

Like with a Fate Deck, a Jack is valued at 11, a Queen at 12, and a King at 13.

Value

The value of a card ranges from 1 to 13. A card's value is often added to a model's stat when determining the results of a flip (see pg. 30) to resolve Actions. When the rules refer specifically to a Fate Deck card's value they are referring to the printed number on the Fate Deck card.

Suit

The four suits are used when performing Actions, activating Triggers (see pg. 30), and for some special effects. When the rules refer specifically to a Fate Deck card's suit they are referring to the printed suit on the Fate Deck card.

Jokers

The Red and Black Jokers in the Fate Deck represent the fickle nature of Fate.

Red Joker

The Red Joker represents the whims of magic that rush to the aid of even the most downtrodden... albeit somewhat randomly.

The Red Joker has a value of 14 and a wild suit. When the Red Joker is flipped or played, the owning player must immediately announce which suit the Red Joker will be during the Action. The Red Joker may also be chosen when a player is compelled to choose the lowest card, even though it is not the lowest card (although the Black Joker will still trump it). See page 27 (Fate Modifiers) for more information on this.

Black Joker

In Malifaux, Bad Things Happen! The Black Joker is the agent of this terrible luck, and when it appears even the most powerful may fall.

The Black Joker has a value of 0 and no suit. The Black Joker must be used regardless of the number of cards flipped (see the Fate Modifiers, pg. 27).

The Control Hand

During the Turn players will have the chance to affect fate by using the cards in their Control Hand (or hand) to Cheat Fate or activate other Abilities or effects. The size of each player's Control Hand is six cards, although this can change with Abilities and game effects.

A player's hand refills at the start of each Turn. Players must be careful with how quickly they use their cards or they may be left with an empty hand when they need to Cheat Fate most. Additionally, there are some restrictions on when a player can (or cannot) Cheat Fate, which are described later. Use those cards wisely!

The Discard Pile

Cards that have been flipped, cheated, or discarded are moved to the top of that player's Discard Pile face up. Players may not look through Discard Piles unless allowed to by a special rule. The top card of each player's Discard Pile should be visible to all players at all times. When a player moves multiple cards to the Discard Pile at once, she does so in whatever order she chooses, but must show all players what cards are being moved.

When the player would draw or flip from her Fate Deck and there are no cards left, the player shuffles her Discard Pile and uses it to refill her Fate Deck.

Cutting the Deck

A player must allow an opponent a quick cut whenever she shuffles the deck. A player can pass on cutting the deck, but the offer should always be made.

Measuring

All measurements are made in inches, or fractions thereof. When measuring a distance between two objects on the table, measure from the closest point of one object's base to the closest point on the other object's base. All measurements between objects should be made using the shortest distances possible.

In Malifaux, all measurements are done from a top-down perspective. Elevation is not factored into the measurement, although model and object height are used in other ways.

Pre-Measuring

Players are allowed to measure distances at any time during a game of Malifaux. Because models are constantly being moved on the table during a game, premeasuring allows players to have an accurate understanding of where those models are as well as area effects that may or may not influence their Actions. Players are encouraged to be respectful of one another when premeasuring and not delay the game or distract an opponent with constant measuring.

Soulstones

The driving economic force within Malifaux is the Soulstone. These wondrous gemstones can't be mined on Earth, and their magical properties are so potent that murder is a small price to pay for even one small Soulstone.

In the Malifaux skirmish game, Soulstones serve not only as the chief currency for hiring a crew, but also as a potent resource on the table top. There are several different uses for Soulstones presented throughout this rulebook.

Hire a Crew

Each player will have a set number of Soulstones from which they may hire a Crew. In addition, the Crew might spend some of these Soulstones to add to the Soulstone Pool, which may be used during the game. For more information on hiring a Crew, see page 54.

Enhance A Duel

Some models can spend Soulstones from the Crew's Soulstone Pool to increase their chance at success. For more information on enhancing a duel, see page 28.

Reflip Initiative

A player may spend a Soulstone from the Crew's Soulstone Pool to reflip initiative if she is unhappy with the result. For more information on initiative flips, see page 35.

Draw Additional Cards

When drawing cards at the beginning of each Turn a player may spend a Soulstone from the Crew's Soulstone Pool to draw additional cards. For more information on drawing cards, see page 34.

Prevent Damage

Some models can spend Soulstones from the Crew's Soulstone Pool to avoid suffering damage. For more information on damage prevention, see page 37.

Chapter 2: Core Mechanics

Malifaux is a game about action and combat. Whether it is two gunfighters engaged in a quick draw competition to the death, an arcane sorcerer hurling bolts of green lightning, or a Guild thug kicking in a locked door, players need a way to resolve whether a model's Actions succeed or fail.

A model's stats are often part of this process, but sometimes the game simply needs to produce a random number. In both situations, Malifaux uses flips & duels.

Both flips and duels follow the same rules, but can be modified in several ways. These include Fate Modifiers, Cheating Fate, Soulstone use, and stat modifiers. In addition, duels have a unique way that they can be modified; Triggers.

Flips

When a flip is required, the model turns over one or more cards from the top of the Fate Deck to achieve a random number and/or suit. Flips are used to resolve simple situations, such as suffering damage or healing.

Common flip Types

A few special rules players will encounter make reference to specific types of flips being performed. The following is a quick list of when each type of flip occurs:

Attack flip: The Attacker's flip in an opposed duel.
Defense flip: The Defender's flip in an opposed duel.
Damage flip: A model's flip to deal damage to a target.
Healing flip: A flip that heals damage to a target.
Initiative flip: A player's flip during the Initiative Step.

Duels

Malifaux uses a duel with fate (or duel) to resolve most game situations. There are two types of duel: Simple Duels and Opposed Duels. Simple Duels pit a model's stat against a Target Number (TN) to determine success, while Opposed Duels pit the stats of two models against one another.

All duels involve the model flipping one or more cards from the top of the Fate Deck and then adding one of the cards to a stat to calculate a total. The both types are detailed starting on pages 30-33.

Fate Modifiers ⊞ or ⊟

Normally, a player flips one card when performing a duel or a flip. However, some factors may increase or decrease the likelihood of success. These Fate Modifiers add additional cards to the model's card flip, possibly improving or interfering with the model's chance of success. There are two types of Fate Modifiers. A bonus modifier is represented by the ⊞ symbol, while a penalty modifier is represented by a ⊟ symbol.

Bonus modifiers (⊞) force a model to flip additional cards and then provide the model with a choice of which card to use. Usually the highest card is chosen, but there are situations in which the model might wish to use a lower card, such as when a specific suit is desired.

Penalty modifiers (⊟) force the model to flip additional cards and then use the lowest value card flipped. If two or more cards are tied for the lowest value, then the model may choose which of the lowest value cards is used.

When determining how many cards to flip, the ⊞ and ⊟ symbols will cancel each other out on a one-to-one basis. Therefore, Fate Modifiers applied to a flip are always completely ⊞, completely ⊟, or none at all, after cancellations.

Example: A Guild Guard is attempting to shoot a Bayou Gremlin, a common occurrence in Malifaux. Due to a variety of circumstances the Guild Guard has added ⊞ ⊞ to his Attack Duel. The Gremlin, who has taken a firm political stance against wanting to be shot, has taken steps to add a ⊟ to the Guild Guard's Attack. The ⊟ cancels out one of the ⊞ symbols, but one ⊞ remains.

The model will flip one card plus one additional card for each Fate Modifier symbol (either ⊞ or ⊟).

The maximum number of cards a model may flip is four, regardless of the number of Fate modifiers in effect.

Example: The Guild Guard flips two cards. One base, plus an additional card for the final ⊞ (after cancellations).

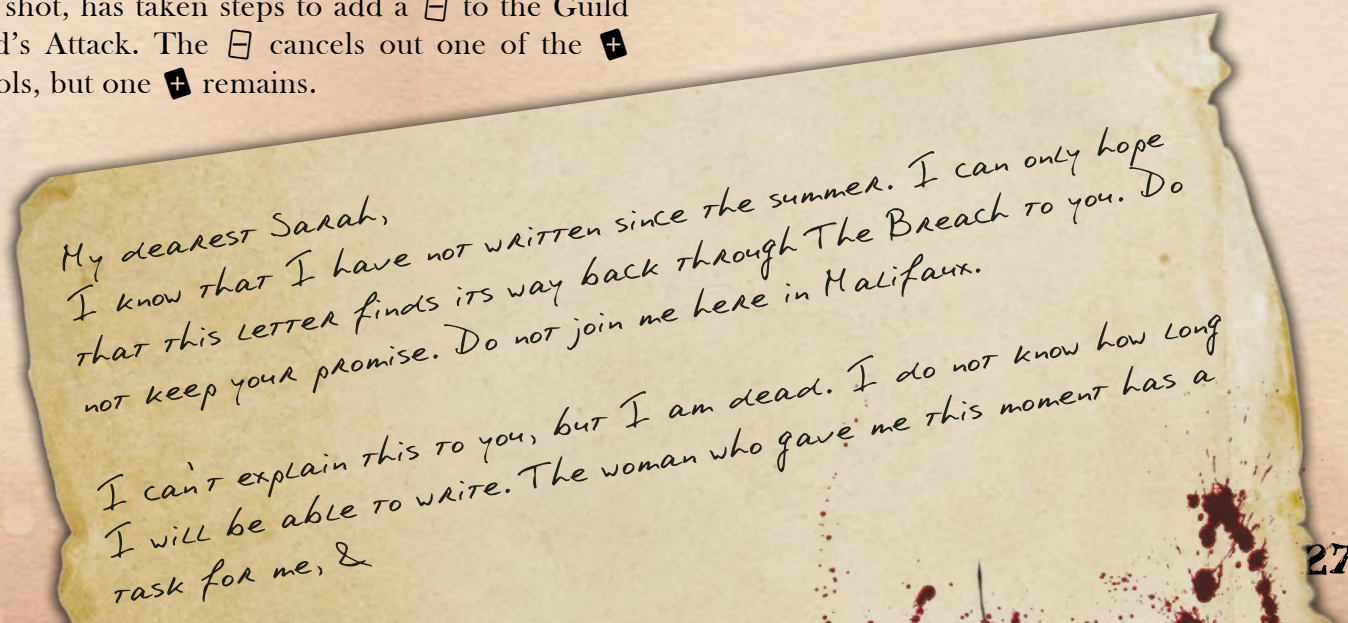
Once all cards are flipped, the model chooses one to use as its active card. A model flipping cards with one or more ⊞ chooses one of the flipped cards as the active card and discards the others to the Discard Pile. A model flipping cards with one or more ⊟ must choose the flipped card with the lowest value to be his or her active card and discards the others to the Discard Pile. If cards are tied for lowest value the model may choose which of those cards to use. The model cannot Cheat Fate if the flip had any ⊟.

Example: The Guild Guard, since he has a ⊞, may choose which of the two flipped cards he will use.

Jokers and Fate Modifiers

When a Joker appears in a flip, they are handled slightly differently. Each Joker has special rules that govern its interaction with Fate Modifiers.

Black Joker: Regardless of the modifier, if the Black Joker is flipped the player must choose it, even if there are one or more cards flipped because of a ⊞.
Red Joker: As long as the Black Joker is not also flipped, the Red Joker may always be chosen during a flip, even if there are one or more cards flipped because of a ⊟.



Use Soulstone

Models that have the Master or Henchman characteristic may use Soulstones to bolster their duels by adding a Fate Modifier or by adding a suit (or both). This is done before any flip is made, as described in the individual duel types (pgs. 30-33).

Add Fate Modifier: A Master or Henchman may spend one Soulstone to enhance the duel (depending on the type of duel).

- If the model is making a simple duel, it may spend one Soulstone to add + to its flip.
- If the model is taking an Attack Action, it may spend one Soulstone to add a + to its Attack flip.
- If a model is defending against an Attack Action, it may spend one Soulstone to add + to its Defense Flip, and to impose − to any damage flip it might suffer as a result of the Attack.

Add Suit: A model may also spend one Soulstone to choose a suit and add the chosen suit to its final duel total.

Example: The Judge is about to make a crucial Attack against Lilith and knows that success is paramount. The Judge declares his Attack Action. Lilith, as the defender, must declare her use of Soulstones first, so she declares that she will spend one Soulstone, granting her a + to the duel and a − to any damage flip if she loses the duel.

The Judge decides to use two Soulstones. He uses one Soulstone to gain + to the Attack flip and spends the second Soulstone to add a ♥ to his final duel total.

Cheat Fate

Once a model has chosen the active card from the flip (and any Fate Modifiers) it may then Cheat Fate. To do this, it replaces the active card with one from the player's Control Hand, discarding the old card.

However, if the duel had a Fate Modifier with one or more − remaining (after cancellations), the player may not Cheat Fate.

While players may Cheat Fate on duels, damage flips, and healing flips, it is important to note that a player may not Cheat Fate unless specifically allowed. Players may not, for instance, Cheat Fate when flipping for initiative.

Example: Despite flipping two cards, the Guild Guard in the example above doesn't have a card high enough to hit that pesky Bayou Gremlin. Because he did not have any − Fate Modifiers that were not canceled, he can Cheat Fate. He chooses to do so, using a high card from his hand.

Jokers and Cheating Fate

When a Joker appears in a flip it will stop certain players from being able to cheat. If a player flips a Black Joker from her Fate Deck, she is not allowed to Cheat Fate. If a player's opponent flips a Red Joker from her Fate Deck, the player is not able to Cheat Fate.

Breaking the Rules

Models in Malifaux have many unique rules which override the core rules. This goes for any special rules, even those from terrain or an Encounter. When a special rule explicitly contradicts these core rules, follow the special rule rather than the core rule.

For instance, an Attack Action that states it does not require Line of Sight (pg. 40), is allowed to disobey the normal Line of Sight rules, and it may therefore choose a target in range, even if it cannot see it.

In the rare instance that two special rules contradict each other, the more specific of the two rules takes precedence.

Triggers

A Trigger changes the result of a duel, usually by giving one or more of the models involved an additional effect beyond simple success or failure. Most models possess one or more Triggers, one of which can be declared when the model's duel total contains the appropriate suits (as shown in the Trigger's description). There are two types of Triggers, Action Triggers and Stat Triggers.

An Action Trigger is listed as part of an Action on the model's card. Whenever the model is performing that Action, it may use one of the Triggers available to the Action if the listed suit (or suits) appears in the final duel total.

An example of an Action Trigger looks like this:

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

A model's Stat Trigger is always listed with its Abilities, if it has any. Whenever the model is performing a Duel with the listed stat, the model may choose to use one of that stat's Triggers. Stat Triggers are most often associated with defensive stats.

An example Stat Trigger looks like this:

(Df) *Sub Zero*: After this model suffers damage from a **Ml** Attack, immediately end the Attacker's Activation.

Additional Actions granted by Triggers do not cost the model AP to perform.

Stat Modifiers

These are the simplest way to modify a duel or flip. Stat modifiers are presented as a bonus or penalty to a stat under certain conditions. For instance, a model might gain +2 to its **Sh** on any Attack against a target within 6". In these cases, the **Sh** of the model is increased accordingly, but only for the purposes of resolving the duel.

Alternatively, the model might receive a bonus to the total, rather than the stat. In these cases, simply add the bonus to the total whenever it is calculated.

Random Determination

When a randomly determined model is required by a model's Actions, that model's controller flips one card for each potentially affected model. The model with the lowest value flip is the randomly determined model. In the case of a tie, the acting model chooses which of the lowest models is the randomly determined model.

When a randomly determined player is required both players flip the top card of their deck. The player with the highest value flip is the randomly determined player. In the case of a tie, both players reflip until no tie remains.

Math

While not common, sometimes the game will require a bit of multiplication or division. These rules are designed to guide that process when questions arise.

Rounding

When the rules require a player to divide a number, the result is rounded up to the nearest whole number (one half of 7 would round up to 4, for instance).

Math Order

Modifiers should be applied in the following order: Multiply, Divide, Add, and then Subtract.

Minimum Values

All stats, other than Wounds, have a minimum value of 1, regardless of how many modifiers are applied to the stat. Models with a value of "—" in a stat do not have the noted stat, and it may not be modified.

Simple Duels

Not everything is a test of wills. Sometimes it is important to determine whether or not a model can succeed on a task, such as casting non-attack spells, arming explosives, or smashing down a barricade. Whenever a model performs a duel that is not resisted by another model, it is performing a Simple Duel.

When a model is called on to perform a Simple Duel it will appear in the rules as the model's stat vs. a Target Number (TN). The model will flip a card and then add the appropriate stat. If the total equals or exceeds the TN the model succeeds. To perform a Simple Duel follow these steps:

Simple Duel Sequence

1. Declare Soulstone Use
2. Flip Fate Card and Add Stat
3. Choose to Cheat Fate
4. Declare one Trigger
5. Determine Success

1. Declare Soulstone use

If the model is able to use Soulstones to enhance its duels, it must declare how many Soulstones it spends now (if any) and how it will be using them before flipping any cards (see pg. 28).

Multiple Models

Sometimes multiple models are affected by a pulse or other game effect which requires them to perform Simple Duels at the same time. In this case, their controller resolves the Simple Duels in whatever order she chooses, completing one Duel before beginning another. If more than one player's models are affected, the First Player (see pg. 35) for the Turn must resolve her effects first.

Who Flips?

The player who controls an Action flips for the model. This is usually the player who is in control of the model's Crew, but some Actions (like **Obey**) will temporarily change who the controller of an Action is.

2. Flip Fate Card and Add Stat

The model flips one card (plus any additional cards for Fate Modifiers) then chooses one flipped card as the active card and discards the others. See page 27 for more on choosing cards from Fate Modifiers. Add the current card to the required stat (both value and suit). This is the model's current duel total.

3. Choose to Cheat Fate

If the model does not want to Cheat Fate it skips Step 3 and continues with Step 4.

When Cheating Fate, the model generates a new duel total accordingly, replacing the old duel total with one derived from the cheated card (see pg. 28).

4. Declare one Trigger

If the model's duel total meets a Trigger's suit requirement (see Triggers, pg. 28) it may declare it is using that Trigger. A Trigger's effect is resolved immediately unless indicated in the Trigger's description, as it may be resolved later. Some common timing terms used in Triggers are:

- *After succeeding*: These effects are resolved after Step 5, and only if the model wins the duel.
- *After failing*: These effects are resolved after Step 5, and only if the model fails the duel.
- *After resolving*: These effects happen after Step 5, regardless of success or failure.

5. Determine Success

If the model's duel total equals or exceeds the TN (which includes any required suits) the model has won the duel and resolves the results of a win.

If the model's duel total is less than the TN the model has lost the duel and resolves the results of a loss.

Once success or failure is determined, the cards in use are discarded, and then the results of the success or failure are resolved.

Simple Duel Example

A Guild Guard must succeed on a **Wp** 13 duel to resist the horror of an enemy's **Terrifying 13** Ability. This is a Simple Duel using the guard's **Wp**, in this case 5. There are no Fate Modifiers affecting this duel.

1. Declare Soulstone Use

The Guild Guard does not have the ability to use Soulstones (as he is not a Master or Henchman), so he does not declare that he is using any.

2. Flip Fate Card and Add Stat

The Guild Guard flips one card, the 4✗. He adds this to his **Wp** of 5 for a current duel total of 9✗. A quick look at the duel's TN shows the Guild Guard that he is currently losing the duel.

3. Choose to Cheat Fate

Because the Guard would prefer to not be **Paralyzed** and screaming, he Cheats Fate, discarding the 4✗, replacing it with the 9🐏 from his hand. His duel total is now 5+9🐏=14🐏.

4. Declare One Trigger

Checking his Triggers, the Guild Guard finds that he does not have a **Wp** Trigger. If he did and its requirement was 🐏 he could have declared its use.

5. Determine Success

The Guard's duel total of 14🐏 equals or exceeds the **Terrifying** TN of 13, winning the duel. He is able to steel himself against the monster's presence instead of running off into the night screaming (see Horror, pg. 48).

Duel Stat Types

Sometimes the rules will refer to duels by their relevant stat type, such as "**Wp** Duel." This is a reference to the stat a model is using to make the duel, and it is specific to the model.

For instance, when an Attack pits the Attacker's **Sh** against a target's **Df**, the Attacker is making a **Sh** duel, and the defender is making a **Df** duel.

Friendly and Enemy

Some rules reference friendly or enemy models. From a mechanical standpoint, friendly models are any models that are on the same Crew as the model the rule is affecting. Enemy models are any model that isn't on the same Crew.

If a rule does not specifically state that it only affects friendly or enemy models (for instance legal targets for an Attack) then it can and does affect any model.

When a model's Actions are controlled by the opponent (for instance with the **Obey** Action) the model does not change which models are considered friendly, its friends are still its friends.

Opposed Duels

Whether it is a powerful Arcanist hurling fire, or a single shot from a rifle that needs to take down a charging warpig, it is an Opposed Duel that resolves many Actions.

Opposed Duels occur between two models, most commonly to resolve whether or not an Attack is successful. In an Opposed Duel there is an Attacking model (the model that is acting) and a Defending model (the model that is targeted by the Attack Action).

When two models are called on to perform an Opposed Duel it will appear in the rules as the Attacking model's stat vs. the Defending model's Stat. When resolving an Opposed Duel the players follow these steps:

Opposed Duel Sequence

1. Declare Soulstone Use
2. Flip Fate Card and Add Stat
3. Choose to Cheat Fate
4. Declare one Trigger
5. Determine Success

1. Declare Soulstone use

If either model is able to use Soulstones to enhance its duels, it must declare how many Soulstones it is spending now (if any) and how it will be using them, before flipping any cards (see pg. 28).

If both models are able to use Soulstones, the Defender must declare its use of Soulstones first.

2. Flip Fate Card and Add Stat

Both models simultaneously flip one card (plus any cards for Fate Modifiers), then choose one of their flipped cards as their active card and discard the others. See page 27 for more on choosing cards from Fate Modifiers. Both models add their active card to the stat they are using. This is each model's current duel total.

When either model has one or more + or −, the Defender must choose which card she will use first.

3. Choose to Cheat Fate

Each model now has the option to Cheat Fate (see pg. 28).

The model with the lower duel total must choose whether or not to Cheat Fate first. If the models' duel totals are tied then the Defender must choose whether or not to Cheat Fate first.

4. Declare one Trigger

Compare the models' duel totals. First, the model with the lowest total, or the Defender if the totals are tied, may Declare it is using a Trigger if its duel total meets a Trigger's suit requirement (see Triggers, pg. 28).

Next, the other model may announce it is using a Trigger if it meets the Trigger's requirements. A Trigger's effect is resolved immediately unless another time is indicated in its description, as it may be resolved later. Some common timing terms used in Triggers are:

- *After succeeding*: These effects are resolved after Step 5, and only if the model with this Trigger wins the duel.
- *After failing*: These effects are resolved after Step 5, and only if the model with this Trigger fails the duel.
- *After resolving*: These effects happen after Step 5 regardless of who wins the duel.
- *After damaging*: These effects happen after Step 5 and only if the target suffers 1 or more damage from the Action. These effects are resolved before the damaged model is removed if it was killed by the damage.

If two Triggers would resolve at the same time the Defender's Trigger is resolved first.

5. Determine Success

If the Attacking model's duel total equals or exceeds the Defending model's duel total and any TN associated with the Action (which may include required suits), then the Attacker has won the duel and the Action succeeds. Apply results as applicable, which is often the Defender suffering damage or another ill effect.

If the Defending model's duel total exceeds the Attacking model's duel total, or the Attacker's final duel total fails to meet the TN of the Action (either by not meeting the value or the required suits), the Defender has won the duel and the Action has failed. Apply results if applicable, usually the Defender has simply avoided any negative results.

If the Opposed Duel is an Attack that deals damage, then the difference between the Attacker and Defender's final duel totals will also affect the amount of damage dealt. This is discussed in more detail on page 46, The Damage Flip.

Once success or failure is determined, the cards in use are discarded, and then the results of the success or failure are resolved.

Attacking Friendly Models

Models can target other friendly models with Actions. The effects of the Action might prohibit the usefulness of this tactic, but it can never-the-less be done.

Whenever two friendly models are engaged in an Opposed Duel, the defending friendly model may choose to lose the duel. Before any cards are flipped, the Defending model may choose to relent. When this happens, the Attacker flips as normal, and the Defender flips no cards, it is instead assumed that the Defender tied the Attacker's final duel total, without any suits.

The Defender may not declare Triggers when it relents to an Action in this way, however the Attacker may still declare Triggers.

Opposed Duel Example

Seamus has decided that, like most days, he wants to commit just a wee bit o' murder. His chosen mark for this escapade is a "lucky" Freikorpsmann. Seamus declares his **Bag o' Tools** Attack Action (see pg. 37) against the Freikorpsmann, hoping to deprive the gentleman of critical organs.

1. Declare Soulstone Use

When both models are able to use Soulstones the defender must declare her use first. The Freikorpsmann does not have the ability to use Soulstones. Seamus is a Master, however, and declares that he is spending two Soulstones on the Attack. He declares that one will be used to add a + to the Attack Action, and the other to add a 🐱 to the duel total.

2. Flip Fate Card and Add Stat

Seamus and the Freikorpsmann both flip their cards and add their relevant stats. Seamus flips two cards (one as normal, plus one more for the + from the Soulstone). His cards are 6✗ and 11. Seamus decides to use the 11, discarding the rest, and adds his **Ml** of 7 for an initial duel total of 18🐱 (including the 🐱 from the Soulstone).

The poor Freikorpsmann flips only one card, a 3📖, his **Df** of 5 makes his total a 8📖.

3. Choose to Cheat Fate

Now that the initial duel totals are generated, the Freikorpsmann must decide whether or not to Cheat Fate first, as he is currently losing the duel.

He decides that he wishes to Cheat Fate. The best card in his hand is a 10🐱, and he decides to use it, discarding the 3📖 and replacing it with the 10🐱. His new duel total is 15🐱.

Saemus accepts that he is only winning the duel by a small margin, and chooses not to Cheat Fate.

4. Declare One Trigger

The Freikorpsmann has no triggers to declare. Seamus declares that he is activating his *Make it Beautiful* Trigger.

5. Determine Success

Seamus has a duel total of 18🐱, which is higher than the Freikorpsmann's 15🐱. Seamus has won and will proceed to the Attack Action's results, which in this case is a damage flip against the Freikorpsmann (pg. 46).

Chapter 3: Playing the Game

A game of Malifaux, which we call an "Encounter," is representative of a clash between two Crews. Players attempt to strategically maneuver their models and make use of clever attacks, feints, gambits, and sometimes blind lucky rushes.

The Turn structure and process by which all Encounters are played is discussed in this chapter. Chapter 4: Standard Encounters contains information and rules for players to determine the many variable rules that surround an Encounter, such as deployment area, or the conditions for victory.

With the aim of providing a tactical skirmish experience, play proceeds with a set sequence, called Turns. During a Turn both players will Activate their models in an attempt to defeat the opponent.

The Turn

A game of Malifaux takes place over multiple Turns, during which each player Activates his or her models and performs a wide range of Actions with them in an attempt to snatch victory from the enemy.

Each Turn is broken down into four phases: the Draw Phase, where hands are refreshed, the Initiative Phase, where the First Player is determined, the Activation Phase, where the real Action takes place, and the End Phase, where end of turn effects are resolved. Phases are followed in order, with the steps within each phase also followed in order.

Turn Sequence

1. **Draw Phase:** Shuffle Discard Piles, Discard Cards, Draw Cards & Meet Hand Size
2. **Initiative Phase:** Flip for Initiative, Use Soulstones, Determine First Player
3. **Activation Phase:** Players Activate Models
4. **End Phase:** Upkeep, Earn Victory Points, Check for Encounter End

Draw Phase

During the Draw Phase players have the opportunity to discard unwanted cards from their Control Hands and then refill them for the current Turn.

1. Shuffle Discard Piles

Players shuffle their Discard Piles back into their Fate Decks. Players should set aside their Control Hands so they do not accidentally shuffle their hand back into the deck as well.

2. Discard Cards

Players may now discard any number of cards from their hands, making room for newer (and hopefully better) cards. During the first Turn neither player should have a hand, so this phase can usually be skipped safely on Turn 1.

3. Draw Cards and Meet Hand Size

Players with fewer cards in hand than their maximum Hand Size draw cards until they reach that number of cards. Each player has a default maximum Hand Size of six cards, although Abilities and game effects may alter this.

The players may also spend a single Soulstone to draw two additional cards after drawing up to the Hand Size. The First Player from the previous Turn must declare this use of Soulstone first. If this is the first Turn, the player who deployed first must announce Soulstone use to draw first.

Once the players have drawn up to the maximum Hand Size and then drawn any additional cards, the players must discard cards down to the maximum Hand Size.

A player never ends this phase with more cards in hand than the maximum Hand Size, but effects that allow players to draw cards during the Activation Phase may exceed this limit.

Initiative Phase

The Initiative Phase is where the players decide who is going first in the Activation Phase. Each player will flip one card, and then have the opportunity to spend a Soulstone to reflip the card.

The players follow these steps:

1. Flip for Initiative

Players simultaneously flip a card. This flip is called the initiative flip. Compare the card values. If the players are tied, both players reflip before choosing to spend any Soulstones.

2. Use Soulstones

Beginning with the player who has the lowest value card each player may elect to reflip her card (or cards) by spending a Soulstone from her Soulstone Pool, even if one or more players flipped a Joker. Each player may only reflip using a Soulstone once per Initiative Phase. If the players are tied after choosing whether or not to use a Soulstone, both players must reflip.

3. Determine First Player

The player with the highest value card may choose to be the First or Second Player for the remainder of the Turn.

Activation Phase

Beginning with the First Player, each player nominates and Activates (see pg. 36) one of her Crew's models.

When it is a player's Activation she must choose and Activate a model in her Crew that has not yet Activated this Turn. A model may only Activate once per Turn unless it has the **Reactivate** Condition (see pg. 53), or another special rule.

Once the model's Activation is completed, Activation passes to the Second Player who then Activates one of her models, and then back to First Player and so on, in order until all models have completed their Activations.

If a player has no models left to Activate, her place in the Activation Order is skipped.

The Activation Phase ends once both players have Activated all of their models.

End Phase

1. Upkeep

The Upkeep Step is where the end of the Turn bookkeeping takes place. Effects that do not list a specific duration, or which end at the end of the Turn, end during the Upkeep Step.

In the unlikely event that the order in which multiple effects ending would affect the outcome, then the affected model's owning player determines the order in which they are resolved. If models from both players are affected, the First Player's models will resolve their effects first.

2. Earn Victory Points

Crews will earn **VP** for Strategies and Schemes (see pg. 66) that take effect at the end of each Turn during this step.

3. Check for Encounter End on Turn 5

Beginning with the Turn 5, the First Player flips a card during this step. If the card value is 10+, the Encounter continues for another Turn. Increase the value needed to continue the Encounter by +1 each Turn after the fifth (end of Turn 6 requires an 11+ to continue, end of Turn 7 requires a 12+, etc). If the flip is lower than the value needed, the Encounter ends and players total up their Victory Points.

Once the Encounter ends, players earn Victory Points (or **VP**) for achieving various goals if the rule states that the Crew earns **VP** at "the end of the game." The player with the most is declared the winner. This is discussed in more detail starting on page 74.

Activations

In Malifaux models are Activated individually, with each model spending its Action Points (AP) to perform Actions that can vary from a simple walk across a courtyard to a mighty breath of fire on its enemies. Once an Activated model has spent its AP the opposing player then gets to Activate a model and spend its AP. When a player Activates one of her controlled models the Activation follows these steps in order:

1. Resolve “Activation" Effects
2. Generate AP
3. Take Actions
4. End Activation

Resolve “activation” effects.

Some game effects state they resolve “at the start of the model’s Activation." These effects take place now. A model’s controller chooses what order these effects resolve on the model if more than one occurs at the beginning of the model's Activation.

Generate AP

Models use AP to perform their Actions. Each model now generates 2 general AP (Masters generate 3), which can be used for most types of Actions the model is allowed to take. The model may possess other Abilities or Conditions that increase or decrease the number of general AP it generates, or generate AP that can only be used in specific ways.

A model may only gain extra AP from a source once. For instance, a model that gains the **Fast** Condition multiple times would only gain the benefits of **Fast** once. However, different sources stack, so a character with **Fast** and **Melee Expert** would gain an additional general AP (from **Fast**) and an additional AP for **Ml** Actions (from **Melee Expert**).

Example: Candy generates AP. She begins with 2 general AP, but has the Ability **Casting Expert**, giving her +1 AP, which can only be used for **Ca** Actions. Candy begins her Activation with 2 general AP and 1 **Ca** Action AP.

Take Actions

The model now spends its AP on Actions. Each Action costs a specified amount of AP (usually 1 or 2). If the model does not have enough AP to spend on the Action, it cannot take the Action.

When a model has taken all the Actions it wishes to, it moves to the End Activation phase. A model is not required to spend all of its AP, but otherwise ends its Activation when it cannot take any more Actions.

End Activation

Any game effects that happen at the end of the model's Activation are resolved now. As with start of Activation effects, the controlling player determines the order in which the effects resolve.

After effects are resolved any unspent AP are lost, and the model's Activation is over.

Chain Activations

Some models will have Abilities that allow them to Activate under certain conditions. The most common of these is the "**Companion**" Ability, which allows the model to Activate when a friendly model ends its Activation within 6".

These Abilities trump the normal Activation sequence (alternating between players) and can allow one player to Activate two models in a row. However, a player can never declare the use of more than one such Ability between her opponent's Activations. In this way, a player can never Activate more than two models in a row without her opponent having an opportunity to Activate a model.

A model can not use these Abilities to Activate if it is not eligible to Activate normally at that point in the Turn. For instance, a model that has already Activated (and doesn't have the **Reactivate** Condition) cannot use **Companion** to Activate again during the Turn.

Actions

From charging across the hardpan of the Badlands, to unloading a pair of Peacebringer revolvers into an enemy, to summoning the dead; models in Malifaux have a range of Actions they can perform during their Activations. Some Actions, like the Walk Action, are standard to all models, while others, like Sebastian's **Bloody Harvest** Action, are unique to specific models.

Actions are listed on each model's stat card. The Action's AP cost is in parenthesis, then the name of the Action, then the Action's effects. An Action's AP and name are capitalized and in bold so that they are easy to recognize.

Whether standard or unique, all Actions fall into two categories, they are either Tactical Actions or Attack Actions.

Resolving Actions

Resolving Actions is a fairly straight forward affair. The model simply proceeds through four steps, regardless of Actions type (Tactical or Attack). During a model's Activation, the following steps are used to resolve an Action by the model:

1. Declare Action & Spend AP
2. Perform Duels
3. Resolve Results

Zero AP Actions

Some models will have Actions that have an AP cost of 0. A model may take only one of these "free" Actions per Turn.

1. Declare Action and Spend AP

The player begins an Action by announcing to her opponent what Action the model is taking. This is done for clarity, and because some models might react to certain Actions. The most common reaction is a disengaging strike, which will prevent a model from moving out of engagement range.

The model also spends the AP required to perform the declared Action. If the model does not have enough AP required for the Action, no AP are spent and the Action is ended without any further effect.

The model also declares any variable in the Action. This depends on the Action, as some Actions have different variables, or affect multiple targets.

It is during this step that the model declares a target. Unless specified by the Action, the target must be in range, and the model must have Line of Sight to the target. Line of Sight (LoS) and Range are discussed further on page 40.

Sometimes a target will have special Abilities (such as **Terrifying**) that requires a duel in response to being targeted. These duels are handled now, after Ap is spent and targets are declared.

2. Perform Duels

If the Action requires a duel to be successful, the model now performs the duel (see pg. 30-33).

If the model does not succeed on any required duel, then the Action does not resolve its effects. However, some models may have Stat Triggers that will be resolved if the Action fails, so there may still be other results to resolve.

If no duel was required, then the model simply performs the effects of the Action (such as moving, or taking a swig of moonshine).

3. Resolve Results

After the duel is completed, the model performs the Action's effects. The most common effects are dealing damage (see pg. 44) and movement, but other things can occur.

Effects can be extremely varied, and are therefore detailed later. Resolving movement effects is described on page 42, dealing damage is detailed on page 46, and healing effects are described on page 47.

Tactical Actions

Those Actions that do not require an opposed Duel are called Tactical Actions. Tactical Actions may still require a Simple Duel, but they are not resisted by another model.

Some Tactical Actions also have Simple Duel variables in parentheses after the name (such as **Ca** or TN), if the Action requires a Simple Duel. First the required stat (and its value) is listed, then the TN of the duel is noted, and finally the maximum Range (Rg) the Action can affect.

If the duel is successful, the listed effect, which starts on after the colon, is resolved. Some sample Tactical Actions look like this:

(1) Take a Swig: Target model within 2" heals 1/2/3 damage.

(2) Ya'll Watch This (**Ca** 4 / TN: 12 / Rg: (Ⓘ)2): All models in range suffer 3 damage. Sacrifice this model.

The **Take a Swig** Action shown above does not require a duel; the model simply declares the Action and a target model within 2" and LoS to make a healing flip. However, the Gremlin's **Ya'll Watch This** Action requires it to succeed on a TN 12 Simple Duel to generate the effect following the colon. If it does not win the Simple Duel, it does not deal 3 damage to models in range or sacrifice itself.

Actions Causing Actions

Some Actions will force or allow a model to take another Action. If an Action calls for another Action to be taken (such as Charge or "**Make A New Entry**") then the additional Action or Actions do not cost any AP. The original Action is not considered resolved until the new Actions are also resolved.

Some Abilities may force models to do something when declaring an Action (such as taking a duel for **Manipulative**). For these Abilities, each new Action generated triggers the Ability separately.

Attack Actions

Any Action a model performs which requires an Opposed Duel is considered an Attack Action. Not all Attack Actions deal damage (although many do), some simply move a target, or give them a negative effect.

All Attack Actions have variables presented within parentheses after the name. First the Attacker's stat (and its value) is listed. Next, the Defender's resistance stat for the Opposed Duel is noted, so that the target may resist the Attack. Some Attacks will also list a TN that must be met or exceeded for the Attack to succeed. Lastly, the maximum Range (Rg) the Action can affect is listed. Range may also have a ⫻ symbol denoting a Close Attack, or the ⌐ symbol denoting a Projectile Attack.

If an Attack has any Triggers, they are listed below the Attacks description.

Attack Actions require a target and LoS (see pg. 40). In addition, a model may never target itself with an Attack Action, unless specifically allowed by another rule.

If the Attacker wins the duel (and equals or exceeds any TN), the effects of the Attack are resolved, usually by dealing damage to the Defender. A sample Attack Action might look like this:

(1) Peacebringer Blade (**Ml** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/4 damage.

- *Critical Strike*: When damaging the target, this Attack deals +1 damage for each in the final duel total.

Projectile Attack Modifiers

Projectile (⌐) Attack Actions fire an object (such as a bullet or arrow) at a target. These Attacks suffer from certain penalties and restrictions, which are noted here for ease of reference:

- A model cannot perform a ⌐ Attack Action while it is engaged with an enemy model (see pg. 42).
- A model's ⌐ Attack flip receives ⊟ when Attacking a model in cover. (see pg. 40).
- A model randomizes its target when targeting a model which is engaged in melee (see pg 45).

General Tactical Actions

There are some things just about anyone can do. By default, all models may perform the following Tactical Actions, even though they will not be listed on the model's card.

(2) Charge: Target a model within LoS. Move this model up to its **Cg** in a straight line. This model must end the move with the target model within its engagement range or this Action may not be taken. This model then takes two Range Attack Actions against the target model. Each of these Actions must have an AP cost of 1. A model may not declare this Action if it is engaged (see Engagement, pg. 44) or if it has a **Cg** of "—".

(#) Defensive Stance: The model may discard a card. If the model does so, it gains the following Condition until the start of its next Activation a number of times equal to the AP spent on this Action: "**Defensive +1**: This model gains + to all **Df** duels."

For instance, a model that spends 2 AP on a Defensive Stance Action may discard a card to gain the **Defensive +1** Condition twice (stacking to **Defensive +2**).

(1) Focus: The model gains the following Condition until the end of the Turn: "**Focused +1**: This model may remove this Condition when declaring an Action to gain a number of + to the Action's duel and damage flip equal to the value of the **Focused** Condition removed."

(1) Walk: This model moves up to its **Wk**.

(#) Interact: This Action is performed as part of another rule (usually a Strategy or Scheme). The effects of the Action are listed in the individual rule descriptions.

A model may not declare this Action if it is engaged, unless the Interact Action targets an enemy model.

Placing Scheme Markers

A model may take a (1) Interact Action to place a Scheme Marker in base contact with itself and not within 4" of another friendly Scheme Marker. Scheme Markers help achieve certain Schemes (see pg. 68).

This Scheme Marker is always considered friendly to the crew of the model that placed it, regardless of who controlled the Interact Action.

A model may take this Action even if its Crew has not selected any Schemes which require Scheme Markers.

A model may take a (1) Interact Action to remove all enemy Scheme Markers in base contact with it. For more information about Scheme Markers, see page 49.

Once Per Turn Actions

Some Actions note that they can only be taken "once per Turn." This only refers to the individual model. Although the model may only take the Action once per Turn, other models may still take the Action.

Immunity

A model immune to a game rule cannot be affected by that rule. The model never performs a duel to which it is immune. A model immune to Horror Duels, for instance, simply does not perform the duel.

A model immune to a Condition can never receive the Condition. If an Attack (or other source) causes damage and applies a Condition to a model, the model still suffers the damage, but it would not gain the Condition if it is immune. If a model gains immunity to a Condition while it has the Condition, it immediately removes the Condition.

Range & Line of Sight

Actions usually have a Range associated with them. Actions that do not have an associated Range are usually those that affect only the acting model. To determine if a model (or other object) is in range of the Acting model, measure from base to base. If the distance between the two bases is equal to or less than the Range of the Action, then it is within range, and the Action can take effect.

Drawing Line of Sight

Any Action that has a target will also require that the acting model is able to see the target. A model's Line of Sight (LoS) represents what it can see on the table. A model either has LoS, or it does not (No LoS).

When determining if a model has LoS, the players should note that:

- Models do not have a specific facing; they can see in any direction at any time.
- All objects in play have a base. Most models are mounted on 30mm, 40mm, or 50mm round bases. The area of table space a piece of terrain takes up is its base (see Terrain, pg. 60).
- Models always have LoS to themselves.
- Players may check LoS at any time, to prevent them from declaring Actions against illegal targets, and so that they may make informed tactical decisions.

Terrain Traits

Terrain is defined by the traits that it possesses. For Line of Sight purposes the relevant traits are blocking, dense, hard cover, and soft cover. All other terrain traits effect movement, rather than LoS.

Traits, and how they are assigned, are discussed in detail starting on page 60.

"Within"

When an Action States that an object must be within a distance, if any portion of that object's base is at that distance or closer it is considered within the stated distance.

Line of Sight Lines

To determine LoS from a model to a target, the players will draw a series of imaginary straight lines from the acting model to the target model. These LoS lines are drawn from anywhere on the acting model's base to anywhere on the target's base. We assume models represent non-static characters who bob and weave a bit on the tabletop, and using the base to determine LoS serves to represent this.

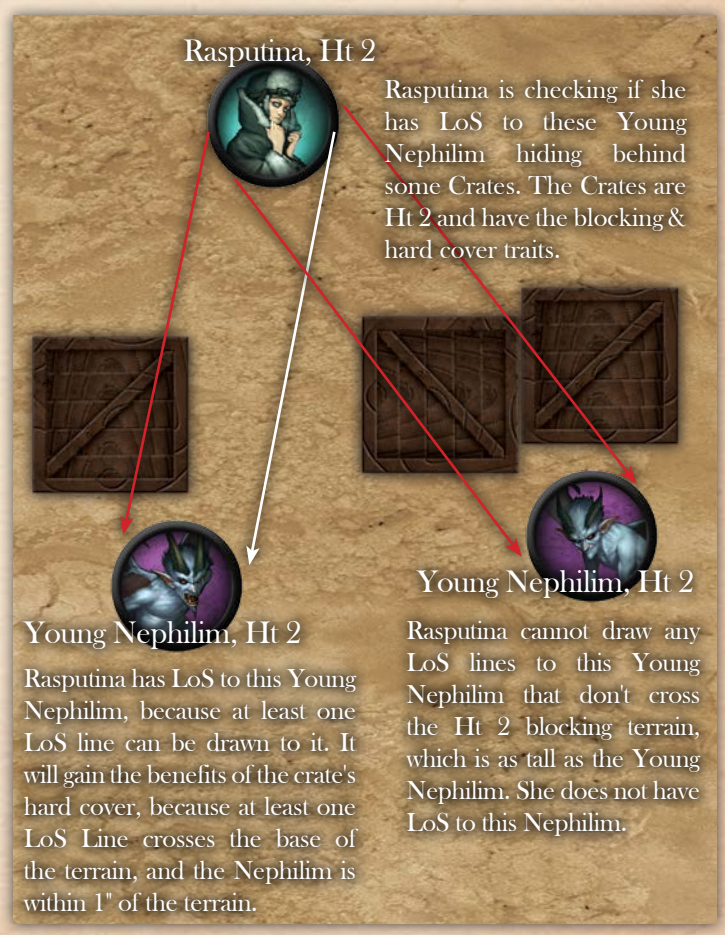
When drawing LoS to an object, the lines are drawn from a "top down" view ignoring all vertical height. The model's **Ht** stat does, however, come into play when determining the quality of the LoS.

Line of Sight

A model has LoS to a target if at least one of the LoS lines drawn between the acting model and the target does not cross intervening blocking terrain or models.

No Line of Sight

A model has No LoS to a target if no LoS line can be drawn between the acting model and the target model without crossing blocking terrain or the base of another model (friendly or enemy). If an Attacker has No LoS to a model, then that model is not a valid target, unless otherwise noted.



Elevation

The **Ht** of the acting model, target, and intervening objects can effect whether or not the acting model has LoS. If the blocking object (terrain or model) between the Attacker and target has **Ht** lower than the Attacker or target's **Ht**, then the blocking object is ignored for LoS quality (but not cover).

Vantage Points

Terrain which is **Ht** 2 or greater, and that models may stand on (such as the roof of a building), is considered vantage point terrain. When the acting model is on (or is targeting a model on) vantage point terrain, then LoS lines must be drawn diagonally, rather than using a top down view. If the model on vantage point terrain is within its **Ht** of the ledge it is standing on then ignore the ledge it is standing on when drawing LoS.

Drawing LoS lines diagonally is similar to drawing them normally, with a few exceptions:

- Models between the acting and target model which are below the vantage point model are ignored.
- Terrain that is equal to or less than the **Ht** of the lower model is ignored for LoS (but not cover).
- Any LoS lines which pass over the base of blocking terrain (which isn't otherwise ignored) at a point within the terrain's **Ht** are considered blocked.
- Cover is determined normally.

If the acting model and the target model are both on vantage point terrain with the same Height, LoS is drawn normally.

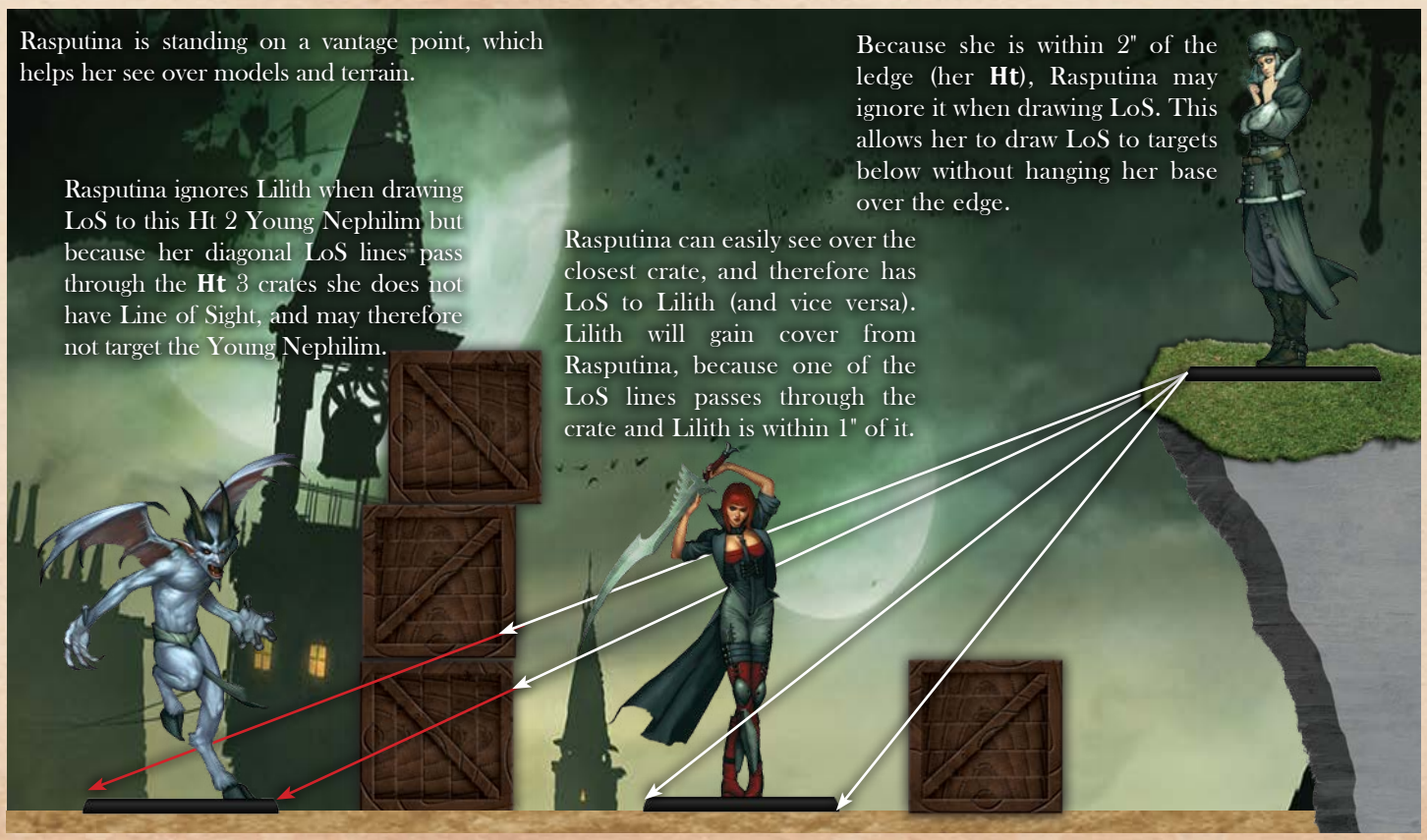
Range is not affected by the vantage point, and is therefore checked in the normal top down manner.

Cover

A model will gain the benefits of cover from a Projectile Attack when any LoS line between the Attacking model and the target model can be drawn through any terrain with the soft or hard cover traits that is within 1" of the target model.

Terrain with the soft cover trait will grant soft cover which imposes a ⊟ to the Attack flip of any (⌐) Attack Actions.

Terrain with the hard cover trait will grant hard cover which imposes a ⊟ to the Attack and damage flip of any (⌐) Attack Actions.



Movement

Model movement is an important part of any Encounter. Models jockey for positions from which they can Attack one another, or rush to grab the critical objectives needed to win an Encounter.

Models may change positions on the table in several ways. The most common way for a model to move is when it spends AP to perform the Walk or Charge Actions. Any time a model is moving across the table it is called movement, or the model's move.

To move a model measure from the point of its base closest to the direction it will be moving. Determine how far the model will be moving, and then move the model that distance, ensuring no part of the model moves further than that distance.

Models are free to move around other objects as part of their move distance as long as the move does not exceed the maximum distance they can travel.

When a model moves, it does not have to move up to the full distance allowed. For instance, a model with a **Wk** of 5 performing the Walk Action may move only 2" if it chooses, it does not have to move the full 5".

Movement & Terrain

All terrain in Malifaux has a base. Areas of terrain can effect movement which occurs within the terrain's base. This is defined for each piece of terrain when players discuss terrain while setting up an Encounter (see pg. 60).

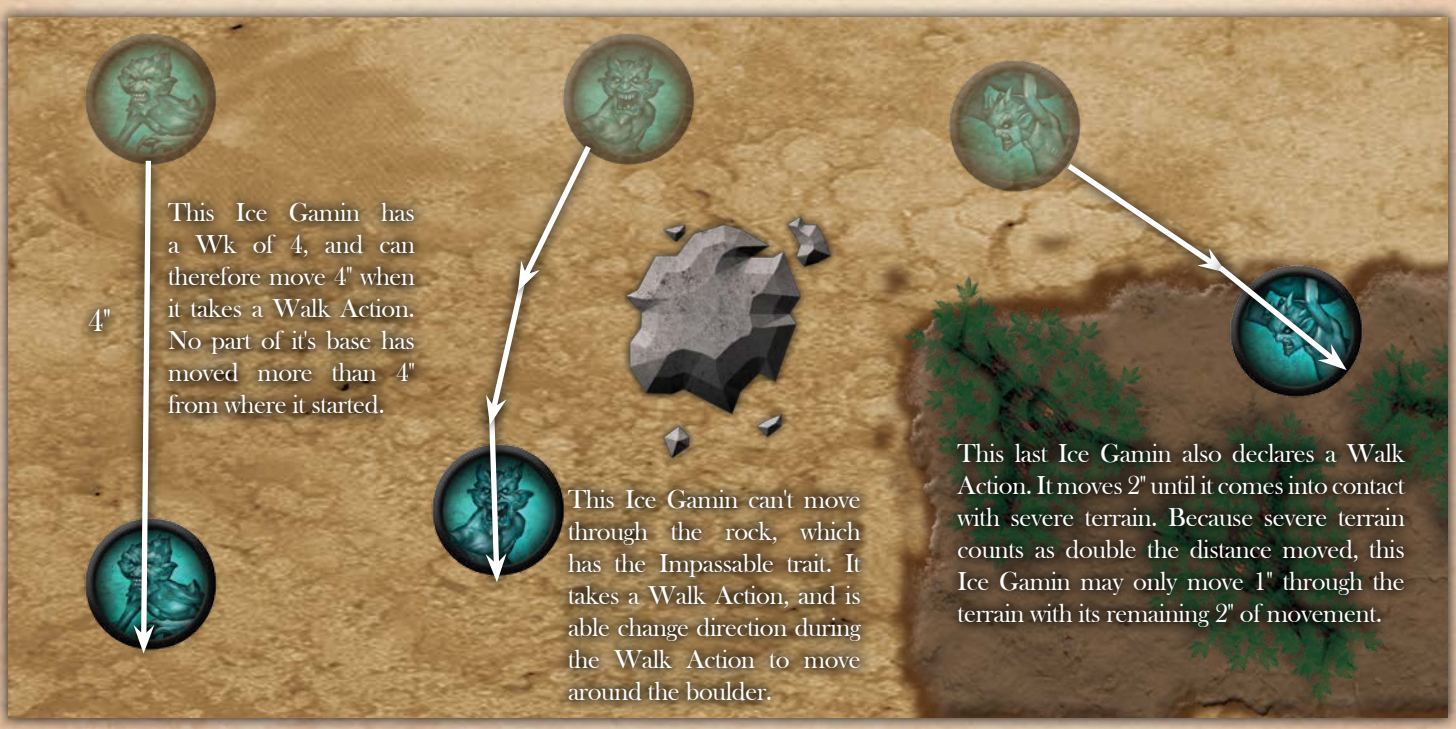
Some terrain will have the severe trait. This is any terrain that constantly makes movement more difficult, such as muddy ground, shallow water, or even snow. Moving through severe terrain costs double the distance moved. For instance, 1" of movement would be treated as 2" of movement.

Some terrain will have the impassible trait. Models cannot enter impassible areas of terrain, which includes moving through a structure's walls or into other solid objects.

Models may move vertically up and down terrain with the climbable trait. Vertical movement costs double the distance moved. Climbable terrain does not include things like stairs or slopes, but rather refers to terrain that requires some effort to scale (such as a ladder or cliff).

Models moving off elevations and falling suffer no damage if the fall was 2" or less. If the fall was more than 2" the fall deals 1 damage per 1", or fraction thereof, fallen.

Example: A model that falls off of a **Ht** 4 cliff would suffer 4 damage. A model that falls from a **Ht** 6 cliff but lands on a **Ht** 3 surface would suffer 3 damage.



Pushes

A push is an effect that moves a model in a straight line, such as an explosive force shoving a model back, or a model being thrown by a larger friend. Talents that cause a push (instead of a move) will state that the effect is a push.

A push is not a normal move, and it does not count as a "move" for rules purposes. Pushes are not affected by severe terrain.

Usually, when a model is pushed it must be moved as close to the maximum distance of the push as possible, in a straight line. However, some push effects will state that a model is pushed "up to" a distance. In this case, the controller of the pushing effect may choose how far the model is pushed, up to the maximum distance.

Some game effects require a model to be pushed in relation to another object, such as towards or away from another model. When this happens the model must move in a straight line while obeying these restrictions, moving directly towards (or away from) the specified object.

The pushed model cannot pass through impassable objects (such as other models, or walls) or climb. If a pushed model comes into contact with an object that is impassible, the pushed model stops in base contact with the object.

Movement Special Rules

Some objects interact with movement in unique ways.

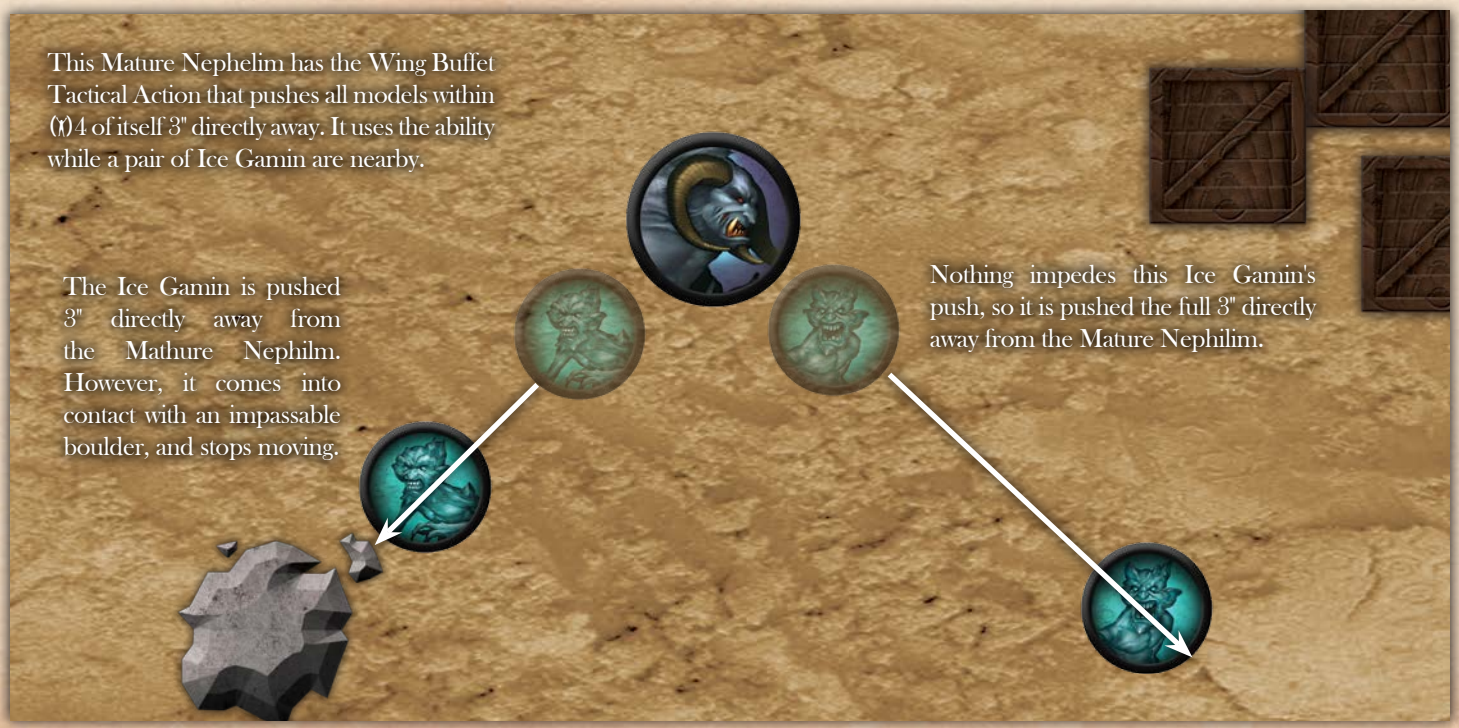
Markers: Markers do not affect movement unless their description states otherwise. Some Markers may gain terrain traits, or other rules that alter movement.

Models: Both friendly and enemy models effect movement in two ways:

- A model cannot move through or over another model's base.
- A model in range of one or more of an enemy model's Close Attack Actions is engaged by that model (see pg. 44).

Area Abilities: Some Auras, or other Abilities can alter movement in various ways, as described in the effect.

Terrain: Some terrain objects can also effect movement. Rules for terrain can be found on page 60.



Engagements

Every model has an "engagement range" equal to the distance of its longest range Close (⫻) Attack. Models are engaged with each other if either model is within the engagement range of the other and at least one of the models has LoS to the other.

Engagement goes both ways; if an enemy model is within a model's engagement range, both the enemy and the model are engaged with each other. Models are never engaged with models that are friendly to them.

Engagements have four primary effects on models:

- Using a Walk Action to leave an enemy model's engagement range is called disengaging, and can provoke disengaging strikes.
- Firing at engaged models causes the Attacker to randomize the target.
- Models may not charge while engaged.
- Engaged models may not take ⌐ Attack Actions.

Engagement Elevation

If two models are on different elevations, the elevation difference is added to the distance between them when determining engagement range and range for ⫻ Attack Actions, unless the lower model has a **Ht** greater than the elevation difference.

Disengaging

If a model wishes to leave an enemy model's engagement range with a Walk Action, it must declare that it wishes to do so before moving. This may provoke a disengaging strike from the enemy model that the moving model is engaged with. Only Walk Actions provoke disengaging strikes, any other type of move or push will not.

To resolve a disengaging strike, the enemy models that are engaged with the moving model may choose to take a free Attack Action with any one Close (⫻) Attack which the disengaging model is within range of.

If the Attack hits, the disengaging model may not perform the Walk Action, although it must still spend the required AP. A disengaging strike deals no damage, has no other effect, and may not declare any Triggers.

Disengaging and Movement Special Abilities

Some models may have special movement abilities (such as **Flight** or **Incorporeal**) that allow the model to ignore other models when moving. These abilities do not prevent disengaging strikes, as the strike happens in response to the Action being taken, and the model is not moving yet.

Shooting Into Engagements

When friends and allies are engaged in melee combat with an enemy, a wise man wouldn't risk firing into the scrum. A model may still attempt to shoot at the enemy model, but it runs the risk of hitting the friendly models engaged in close quarters fighting.

When a model wants to perform a Projectile (⌐) Attack Action targeting a model which is engaged with one or more models which are also within 2" of the target, it must randomize the target. This happens before any duels that models being targeted might require (such as **Terrifying**). The Attacker chooses a temporary target to determine LoS and Range, but does not make any duels required to target the model.

The Attacker flips one card for each model within 2" of the target model, including the target model itself. The model with the lowest value is now the target of the Attack. In the case of a tie for lowest, the acting model chooses between the models tied for lowest.

If this randomized target has any abilities that require a duel (such as **Terrifying**) the Attacker must now perform those duels.

When firing into an engagement it is possible to hit targets that aren't technically within LoS or range to the Attacker, or to even hit models that aren't engaged (but are within 2" of the target model). Cover is determined as normal.

If the target is engaged, but none of the models it is engaged with are within 2" of it, the Attack is not randomized. In the rare instance that an Attacker is within 2" of the target, but is not engaged, it does not flip a card for itself when randomizing a target.

Example: A Guild Guard is shooting into a melee involving a Death Marshal, a Silurid, and a Terror Tot. All three models are within 2" of one another, so the Guild Guard chooses the Silurid as the target (he has LoS and range to it). He then flips cards: an 8 for the Silurid, a 5 for the Terror Tot, and a 6 for the Death Marshal. Because the lowest value is flipped for the Terror Tot, the Attack targets it, instead of the Silurid.

Damage and Wounds

During an Encounter, models will very likely come to harm by being shot at, stabbed, gnawed on by teddy bears, engulfed in flames, or even having their souls torn from their bodies.

In Malifaux, how much harm a model inflicts on another model as a result of an Attack or other Action or Ability is represented as the damage (**Dg**) value.

When a number of points of damage is taken by a model, it reduces its current Wounds by that amount. If the model is reduced to 0 or fewer Wounds it is immediately removed from the game as killed.

Damage can be inflicted either in a static amount such as 4 damage, or in a variable amount through a damage flip. A damage flip is indicated as three numbers separated by slashes (such as **Dg** 1/3/5) with the amount of damage dealt depending on the value of the card flipped (see below).

If damage is modified by a static value (such as the **Armor** Ability, or a Trigger), the final damage after the damage flip is modified.

General Timing

Most Abilities grant a passive effect, some of which have their effect when a model suffers damage or is killed. Whenever any Ability happens at the same time as any Triggers, the Triggers are resolved first. If two Abilities happen at the same time, resolve them in the following order:

1. The Acting Model resolves its Abilities.
2. The Defending Model (if there is one) resolves its Abilities.
3. Any other models controlled by the First Player resolves all of their Ability effects in any order the First Player chooses.
4. Any other models controlled by the Second Player resolves all of their Ability effects in any order the Second Player chooses.

The damage flip

A damage flip is required when damage is indicated by three numbers separated by slashes. These numbers represent the damage's severity from left to right as Weak/Moderate/Severe.

Example: A Peacebringer's damage is listed as 2/3/5. The slashes denote that the weapon requires a damage flip, where the Peacebringer's Weak damage is 2, its Moderate damage is 3, and its Severe damage is 5.

To perform a damage flip the model dealing the damage flips the top card of its deck and compares the card's value to the damage flip chart below. A model may Cheat Fate on a damage flip with the same restrictions as any other flip.

Card	Damage
Black Joker	No damage
1 to 5	Weak
6 to 10	Moderate
11 to 13	Severe
Red Joker	Severe + Weak

Damage flips are often the result of a duel. They do not gain any of the modifiers (Fate or otherwise) that were applied directly to the duel that might have caused the damage flip. Effects that modify the damage flip will state that they do so specifically.

Accuracy Modifier

The most common modifier placed on a damage flip is the Accuracy Modifier. Whenever a damage flip is the result of an Opposed Duel, the damage flip will gain a Fate Modifier, which is determined by the difference between the two final duel totals.

If the Attacker's final duel total is tied with the Defender's, the damage flip will suffer ⊟⊟. If it is 1 to 5 above the Defender's duel total, the damage flip will suffer a ⊟. If the Attacker's final Duel Total is more than 10 above the Defender's final duel total, then the damage flip will gain a +.

Difference	Modifier
0 (Tied)	⊟⊟
1 to 5	⊟
6 to 10	None
11 or more	+

Jokers and the Damage Flip

When a Black Joker is flipped it must always be chosen (even when a Red Joker is also present) regardless of any ✚ to the damage flip. In addition, the damage flip cannot be cheated when a Black Joker is flipped. The Black Joker always deals no damage, so Triggers which are declared after damaging or while damaging (such as **Critical Strike**) are not applied.

When a Red Joker is flipped it may always be chosen (except when a Black Joker is also present) regardless of any − to the damage flip. The Red Joker always deals an amount of damage equal to the Severe plus the Weak damage. Damage that is staged down (such as extra models hit by blast damage) becomes Moderate.

Damage Prevention

Masters and Henchman have an additional defense against damage. After determining how much damage the Master or Henchman model would take, but before applying the damage, the model may spend a Soulstone to make a damage prevention flip. The player flips a single card, which cannot be cheated, and reduces the damage according to the following table:

Card	Prevention
Black Joker	None
1 to 5	1
6 to 10	2
11 to 13	3
Red Joker	All damage

Healing

Models may be healed by an effect (instead of taking damage). Some effects heal a specific amount of damage, while others generate a healing flip. When an effect heals a model it increases the model's current Wounds by the number indicated. Healing cannot raise a model's current Wounds total above its starting Wounds stat. Any excess healed Wounds are discarded.

A healing flip is identical to a damage flip, except that it restores Wounds. Healing flips will be presented as Weak/Moderate/Severe, will interact with Jokers like a damage flip, and may be cheated. In addition, the healed model is considered to be the model that makes the flip (and may therefore choose to cheat).

Buried

Some Actions will bury a model. When a model is buried it is removed from play (usually set on its stat card as a reminder). The model is not counted as killed or sacrificed when it is buried.

Buried models cannot Activate. In addition, buried models are never considered to be in LoS or within range of effects. These models do not count as "in play" for the purposes of other rules that reference whether or not a model is in play.

Buried models still process Conditions and other effects that happen at the end of the Turn (such as the **Burning** or **Poison** Conditions).

If a model becomes buried during its Activation, end its Activation (it loses all AP and moves to the End Activation Step).

Unbury

Some effects will unbury a model. This is usually described in the Action that initially buried the model. When this happens, place the model back into play as described in the unburying effect.

When unburying models, if the models do not physically fit in the specified location, they are placed in their controller's Deployment Zone by the player who controls them. If models from multiple players were all unburied at the same time, the First Player (see pg. 35) places her models first.

Dead & Buried

It is possible for models to be killed while they are buried, albeit somewhat rarely. If a model that is buried is killed, it will not benefit from any abilities that happen on the model's death (like **Finish the Job**).

In addition, models that are buried at the end of the game count as killed for Encounter victory purposes.

Horror

The world of Malifaux is a frightening place. Encounters with horrifying monsters or beings from other dimensions are a daily hazard, and powerful spellcasters wield spells that can melt a mortal's resolve. Sometimes it is too much for a mind to take. These challenges to a model's psyche are known as Horror Duels.

Some Abilities or Actions will call on a model to succeed in a Horror Duel to see if it makes it through the tumult of pants-ruining emotion.

Performing a Horror Duel

When a model is required to perform a Horror Duel, it does so using its **Wp** stat. In addition, any effect that causes a Horror Duel will also list a TN for the duel.

The results of the model's Horror Duel will determine whether it can fight or is forced to cower in fear. A model that fails a Horror Duel immediately gains the **Paralyzed** Condition (see pg. 52).

Note that models that gain the **Paralyzed** Condition during their Activation immediately end their Activation (see pg. 52).

If a model is immune to the **Paralyze** Condition (usually as a result of an Ability), it must still perform the Horror Duel, it will simply be immune to the **Paralyze** Condition that it might receive. This is often an important distinction, as some effects might still rely on the duel being made.

A model that passes a Horror Duel may continue to act normally. Additionally, the model is considered immune to Horror Duels from the model that generated the Horror Duel until the End Phase of the Turn. A model, therefore, does not have to pass multiple Horror Duels caused by one model's **Terrifying** Ability, but it might have to test against a different model's **Terrifying** Ability in the same Turn.

A sample Ability that causes a Horror Duel is **Terrifying**, and it will look like this:

Terrifying (Living) 10: Enemy Living models must pass a TN 10 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

This Ability means that any Living model that wishes to move within reach of the Terrifying model, or Attack it, must first muster its courage.

Markers

Markers are placed on the table during an Encounter to represent objectives or other game events based on the Marker's description, such as a pile of scrap metal or a bloody and maligned corpse. By default, Markers simply denote a position on the table, and are ignored most of the time.

A Marker's default size is a 30mm base, unless otherwise noted in the Marker's description. All Markers have the following common rules:

- Markers do not count as terrain and have no **Ht** unless otherwise noted.
- If terrain would be created or moved on top of a Marker, the Marker is placed on top of the terrain without changing the Marker's position on the table's horizontal surface (the Marker simply moves up).
- Models can move over and stop on Markers. A Marker is ignored for movement purposes (but terrain below the Marker is not).
- Markers cannot be moved from their position on the table or destroyed unless an effect states otherwise.

Markers are commonly dropped by models that die, or as part of a Scheme. Sometimes a model will drop multiple Markers. It is perfectly acceptable for two Markers to be on top of each other; both have their effects, it doesn't matter which one is placed on top.

Corpse Markers

Corpse Markers are one of the common Marker types that models (especially the Resurrectionists) will interact with. Like most Markers, they have special rules.

When a model with the Living or Undead characteristic is killed, the model's controller places a Corpse Marker in base contact with the model before it is removed.

Corpse Markers are technically dropped by every Living and Undead model when it dies. However, it is not necessary to place these Markers if neither player has a model that would interact with them. Players may safely agree to not have models drop Corpse Markers in games where neither Crew will be making use of them.

Scrap Markers

Scrap Markers are another of the common Marker types that models will interact with. Scrap Markers have special rules (like most Markers) for when they are placed.

When a model with the Construct characteristic is killed, the model's controller places a Scrap Marker in base contact with the model before it is removed.

Scrap Markers are technically dropped by every Construct model when it dies. However, it is not necessary to place these Markers if neither player has a model that would interact with them. Players may safely agree to not have models drop Scrap Markers in games where neither Crew will be making use of them.

Scheme Markers

Models may place a Scheme Marker in base contact with themselves and not within 4" of another friendly Scheme Marker by taking the (1) Interact Action (see pg. 39).

These Markers are used as part of Schemes (see pg. 68); they play a role in a Crew attempting to earn Victory Points during an Encounter. However, models may take this Action even if their Crew has not taken any Schemes which require Scheme Markers.

Scheme Markers are Crew specific, and players will need to track which Crew placed each Scheme Marker. Some players might take this opportunity to craft unique Scheme Markers for their crew, or simply paint their Markers a unique color or pattern.

Models may take a (1) Interact Action to remove every enemy Scheme Marker that is in base contact with the model.

Living & Undead Constructs

Some models are both Living/Undead and Constructs. These models do not drop both a Corpse and Scrap Marker when they are killed. Instead, the model's controller chooses which type of Marker is dropped.

Special Rules

Many Talents have special rules that go beyond the basic rules for Actions and Abilities. When a player encounters one of these special rules, the rules in the description below apply.

Players may find it helpful to track the effects below with tokens (such as glass beads), especially those effects with a # next to their names (such as **Poison** #).

Auras

The aura icon () appears as part of a range for some Actions or Abilities. When an aura is present, then the Action or Ability affects an area.

An aura is centered on a model and radiates out in all directions from the edge of the model's base and moves with that model as it moves. By default, all objects within the aura's area, including the model it is centered on, are affected by the aura until they are no longer within it or the effect ends. However, some effects will note that only certain models are affected.

An aura has the same **Ht** as the model it comes from, unless specified otherwise.

An example of this type of Ability might look like this:

"Made an Example: Other friendly models within 6 gain +1 **Wp."**

Other friendly models that are within 6" and have line of sight to the model with this ability gain +1 **Wp**.

Auras Blast & Pulse LoS

A model cannot be affected by an aura or pulse that emanates from a location out of LoS.

In addition, a model cannot be affected by a Blast Marker if the original target of the blast effect is not within LoS of the model.

Blasts

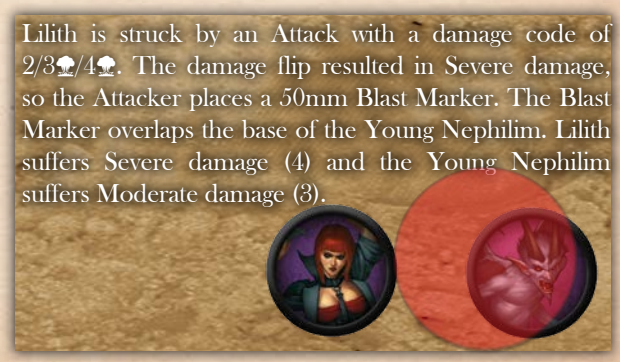
Some effects (usually damage) contain a blast symbol (). This represents an Attack that affects every model within an area, rather than just a single model; such as dynamite, a burst of flame, or an outburst of emotional turmoil the likes of which would turn an asylum orderly's hair green.

A blast is represented by a round 50mm base. A blast is placed by the Attacker so that it is touching the target's base, but not overlapping it. If multiple blasts are generated (such as), each blast must be placed so that it is touching, but not overlapping, at least one other Blast Marker. Blasts may be placed into areas the Attacking model did not have LoS to.

All models whose bases are touched or overlapped by one or more Blast Markers are affected, unless the model is more than 3" above or below the blast's target. Any models touched or overlapped by the blast are affected. In situations where the order that models suffer damage matters, the Attacker may determine the order in which the affected models resolve the blast effects.

If a blast is part of a damage flip (which is usually the case) place one Blast Marker for each blast symbol () in the Damage Severity flipped. The blast deals diminished damage to models who aren't the original target. The damage dealt by a blast from a damage flip is one step lower than the damage flipped for the initial blast. An Attack with a 2/3/4 that deals Moderate damage, for instance, would place one Blast Marker (due to the one on the Moderate damage), and deal 3 damage to the original target, and 2 damage to each other model within the blast.

It is important to note that the original target does not take damage twice from the Attack. The Blast is placed, and then all models suffer damage as noted above. Remember, the Red Joker's damage is stepped down to Moderate (not Severe) damage.


Lilith is struck by an Attack with a damage code of 2/3/4. The damage flip resulted in Severe damage, so the Attacker places a 50mm Blast Marker. The Blast Marker overlaps the base of the Young Nephilim. Lilith suffers Severe damage (4) and the Young Nephilim suffers Moderate damage (3).

Pulses (X)

A pulse is an instant effect that is centered on a model and radiates out in all directions from the edge of the model's base. All elements within the pulse's area, excluding the model it is centered on, are affected by it. A pulse has the same **Ht** as the model it comes from unless specified otherwise. When a pulse is part of an Attack's description, and the Attack misses the target, the pulse is not generated unless its description states otherwise.

Sacrifice

Effects that sacrifice models remove them from play, but the model does not count as having been killed. Sacrificed models do not drop Markers.

Summon

Summoning creates a new model. The model is placed within range of the effect (most often an Action's range). If it is not possible to place the model because of other models or terrain, the effect that caused the summon fails.

A Crew may never exceed a model's Rare limit through summoning. If, for example, an Action would summon a Rare 1 model into a Crew when the Crew already has a copy of that model on the table, the effect that summons the model fails.

If summoning is the result of an Action, the summoned model must be placed within LoS to the acting model. In addition, the summoned model belongs to the acting model's Crew, and is under the control of the acting model's player (regardless of which player controlled the acting model during the Action).

Models that are summoned gain the **Slow** Condition, and may not take Interact Actions during the Turn they are summoned.

Summoned models count toward Victory Rules as normal.

Summoning and Upgrades

When a model is summoned it is summoned without any Upgrades. Unless a rule specifically states otherwise, summoned models may not have any Upgrades when they are summoned.

Placement Effects

Some effects will call for a model to be placed in a location. This is most common when effects summon or bury models, but other rules might call for players to "place" a model.

Placement is not movement, the model is simply put into the position described by the rule.

Conditions

Model Conditions are standard ongoing effects models may receive during an Encounter. They include bonuses and penalties to statistics, in addition to several specific effects.

Conditions stack if the Condition's name includes a value and the Conditions have the same name, for instance **Poison +1**. When this is the case, the values are added together and the two Conditions become one. Conditions may also stack with Abilities which share the same name and include a value. Conditions presented without a value in their name do not stack, and a model that would get a second instance of a Condition simply ignores it (the second instance is not applied).

When two or more Conditions stack, their added values also increase the values of some variables. The variables that are increased are noted with a "+" or "-" designator in the description. All Fate Modifiers also stack. For instance, this ability:

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

This model reduces all damage it suffers by 1 to a minimum of 1. If it received another instance of **Armor +1**, it would stack to **Armor +2** and reduce all damage it suffers by 2, to a minimum of 1. Note that the "minimum of 1" never changes, as there is no "+" or "-".

Unless otherwise specified, all Conditions are removed from a model at the end of the Turn.

Burning

Sometimes models catch on fire, and this is generally not a state of existence people aspire to. **Burning** is noted with a value (usually +1) when it is applied to a model.

During the Upkeep Step any model with the **Burning** Condition suffers an amount of damage equal to the **Burning** value. The effect is then removed.

Any model within 2" (including the burning model) may take a (1) Interact Action with the burning model to remove 1 from its **Burning** value. If the value reaches 0, the Condition is removed. The **Burning** Condition is considered to read:

Burning +1: At the end of the turn this model suffers +1 damage, then remove this Condition.

Defensive

Defensive is a Condition gained by a model taking the Defensive Stance Action (see pg. 39). It reads:

Defensive +1: This model gains + to all **Df** duels.

Fast

A model with the **Fast** Condition generates 1 additional general AP when it Activates.

The **Fast** Condition is removed at the end of a model's Activation (not during the End Step). This means that a model that gains the **Fast** Condition during its Activation will gain no benefit.

Fast and **Slow** cancel each other, remove both from the model if both are present at the same time.

Focused

Focused is a Condition gained by a model taking the Focus Action (see pg. 39). It reads:

Focused +1: This model may remove this Condition when declaring an Action to gain a number of + to the Action's duel and damage flip equal to the value of the **Focused** Condition removed.

Paralyzed

A model with the **Paralyzed** Condition generates no AP and can declare no Actions during its Activation (not even 0 Actions which cost no AP). The range of all /// Actions a model has is considered 0 while it is affected by the **Paralyzed** Condition, and will therefore not engage enemy models.

The **Paralyzed** Condition is removed at the end of a model's Activation (not during the End Step).

If a model gains the **Paralyzed** Condition during its Activation it loses all of its AP, may not take any more Actions, and ends its current Action with no effect. Its Activation effectively moves to the "End Activation" step, with no further Actions taken by the model.

Poisoned

Sometimes models are poisoned by low-down cowards who don't want a fair fight. **Poison** is noted with a value (usually +1) when it is applied to a model.

During the Upkeep Step, any model with the **Poison** Condition suffers 1 damage that may not be reduced or negated. After the damage is dealt, lower the value of the **Poison** by 1, removing the Condition if the value hits 0. It should be noted that the damage is not increased by the value of the **Poison** Condition. The Condition is considered to read:

Poison +1: At the end of the turn this model suffers 1 damage, then lower this model's **Poison** Condition value by 1.

Reactivate

A model with the **Reactivate** Condition is available to be Activated one additional time during this Turn, as if it had not already taken its Activation.

A model may not benefit from the **Reactivate** Condition more than once per Turn, even if it lost the **Reactivate** Condition and then gained it again.

Slow

A model with the **Slow** Condition generates 1 less general AP when it Activates.

The **Slow** Condition is removed at the end of a model's Activation (not during the End Step). This means that a model that gains the **Slow** Condition during its Activation will not suffer any consequences.

Fast and **Slow** cancel each other, remove both from the model if both are present at the same time.

Stacking

Most effects in the game stack. When two effects "stack" it means they are both applied. However, some situations have special rules in regards to stacking. They are listed here.

1) Sometimes a model will gain a Condition that has the same name as one of its Abilities. Abilities and Conditions stack if they both have a value and they have the same name. For instance, if a model with the **Armor** +1 Ability gains **Armor** +2 as a Condition, the two effects stack. However, they do not merge (as two Conditions do), so a model that loses the Condition does not lose its Ability.

2) If a model has an Ability that shares a name with a Condition it gains, but they do not have a value, then the effects do not stack, and the model does not gain the Condition.

3) If a model has an Upgrade that provides an Ability that it already has, then it only gains the Ability if both have a value. If they do not have a value, then the model does not gain the new Ability.

4) As long as two Conditions have different names, they both affect a model. A model can have multiple Conditions with different names. Sometimes two different Conditions will have similar effects (for instance, both lowering **Wp**), so long as both Conditions have different names, they both affect the model. However, all stats (other than Wounds) have a minimum value of 1 (see the Math sidebar on page 29).

All other effects in the game which are not Conditions always stack unless they state otherwise. For example, enemy models within ⓫1 of Canine Remains suffer -1 Df. If an enemy model is within range of two Canine Remains, it will suffer -2 Df. Another example, the Rush of Magic Ability allows the Crew to draw one additional card in the Draw Phase and then discard a card. If a Crew contains two models with the Rush of Magic ability, that Crew would draw two additional cards in the Draw Phase and then discard two cards.

Characteristics

Characteristics are elements of a model that describe its role in the Malifaux game world. These can influence how a model is chosen during Crew selection, or simply tell the player a little bit about the model.

All characteristics function as keywords for effects, such as Attacks that can only target a certain type of model. An Attack might be restricted to targeting Undead models, for instance, and whether or not a model can be targeted is determined by the target's characteristics.

Some characteristics interact with the rules. These are noted in italics on the model's stat card, and the explanations of these characteristics are found here.

Creature Characteristics

Most models have one Creature characteristic. For the most part, these define what type of entity the model is. A Creature characteristic usually defines the type of Marker a model will drop when it is killed. Some models have multiple Creature characteristics.

Many Creature characteristics have no rules associated with them (such as Beast, or Woe), instead they simply describe the type of being the model is, and function as a keyword for other abilities.

Construct

Mechanisms of iron, stone, or some other material, these are creatures given a semblance of life. Construct models drop Scrap Markers when they are killed (see pg. 49). It's amazing what a mechanic can do with bits of frost from an Ice Golem...

Living

Living models are the most common type of model, as they include most beasts and humans. If you stop being living, it's likely you aren't considered human anymore. Living models drop Corpse Markers when they are killed (see pg. 49).

Undead

From zombies, to stitched-together abominations, the re-animated corpses of the once living are considered Undead. Undead models drop Corpse markers when they are killed (see pg. 49).

Hiring Characteristics

A model with hiring restrictions beyond its Faction symbols is noted as a characteristic. Additionally, these characteristics will restrict whether or not the model may be summoned by a Crew.

In addition, some rules will reference the Hiring Characteristic. This is most common with effects that influence hiring choices.

Mercenary

Mercenaries will work for the highest bidder. Even Crews not from a Mercenary's Faction can, with a little extra something thrown in, convince the model to fight for the Crew.

A Crew may hire up to two Mercenary models from another Faction than its own, but must pay one additional Soulstone to hire the model. If the model could be hired by the Crew regardless of the Mercenary characteristic, the additional Soulstone does not need to be paid and the model does not count against the Crew's Mercenary limit.

Rare

Some models are uncommon (or unique) and therefore cannot be present in a Crew in large numbers. These models are labeled as Rare, which always has a corresponding value (such as 2). A Crew may not hire (or summon) more of this model than the Rare value.

Totem

Totems are emblems of a Master's power on the battlefield. A Totem only takes the field when beckoned by its Master.

A Crew may only hire one model with the Totem characteristic. In addition, some Totem characteristics list a Master, such as Totem (Rasputina). Only Crews lead by the listed Master may hire these Totem models.

Station Characteristics

In Malifaux, not everyone is equal. Some models have achieved great power or influence, and this is described by the model's Station characteristic.

A model never has more than one Station characteristic, as it defines several abilities available to the model. These are:

- How many different Upgrades the model may have.
- Whether or not it can use Soulstones.
- How many General AP it generates when it Activates.
- What size Crew the model leads.

In addition, some rules will reference the Station characteristic. This is especially common with victory rules presented in Chapter 4: Standard Encounters (see pg. 58).

Enforcer

Enforcers are powerful models able to stand toe to toe with some of the heaviest hitters in Malifaux. An Enforcer model may have up to one Upgrade.

Henchman

While not Masters, a Henchman is a competent leader of men. In smaller games (forty Soulstones or less) a Henchman may be chosen as the Crew's Leader, instead of a Master. In fact, only Henchmen can lead Crews of twenty-five Soulstones or less!

Henchmen can have up to two Upgrades and can use Soulstones (see pg. 25).

Master

Masters are major power players within a Faction, working tirelessly towards their agendas. Masters may not be hired by a Crew. Instead, one may be selected as a Crew's Leader in any encounter of more than twenty-five Soulstones. See page 72 for more information on Crew selection.

Masters are decisive figures who martial their forces and are threats in their own right. When a Master Activates, it generates 3 general AP rather than 2. Masters can have up to three Upgrades, and can use Soulstones (see pg. 20).

Minion

Minions are the rank and file of the Crew. Minions follow orders and, hopefully, help usher in the Crew's success.

Minions may not purchase or attach Upgrades at the beginning of the game (although some odd cases may grant them Upgrades during the game).

Peon

Peons are, for lack of a better word, disposable. A Peon model is typically very inexpensive, and many victory rules will eliminate Peons from contributing to its Crew's success.

Peons may not purchase or attach Upgrades at the beginning of the game (although in some odd cases they may be granted Upgrades during the game).

Station	Upgrades	Use Soulstone	General AP	Lead Crew
Master	3	Yes	3	Crews over 25 SS
Henchman	2	Yes	2	Crews up to 40 SS
Enforcer	1	No	2	No
Minion	0	No	2	No
Peon	0	No	2	No

Avatar Upgrades

Some of the most potent Upgrade cards available to Masters in Malifaux are the Avatar Upgrades. These represent powerful forms that each Master can take, harnessing unique energies and magics from the aether, a personal reserve, or even a Tyrant.

Manifestation Cards

When a player purchases an Avatar Upgrade for the Crew's Master, they must also choose one of the Manifestation cards, at no additional cost. When the Manifestation card is selected, it is placed next to the Master's stat card face down. The Manifestation card is not an Upgrade, it is simply a card that lists the chosen manifest requirements to serve as a play aid. The Manifestation card will also list a manifest event. A manifest event is something which happens once, as soon as the Avatar Manifests.

A player must show her opponent the Avatar Upgrade card purchased for her crew's Master (like any other Upgrade) but the Manifest card is kept secret, and is placed face down. The opponent knows that an Avatar can Manifest, but not the game events that will cause the Avatar to appear.

There are five Manifest cards: Delayed, Bloody, Desperate, Planned, and Sacrificial.

The Avatar Upgrade Card

If an Upgrade is an Avatar Upgrade, it will note this in its restrictions. A model may only have one Avatar Upgrade. Avatar Upgrades are like any other Upgrade, except that there are rules on both sides of the card. One side of the card will be labeled the Pre-Manifest side of the card, and the other side is the Manifested side.

At the start of the game, the Pre-Manifest side of the card is face up, and any Actions or Abilities on it are granted to the Master, exactly like any other Upgrade. At that point, the Manifested side of the card is totally ignored, the Master does not gain anything from the Manifested side.

During the game, the Master may meet its manifest requirements (as listed on the chosen Manifestation card) and manifest into an Avatar. If this happens, the Avatar Upgrade is flipped over to its Manifested side. The Master now loses anything on the Pre-Manifest side of the card and gains all of the Actions and Abilities on the Manifested side. In this way, a Master may only gain the benefits of one side of an Avatar Upgrade at a time.

The Avatar Upgrade may not be removed from the Master model by Actions or Abilities.

Avatar Models

Each Master has an Avatar model that is different than their usual model. This Avatar model replaces the Master's model when an Avatar manifests, and is usually on a larger base (the Manifested side of the Avatar Upgrade will list the new base size, if there is one).

The Avatar model does not have its own stat card, but uses the Master's stat card. For all game purposes, it is still the original Master. The Avatar retains all of the same damage, Conditions, AP, and Upgrades as the original Master. If the original Master was selected for a Scheme, the Avatar counts for that Scheme. If the Master already activated, the Avatar is considered to have activated. The only difference is that the Master may now be on a larger base, and gains the benefits of the Manifested side of its Avatar Upgrade instead of the Pre-Manifest side.

Manifest events

The process of changing into an Avatar can be an explosive and dangerous one. To represent this, a Master may choose a manifest event when it successfully manifests. A manifest event is an effect that happens once, as soon as the Master manifests.

Each Manifestation card lists a manifest event that the Master may choose when it manifests. Additionally, the Pre-Manifest side of the Avatar Upgrade may also list a manifest event which is unique to that Avatar and may be chosen instead of the one listed on the Manifestation card.

When a Master manifests, it may choose only one of the manifest events available to it.

Manifest Requirement

When an Avatar Upgrade is purchased, a Manifestation card is also selected. Any Master may select any one of the five Manifestation cards. Manifestation cards do not cost any Soulstones. Only one Manifestation card may be selected.

The Manifestation card lists the requirements which the Master must meet in order to manifest its Avatar. As soon as the Master has an opportunity to manifest (as noted on the Manifestation card), it may reveal its Manifestation card and follow the steps below. If it chooses not to manifest, the Manifestation card remains hidden and the Master may not manifest until the requirement is met again.

Manifesting

When a Master manifests, follow these steps:

6. Reveal the Manifestation card to all players.
7. All other models within 2" of the manifesting Master are pushed 2" directly away from the Master.
8. Place the Avatar model in base contact with the Master model, and then remove the Master model. The Avatar model is now the Master's model.
9. If the Avatar model cannot be placed, then the Master does not manifest, and cannot manifest for the remainder of the Turn. It may attempt to manifest again on subsequent Turns.
10. If the Avatar model was placed, the Master may choose one manifest event available to it and apply its effects. (The Master may also choose not to resolve a manifest event.)
11. The Avatar Upgrade card is now flipped over to the Manifested side. The Master now applies those effects instead of those on the Pre-Manifest side of the Avatar Upgrade card.

Chapter 4: Standard Encounters

Mortal enemies eye each other from across a dusty street, each crew member thirsty for their enemy's blood. Curses are exchanged, glares stared down. The tension has reached a tipping point and something is about to give. Somewhere a raven caws, awaiting its banquet of flesh after the fighting ends. Then someone makes the wrong move, a twitch of a finger or a wink. Nobody cares who it was, it was the perfect excuse to fill hands with murder and send it winging toward the enemy. The encounter has begun...

In Malifaux, a game between players is represented by an Encounter between enemy Crews. Setting up an Encounter only takes a few minutes, and presents players with the tools they need to turn every game of Malifaux into a unique combat between their opposing models.

Standard Encounters in Malifaux have several symmetric elements, which means that both players have equal access to them. This is done to help ensure a balanced Encounter between two Crews testing their mettle. These symmetric elements include Deployment Zones, the Strategy, and the available Schemes.

However, each player will still choose their own two Schemes, which generate up to 6 Victory Points **(VP)**. Because the shared Strategy is only worth 4 **VP**, it becomes important for players to achieve their own personal Schemes... and to guess which their opponent chose so that they can be denied!

Players who are seeking an Encounter that is completely asymmetrical, wish to tell a specific tale, or want to reenact a battle from the Malifaux universe, will find rules for these Encounters in Chapter 5: Story Encounters (see pg. 76).

Encounter setup is broken down into several steps, as indicated by the following summary and reference table. Each step is then broken down in detail with rules for how to set up terrain, decide what Strategy the players will be using, and any other details necessary to prepare the play area for an Encounter.

Players should find that after a few games the steps become second-nature and are rather quick. The steps for setting up an Encounter are:

1. Define and Place Terrain
2. Determine Encounter Size
3. Announce Factions
4. Determine Deployment
5. Determine Strategy & Available Schemes
6. Hire and Reveal Crews
7. Choose & Reveal Schemes
8. Deploy Crews

Each of these steps may include several steps of their own. A summary is presented here, but the remainder of this chapter is dedicated to discussing each step in full detail.

Crew Boxes

The Malifaux Crew boxes are designed to be played at approximately twenty-six to thirty Soulstones, allowing new players to have a legal Crew with just the contents of the Crew Box!

1. Define and Place terrain

Players discuss and define the terrain they will be using during the Encounter, and then place it on the table (see pg. 60).

2. Determine Encounter Size

Players agree on the number of Soulstones their Crews will use to hire models. This also sets the Encounter Size, which affects certain game rules, such as who can lead a Crew.

3. Announce factions

Each player announces which Faction she will be bringing to the fight.

4. Determine Deployment

The players determine what the Deployment Zones for the Encounter are, which includes the location of the Centerline.

5. Determine Strategy and Available Schemes

The players determine what they are fighting about in the first place, what the shared Strategy will be for the Encounter and what Schemes will be available to choose from later on (in the Choose and Reveal Schemes Step).

6. Hire and Reveal Crews

Players create their Crews by spending Soulstones. This will include choosing a Leader, hiring models, and purchasing Upgrades. Once both players have finished purchasing their Crews, they will reveal their Crew lists to each other.

7. Choose and Reveal Schemes

Players will choose personal Schemes, and then have an opportunity to keep them secret, or reveal them for possible bonus points.

8. Deploy Crews

Players deploy their models into their chosen Deployment Zones and begin the Encounter.

Winning the Encounter

While not technically part of the Encounter setup, the rules for determining a winner of an Encounter are detailed on page 74 in this chapter.

Narrative & Organized Play

Throughout this chapter you will find references to narrative and organized play. For the most part, Malifaux is considered a narrative game. The players are playing a strategic game that is heavily influenced by the characters involved. The game is designed to tell a story while also giving each player a tactical experience.

The term "organized play," with regards to Malifaux, describes an environment in which certain logistical concessions must be made. In an organized environment (like a tournament or campaign league), the event organizers will likely take steps to ensure that games will be easy to set up, and that each player knows what to expect from their event experience (as much as is possible anyway). This includes things like setting the Strategy and Schemes for a round, or placing terrain in advance for each table.

In Malifaux, organized play is not assumed to tell a less engaging story, or to be more competitive than narrative play. When this book talks about organized play, we are simply acknowledging that some play environments might require the event organizers to adapt the encounter creation rules for a quick, efficient, and fun event. It is our goal that this chapter will provide tools for two players engaging in an afternoon of Malifaux, as well as a more structured setting.

Define and Place terrain

The environments in which combat happens in Malifaux are extremely diverse, to say the least. Every gaming group will have different terrain pieces available for their game table, and it's important that the players discuss the terrain they are using, and then place it on the table fairly.

This will create a unique map for the Encounter, with its own tactical choices. It is vitally important that both players agree on what each piece of terrain does before moving forward.

Terrain should be plentiful, but not too dense, and afford models different challenges or paths to victory.

Some questions the players will need to answer are:

What are the **Ht** and base of the terrain?
What traits does the terrain have?
Are there special interactions with the terrain?

Defining terrain height and base

Each piece of terrain has a **Ht** stat. This is fairly easy to determine. Measure the actual vertical height of the terrain. For every 1" that the terrain piece is tall, it has a **Ht** stat value of 1.

For instance, a rock that is .5" tall has a **Ht** of 0, and the players might choose to ignore it all together if it doesn't also impede movement. Several trees on a base (counting as a grove) that is 4.25" tall would have a **Ht** of 4. In general, the entire piece of terrain has the same **Ht** value.

Every piece of terrain has a base. A terrain's base is often oddly shaped, if it has a physical base at all.

If terrain does not have a physical base, the players must agree on where that "base" ends. This is typically the outermost edge of the terrain's geometry, such as with a building.

If individual terrain elements (like trees) are all mounted on a single base it is usually easiest to agree that the edge of that base counts as the base of the terrain.

Some especially large, complex, or oddly shaped terrain pieces may need to be defined as several different pieces of terrain.

Terrain Traits

Blocking - Objects with the blocking trait cannot be seen through, and therefore block LoS (see pg. 40) if the **Ht** of the terrain is equal to or greater than the **Ht** of the models attempting to see through it.

Climbable - Models may move vertically up and down terrain that is climbable (see pg. 42). Moving vertically costs double the distance moved. For instance, 1" of movement would be treated as 2" of movement.

Dense - Models can see into this terrain, but not through it. Models outside the dense terrain may draw LoS to targets within the terrain. Models may ignore the dense trait of terrain that they are within, when drawing LoS. Otherwise, the terrain is considered blocking.

Enclosed - Models without the **Incorporeal** ability which begin their movement outside of this terrain may not use Abilities or Actions to ignore this terrain if they are ending their move inside of it. Models without **Incorporeal** lose any Abilities and Actions which allow them to ignore terrain while moving while inside of this terrain. However, models act normally while on top of this terrain and while ending a move on top of this terrain. (For Example: A Nephilim may fly over a building or take flight from its rooftop, but may not teleport through the wall.)

Hard Cover - This terrain deflects ranged Attacks and makes landing a meaningful shot more difficult. This piece of terrain grants hard cover per the rules on page 41.

Hazardous - Terrain that is considered hazardous deals damage to models that Activate while within it, or enter it (if they are pushed, moved, or placed within the terrain). All hazardous terrain deals 1/2/4 damage by default, but some may cause greater damage if both players wish. The opposing player flips for hazardous terrain damage, which may not be cheated. A model may only suffer damage from each piece of hazardous terrain once during each Turn; it is immune to further damage from that piece of terrain during that Turn.

Impassable - Models cannot enter impassable areas of terrain, which includes moving through the walls of a building or into other solid objects.

Severe - Areas of severe terrain slow a model's movement. Moving through severe terrain costs double the distance moved. For instance, 1" of movement would be treated as 2" of movement.

Soft Cover - This terrain obscures vision and makes shooting through it more difficult. This piece of terrain grants soft cover per the rules on page 41.

Vantage Point - Some terrain will provide a visual advantage to models on top of it. If a piece of terrain is at least **Ht** 2 and a model can stand on it (such as the roof of a building) it can be defined as a vantage point. Vantage points are described on page 41.

Terrain Placement

The standard table size for a Malifaux encounter is 3' X 3'. Anything from a 3' square of floor to space on the dining room table will suffice. Many players use a terrain mat from a local gaming store, while others build elaborate gaming boards with permanent terrain features.

Terrain should be plentiful, but not dense, on the table. It is recommended that players should place enough terrain to cover about twenty-five to fifty percent of the table. This depends largely on the size of each individual piece of terrain, but a good general rule is to cover roughly a third of the table with terrain.

Many gaming shops or clubs have a collection of terrain that is already mounted on bases to be placed on the table. If this is the case, the players should agree on what pieces to use (covering about one third of the table). Then the players will randomly determine (flip a card) who will be placing the first piece of terrain and then alternate turns placing one piece each on the table.

If the terrain is already placed by an event organizer, or the terrain is sculpted onto the table, the players simply need to discuss each piece of terrain and agree on its specifics.

Typical Terrain Pieces

Some of the most common elements of terrain players might encounter at the local gaming club:

Formations are areas of terrain with stone or other hard obstacles, such as tombstones, boulders, rubble, torn down walls, and so forth. Formations have the blocking, hard cover, and severe traits.

Walls are sturdy emplacements that are typically built in a straight line (although stranger things than a crooked wall have happened in Malifaux). Walls have the blocking, hard cover, climbable, and impassable traits.

Uneven Ground is terrain that impedes movement, such as muddy roads, streams, patches of bog, or even plowed fields. Uneven ground has the severe trait.

Groves of trees are an area of a few trees (usually several tree models on a single base). Groves have the dense, severe, and soft cover traits, while individual trees on the base have the blocking and hard cover traits.

Hills are gently sloping rises in the terrain. Hills have the blocking trait if models on the other side of the hill's crest are drawing LoS to each other, but do not block LoS to models that could realistically be seen.

Cliffs are vertical areas of terrain, usually on one or more sides of a hill. Cliffs have the climbable trait. The edge of a cliff has the vantage point trait.

Structures come in an infinite variety of sizes and shapes in Malifaux. All buildings default to having the enclosed, impassable, blocking, and hard cover traits. Buildings might have climbable areas (if the walls have hand holds), and might have areas that provide a vantage point.

Determine Encounter Size

The size of an Encounter is determined by the number of Soulstones each player has to spend on hiring a Crew.

The players begin each Encounter by agreeing to a number of Soulstones available to both players. In an organized environment, this total may be determined by the event's rules.

The game lengths presented are estimates, and can vary based on the experience of the players.

Shoot-Out: In these games, a Henchman has stumbled on a rival faction and a bloody brawl ensues. These are small games designed to fit nicely within a lunch break, or a fast paced organized event. In a Shoot-Out a Henchman must lead the Crew.

Dustup: This Encounter represents two forces in a small skirmish to achieve an objective of opportunity. These games are designed to present a narrative moment, and players should be able to play a few games of this size in an evening.

Scrap: Games of Scrap size are designed to be the most common game size. A Scrap-sized game should take about an hour to an hour and a half to play, and is suited to a competitive environment. In a Scrap, a Master must lead the Crew.

Declare Factions

Each player announces which Faction she will be bringing to the Encounter. This will determine which models are available when hiring Crews, as well as which Upgrades will be available.

Players announce their Factions simultaneously. Once announced, the Faction choice cannot be altered. If necessary, both players should write their Faction down on a piece of paper to be revealed at the same time.

In an organized play environment, players are usually required to declare a single Faction for the entire event. This is also true when players engage in several Encounters that build on one another (see pg. 91).

Designer's Note: Game Size

Malifaux can be played at many different Soulstone levels, each with its own unique qualities. However, we feel that the game reaches its best balance at fifty Soulstones, and it is what we recommend for organized play.

Designer's Note: Henchmen

Although Henchmen can lead Crews, on average, they are not as powerful as Crews lead by Masters. However, rules for using Henchmen to lead Crews have been included to give players more options and to allow players to challenge themselves. Additionally, these rules open up the possibility of playing Henchmen vs. Henchmen games, and they are a good tool for demo games.

Hiring Soulstones	Encounter Size	Leader	Game Length
10 -25	Shoot-Out	Henchman	30 to 45 minutes
26-40	Dustup	Henchman or Master	45 to 60 minutes
41+	Scrap	Master	60 to 90 minutes

Determine Deployment

In this step the players will determine how their Crews will deploy, as well as what they will be fighting over. Players will first generate Deployment Zones, and then the Strategy used for the Encounter.

Deployment Zones

These are the areas in which each Crew may place its models at the start of the game. While players will know what the options for each deployment area are, they will not commit to one just yet. That happens during the Deploy Crews Step. To determine the Deployment Zone, the players flip a single card and consult the following table:

Card	Strategy
1 to 7	Standard Deployment
8 to 10	Corner Deployment
11 to 13	Flank Deployment
Either Joker	Close Deployment

Table Definitions

Some rules will use terms that require some official definitions. This is most common with Strategies and Schemes, but it is not impossible for other rules to reference these terms.

Centerline: A line that splits the table into two equal halves.

Table Quarters: Division of the table into four equal 18" x 18" square sections.

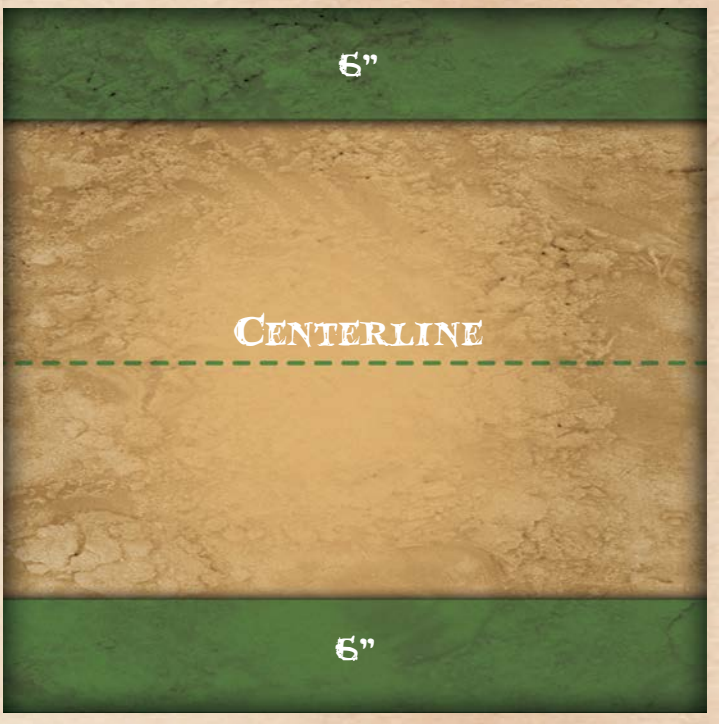
Enemy Half: The section of the table on the opposite side of the Centerline from the Crew's own Deployment Zone.

Table Corner: The physical corner of the 3x3 playing area.

Designer's Note: Centerline

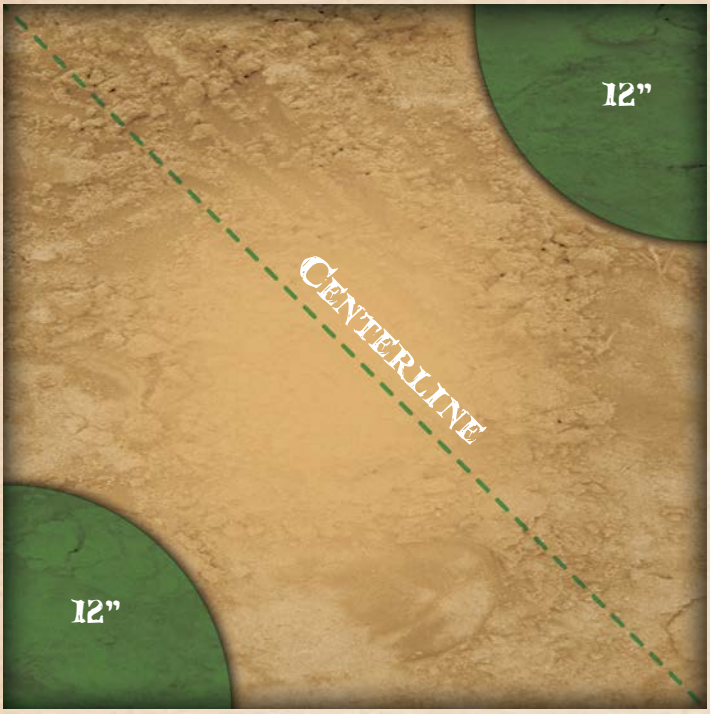
Many Strategies and Schemes reference the Centerline of the board. We recommend that you place a Marker on each table edge where the Centerline meets the edge, and one more in the Center of the table. These Markers have no effect on the game, but they can act as a helpful reminder of where the Centerline is.

1 to 7: Standard Deployment



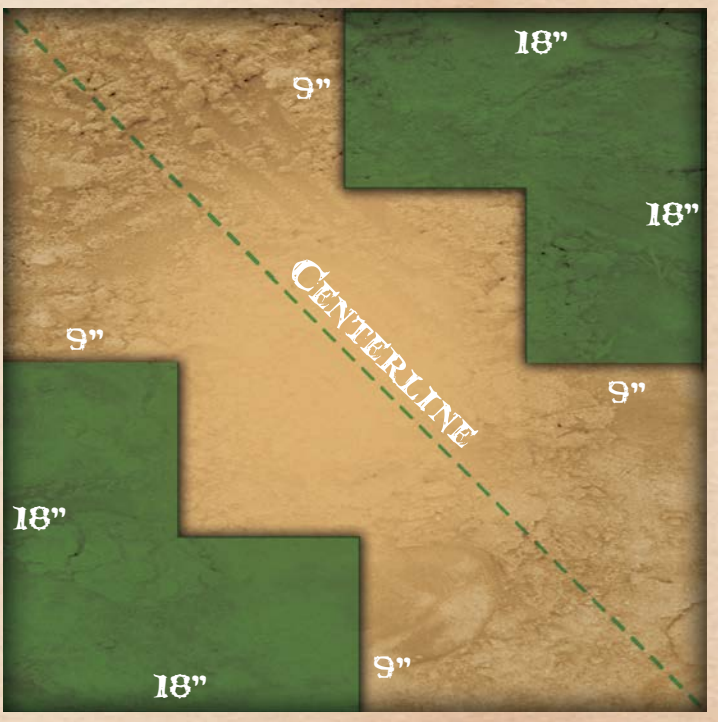
A player will deploy within 6" of a chosen Table Edge, with the opponent deploying within 6" of the opposite Table Edge.

8 to 10: Corner Deployment



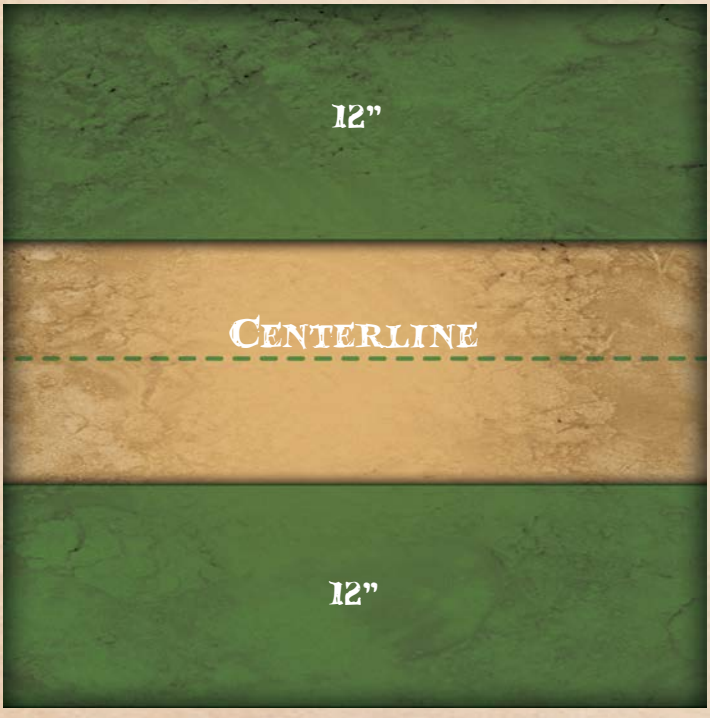
A player will deploy within 12" of a chosen Table Corner, with the opponent deploying within 12" of the opposite Table Corner.

11 to 13: Flank Deployment



The table is divided into four 18" x 18" Quarters. A player will deploy within 9" of the table edges within one table Quarter, with the opponent deploying within 9" of the table edges within the opposite table Quarter.

Either Joker: Close Deployment



A player will deploy within 12" of a chosen Table Edge, with the opponent deploying within 12" of the opposite Table Edge.

Determine Strategy & Available Schemes

A fight isn't nearly as interesting if it's not over something. Strategies and Schemes make up the victory rules used in an Encounter to determine a winner. A Strategy is a shared goal between both Crews; it's what brings the Crews into conflict with one another. A Scheme is a personal goal, which the Crew is attempting to achieve.

At the end of the game, players will total the number of **VP** they have earned, and the player with the most is the winner. Players can earn **VP** from the shared Strategy and their individual Schemes!

Players will first determine the shared Strategy, and then they will generate a pool of five Schemes to choose from. After the players have selected their Crews (see pg. 72) they will choose two Schemes in secret for their Crew, and will then have an opportunity to reveal their Schemes for possible bonus **VP**.

Determine Strategies

To determine the shared Strategy for the game, a player flips a single card and then consults the following table using the card's Suit:

Suit	Strategy
♠	Turf War
✕	Reckoning
♥	Reconnoiter
🕮	Squatter's Rights
Either Joker	Stake a Claim

Earning VP from Strategies

Strategies are scored at the end of every Turn, in the Upkeep Step (see pg. 35). In addition, no player may ever earn more than 4 Victory Points from the shared Strategy.

Narrative Strategies

The Strategies presented here are designed for general organized play purposes. These Strategies are straightforward and present common conflicts within Malifaux. Players wishing to play a more story-driven Encounter should consult Chapter 5: Story Encounters, starting on page 76.

Turf War (♠)

"Don't you dare," Nicodem squinted his eyes at the coroner. "If you say it, there will be death. If it slips from that cobweb of thoughts and delusions you call a mind, and pushes past your tongue to rush past your lips, I'll end this. I won't hesitate, blood's bad enough here. This is my cemetery, these are my bodies. MINE!"

McMourning couldn't control himself. He choked back the words at first, but his wide grin overcame him. "This graveyard ain't big enough for the both of us."

Dark will guided the bones of Nicodem's zombies as they struck from the shadows. Dark will and fury.

Setup

Place a single Turf Marker at the Center of the table.

Victory Points

At the end of each Turn after the first, a Crew earns 1 **VP** if it has two or more non-Peon models within 6" of the Turf Marker.

Reckoning (✕)

"Only one of us walks away from this alive," Perdita spoke through gritted teeth as she angled her shoulders to give the other woman a smaller target. A single index finger tickled the well-worn grip of her Peacebringer.

Tara laughed, "Oh hun, I wouldn't call me alive, exactly."

Victory Points

At the end of every Turn, after the first, a Crew earns 1 **VP** if it killed or sacrificed two or more enemy models during that Turn.

At the end of every Turn after the first, if a player has no models in play (buried models are not considered "in play") then her opponent earns 1 **VP**. A player may not earn more than 1 **VP** from this Strategy per Turn.

Reconnoiter (😈)

Lady Justice felt the individual bullets in the cylinder of her Peacekeeper, touching each to be sure it was fully loaded. She whispered to her Marshals, "Fan out for a tomb sweep. Keep eyes on the man to your left and right. If you see Seamus, shoot to kill."

Setup

Divide the table into four 18" x 18" table Quarters.

Victory Points

At the end of each Turn after the first, a Crew earns 1 **VP** if it controls two or more table Quarters.

To control a table quarter, the Crew must have the most non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

Squatter's Rights (📖)

Som'er adjusted his hat so that it stood taller on his thick brow. "Boys, whosits mayhaps fine wheated mash in dem dar stills. Da whosits ain't got no rights to boozin' stills when we gots corned mash for a fixin' the hoochin' stills. Whensome now they might stumble up a day whensome the sands a grem's falls. Whensome idn't aday."

Setup

Place five 30mm Squat Markers along the Centerline. One is placed at the Center of the table. Then, two more are placed on the Centerline 6" away from the Center of the table (one on each side). Lastly, two more are placed on the Centerline 6" away from table's edge (one on each side).

Special Rules

Squat Markers begin the game claimed by neither Crew.

A model may take a (1) Interact Action to claim any Squat marker that is in base contact with the model. A Squat marker is only ever claimed by the last Crew to interact with it, all previous claims are removed.

Victory Points

At the end of each Turn after the first, a Crew earns 1 **VP** if it has claim to at least two Squat Markers.

Stake a Claim (Jokers)

Zoraida's cracked knuckles gripped the needle so tightly that it threatened to snap. Her eyes peered off into the distance, into futures yet to come. "Oh, that Marcus thinks he's clever, he does. He taps and pulls at the strands of aether. I see the other path, the way the river must flow. Let us guide the roaring magics, let us make his ritual our own."

Special Rules

A model may take a (2) Interact Action to discard all Claim Markers within 6" of itself, and then place a Claim Marker in base contact with itself.

Victory Points

At the end of each Turn after the first, a Crew earns 1 **VP** if there are more Claim Markers on the Enemy Half of the table than its own.

Generating Scheme Options

Players now generate the Scheme options that will be available to them after they have hired a Crew. To do this, one of the players shuffles her Fate deck (so that it is a fresh deck) and then flips two cards face up, reflipping any Jokers. These cards will determine the Schemes available to all players during the game.

The players then reference both the value and the suit of both cards to determine which Schemes are available to choose. In this way, each card creates two choices. However, sometimes the suits or values on the two cards will match, creating one less choice. In this case, the Distract Scheme becomes available.

In addition, the players always have the option to choose the A Line in the Sand Scheme.

In this way, every game will have five possible Schemes for each player to choose from.

Earning VP from Schemes

A player can never earn more than 3 VP from a single Scheme. Many Schemes require Scheme Markers (see pg. 49)

Suit/Value	Scheme
Always Available	A Line in the Sand
Available on Doubles	Distract
♉	Breakthrough
✕	Assassinate
🕮	Protect Territory
♞	Bodyguard
1	Cursed Object
2	Outflank
3	Plant Evidence
4	Entourage
5	Vendetta
6	Plant Explosives
7	Make Them Suffer
8	Deliver a Message
9	Take Prisoner
10	Spring the Trap
11	Murder Protege
12	Frame for Murder
13	Power Ritual

A Line in the Sand (Always)

You must mark out a border where your Crew holds influence.

At the end of the game, the Crew earns 2 **VP** if it has at least four Scheme Markers on the Centerline.

If this Scheme is revealed, the Crew earns an additional **VP** if it has at least two Scheme markers on the Centerline at the end of the game.

Distract (Available on Doubles)

It was all a ruse!

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact Action to give the target the following Condition for the rest of the game:

"**Distracted:** This model may take a (2) Interact Action to remove this Condition from itself. No other Action may remove this Condition."

This Scheme starts the game unrevealed. The first time an enemy model gains the **Distracted** Condition, reveal this Scheme. At the end of every Turn, this Crew earns 1 **VP** if at least two enemy models have the **Distracted** Condition.

Breakthrough (♉)

The Crew must push into enemy territory!

At the end of the game, this Crew earns 1 **VP** for each of its Scheme Markers within 6" of the enemy Deployment Zone.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

Assassinate (✕)

The opposing leader must die!

This Scheme begins the game unrevealed. If the enemy Leader is killed or sacrificed, reveal this Scheme. If the enemy Leader is killed or sacrificed, gain 2 **VP**. If this happens on or before Turn 4, score 3 **VP** instead.

Protect Territory (📖)

This territory is yours. Hold it.

At the end of the game, this Crew gains 1 **VP** for each of its Scheme Markers which is at least 6" from its Deployment Zone and has at least one friendly non-Peon model within 2" of it. Scheme Markers with more enemy models than friendly models within 2" do not count towards this Scheme.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

Bodyguard (🌀)

The Crew must keep a valuable asset alive!

The scheming player notes down a non-Leader Henchman or Enforcer model in her Crew that must be protected. If the Crew has no Henchmen or Enforcer models, note down the model with the highest Soulstone cost instead.

This Scheme may be revealed at any time. At the end of every Turn, starting on Turn 4, if this Scheme is revealed, this Crew earns 1 **VP** if the noted model is still in play and at least 8" from its Deployment Zone. At the end of the game, this Crew earns 1 additional **VP** if the noted model is still in play with more than half of its Wounds remaining.

Cursed Object (1)

Here, you hold it!

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact Action to give the target the following Condition for the rest of the game:

"**Cursed Object:** This model may take a (1) Interact Action to perform a TN 12 **Wk** duel. If successful, remove this Condition from this model. No other Action may remove this Condition."

This Scheme starts the game unrevealed. The first time an enemy model gains the **Cursed Object** Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the **Cursed Object** Condition on one enemy model to gain 1 **VP**.

Outflank (2)

The Crew needs to get the lay of the land!

At the end of the game, this Crew earns 1 **VP** if it has a non-Peon model on the Centerline and within 3" of the point where the Centerline meets the table edge (or corner). This Crew earns an additional 1 **VP** if it has another non-Peon model on the Centerline within 3" of the opposite point where the Centerline meets the table edge (or corner). Models which are engaged with an enemy may not count towards this Scheme.

If this Scheme is revealed, this Crew earns an additional 1 **VP** if it has at least one non-Peon model within 3" of the point where the Centerline meets the table edge (or corner).

Plant Evidence (3)

The Crew must get the evidence into place, and the rest of the plan is easy!

At the end of the game, the Crew earns 1 **VP** for each piece of terrain in base contact with at least one of the Crew's Scheme Markers, if the Scheme Marker is within the Enemy Half of the table.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

Entourage (4)

It is vital that the Master be delivered into enemy territory.

The scheming player chooses a Master or Henchman model in her crew. At the end of the game, if the chosen model is in the Enemy Half of the table, the Crew earns 1 **VP**.

If the chosen model is in the enemy's Deployment Zone at the end of the game the Crew earns 2 **VP** instead.

If this Scheme is revealed, this crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Vendetta (5)

This one is personal.

The scheming player notes one of her non-Leader, non-Peon models with a Soulstone cost greater than 0 and an enemy model with a Soulstone cost equal to or greater than her chosen model. If the noted friendly model's first Attack Action in the game is against the noted enemy model, score 1 **VP** and reveal this Scheme. If the noted enemy model is not in play at the end of the game, and this Scheme has been revealed, score 1 additional **VP**. If the noted enemy model is killed by the noted friendly model, score 3 **VP** (whether or not the Scheme was revealed).

This Scheme may not be revealed at the start of the game.

Plant Explosives (6)

A message needs to be sent that people for miles will know about, and a column of flame and corpses will do just that.

Once per game, at the end of any Turn, this Crew may reveal this Scheme and earn 1 **VP** for each enemy model that is within 3" of at least one of this Crew's Scheme Markers. Then, remove all of this Crew's Scheme Markers which are within 3" of an enemy model.

This Scheme does not benefit from being revealed.

Make Them Suffer (7)

If they curse their mother for birthing them, it has just begun.

At the end of every Turn after the first in which at least one enemy Minion or Peon model was killed by one of this Crew's Henchman or Master models, score 1 **VP**. At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models, score 1 **VP**. No more than 1 **VP** per Turn may be scored from this Scheme.

This Scheme must be revealed as soon as any **VP** are scored from it.

Deliver a Message (8)

A secret communique must be delivered to the enemy Master.

This Crew's non-Leader, non-Peon models may take a (2) Interact Action targeting an enemy Leader they are engaged with to reveal this Scheme and earn 2 **VP**. This Action can only be taken once during the game.

If this Scheme is revealed at the start of the game, this crew earns 3 **VP** instead of 2 **VP** if it achieves this Scheme.

Take Prisoner (9)

Sometimes ya just gotta take one alive. Nobody especially likes doing it... but it's necessary.

The scheming player notes down a model in the opponent's crew. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model this Crew earns 2 **VP**.

If there are no other enemy models within 3" of the chosen model, and this Crew has at least one non-Peon model engaged with the chosen model, this Crew earns 3 **VP** instead.

This Scheme does not benefit from being revealed.

Spring the Trap (10)

The trap is laid, and now the enemy just has to blunder into it!

Once per game, at the end of any Turn the scheming player may reveal this Scheme. This Crew earns 1 **VP** for every Scheme Marker it has within 4" of the enemy Leader, then remove all of this Crew's Scheme Markers within 4" of the enemy Leader. If the enemy Crew has as many or more models in play than this Crew when this Scheme is revealed, and at least 1 **VP** is scored from this Scheme, score an additional **VP**.

This Scheme may not be revealed at the start of the game.

Murder Protege (11)

There is nothing like a shocking murder to get things started!

Note down the enemy model with the highest Soulstone Cost. If multiple models are tied for the highest Soulstone Cost, then any of those models may be noted down. This Crew earns 2 **VP** if the noted enemy model is killed or sacrificed before the end of the game.

If this Scheme is revealed, this crew earns 3 **VP** instead of 2 **VP** if it achieves this Scheme.

Frame for Murder (12)

Convince the enemy leader to kill some poor sap!

The scheming player notes one of her own non-Peon models as the "sucker." If the chosen "sucker" model is killed or sacrificed by an enemy model, score 1 **VP**. If the enemy model was a Master or Henchman, score 2 **VP** instead. As soon as this Scheme is accomplished, reveal it. If it was accomplished before Turn 4, score 1 additional **VP**.

This Scheme may not be revealed at the start of the game.

Soulstone Cost

When a rule refers to a model's Soulstone Cost it is referring to the printed Soulstone Cost of the model. Anything that causes a model to cost more (or less) is ignored, such as Upgrades or the Mercenary Characteristic.

Power Ritual (13)

A potent ceremony must be completed... or stopped dead.

At the end of the game, for each Table Corner that this Crew has a Scheme marker within 6" of, this Crew earns 1 **VP**. Only one Table Corner within this Crew's Deployment Zone may count towards this Scheme.

If this Scheme is revealed and this Crew earns at least 2 **VP** from this Scheme, it earns 1 additional **VP**.

Hire Crews

Now that the players know the conditions for winning the Encounter, it's time to hire the Crews that will be doing battle.

Both players hire their Crews at the same time and in secret. After both players have hired their Crews, they must reveal their selections to each other.

The first step in hiring a Crew is usually to choose a Leader, because some Masters or Henchmen will alter the availability or cost of other models hired.

Any Master or Henchman from the Faction that the player declared earlier in the Encounter building process is fair game to be chosen as the Crew's Leader. In addition, in a Shoot-Out a player must choose a Henchman to lead her Crew instead of a Master. A Crew's Leader never costs Soulstones to hire, even when it is a Henchman.

The other models hired by a crew must belong to the announced Faction, be specifically allowed by an Ability, or be Mercenary models (which will sell their services to any Crew).

Upgrades

The player may also purchase and attach Upgrades to Enforcers, Henchmen, and Masters, paying the Soulstone cost of the Upgrade and following all restrictions listed on the Upgrade's card.

Models may have a number of Upgrades as determined by their type. A Master may have three, a Henchman may have two, Enforcers may have one, and Minions/Peons may not have any. This is discussed in more detail on page 55.

Upgrade cards follow these restrictions:

- A model may only have Upgrades of the Crew's declared Faction, regardless of the model's Faction.
- A model may not purchase more than one Upgrade with the same name.
- A model may only purchase one Upgrade with the Limited restriction.
- A Crew may not have the same Upgrade more times than the Upgrade's Rare restriction value.
- Models must meet all other restrictions (such as Name or specific Crew Leader) of an Upgrade.

Soulstone Pool

Each Crew will have a Soulstone Pool from which it can access Soulstones for use during the game. The Crew's Leader will have a Soulstone Cache value; this is the number of Soulstones that are in the Soulstone Pool at the beginning of the game. Only the Leader's Cache influences the Pool. The Cache of non-Leader models is ignored.

The Crew may increase the Soulstone Pool, at a cost of one Soulstone per point of increase, to a maximum Soulstone Pool of seven.

Example: Lady Justice has a Soulstone Cache of 3. The Crew pays four additional Soulstones to improve this value, increasing the Soulstone Pool to seven.

Dual faction models

Some models have two Faction symbols shown on the associated stat cards. These models count as both Factions for the purposes of hiring; however, they may only have Upgrades from the announced Faction.

Rare models

If a model has the Rare characteristic, a Crew may not hire more models with that name than the Rare characteristic's value. For instance, a Crew may only hire one copy of a model that has the Rare 1 characteristic.

Mercenary models

Models with the Mercenary Characteristic may be hired by any Crew, regardless of Faction. However, if they are not the same Faction as the Crew's declared Faction they cost 1 additional Soulstone to hire. Mercenary models may only have Upgrades from the hiring Faction (not their original Faction).

A Crew may hire a maximum of two models with the Mercenary characteristic which are from a Faction other than the declared Faction. If the Crew could hire the model regardless of the Mercenary characteristic, the model may be hired normally (without spending the additional Soulstone or counting against the two Mercenary limit).

Choose Schemes

Now that the players know what Crew they are using, and facing, it's time for the players to choose which Schemes they will use from the options generated earlier.

Select Schemes

Each player secretly writes down two of the available Schemes that their Crew will be attempting to achieve.

Some Schemes will refer to decisions the "scheming player" must make. The scheming player is the player who chose the Scheme and whose crew controls it. If both players happen to choose the same Scheme, they are the scheming player with regards to their own individual version of that Scheme.

Scheming players' decisions are all made as part of choosing the Scheme (such as selecting a model that must be captured).

Each player must choose two different Schemes, she cannot choose the same Scheme twice.

Reveal Schemes

Once both players have chosen their Schemes, the players simultaneous reveal any Scheme they wish to reveal. A player may choose to reveal none, one, or both of her Schemes.

Some Schemes offer bonus points if they are revealed. When a Scheme is revealed all of its choices are also revealed (any noted models, etc.), nothing about the Scheme is kept secret.

Deploy Crews

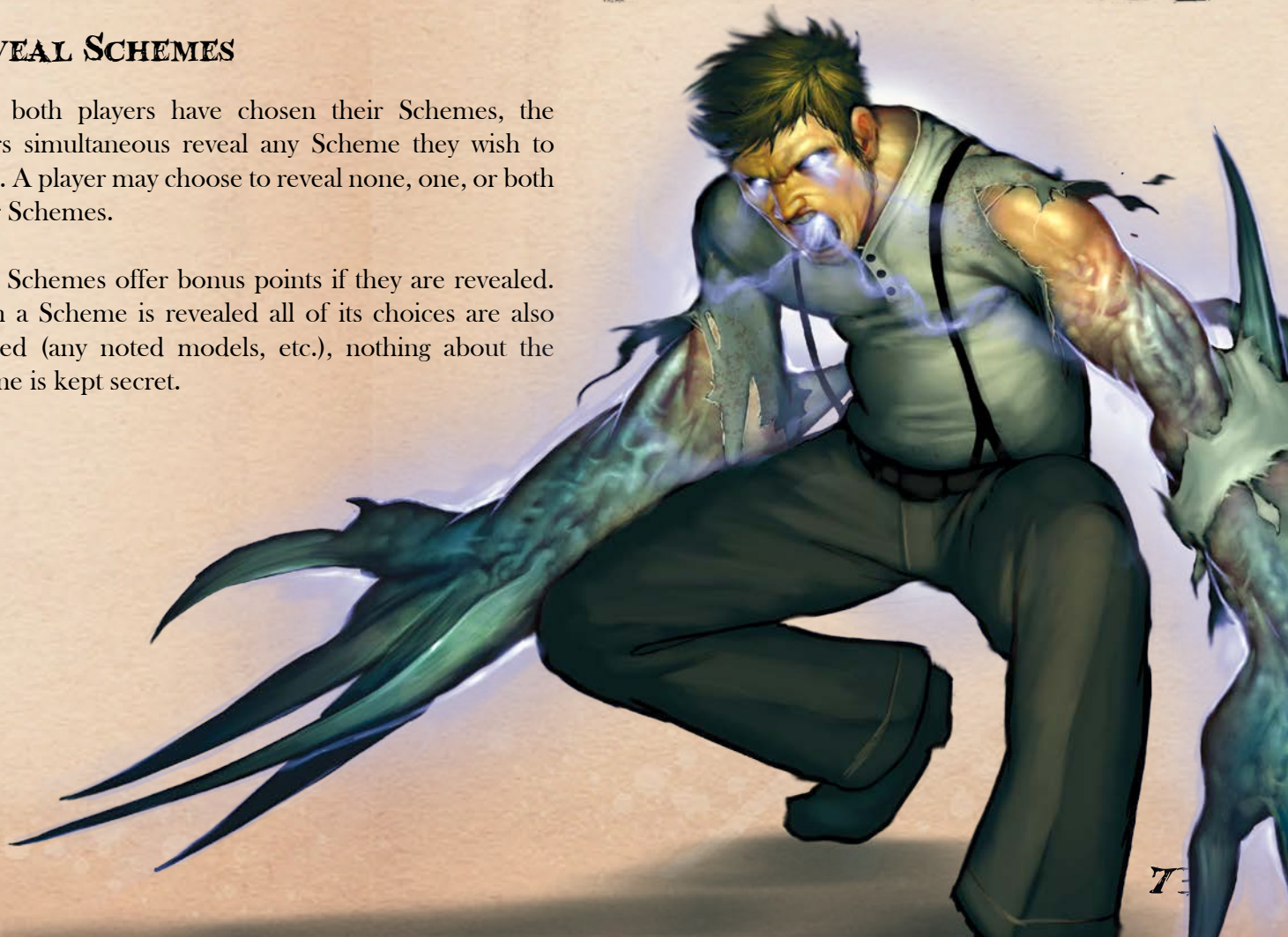
Both players now flip for deployment. The higher value player may choose one of the Deployment Zones as her own and deploys all her models completely within her chosen Deployment Zone. Alternatively, the higher value player may decide to deploy second, in which case her opponent chooses a Deployment Zone and deploys her entire crew, instead.

Once the First Player's Crew is deployed, the other player deploys her Crew completely within the opposite Deployment Zone.

Once all models are deployed, players gather up any Fate Cards used to set up the Encounter, reshuffle them into their Decks, and begin Turn 1; the Encounter has begun!

Upgrade Rarity

The Rare restriction on Upgrades limits the number of times the Crew can purchase the Upgrade. It does not, however, require that the Upgrade be placed on a model with the Rare characteristic.



Winning the Encounter

At the end of Turn 5 (pg. 35), the First Player flips a card after the Upkeep Step. If the card value is 10+, the Encounter continues for another Turn. Increase the value needed to continue the Encounter by +1 each Turn after the fifth (end of Turn 6 requires an 11+ to continue, end of Turn 7 requires a 12+, and so on).

If the flip is lower than the value needed, the Encounter ends and the players total up any Victory Points they have earned following these steps:

1. Models with effects that occur at the end of the game happen now.
2. Players calculate **VP** earned for the Encounter's Strategy.
3. Players show their opponent any unrevealed Schemes (they do not count as revealed for bonus **VP** if shown at this time).
4. Players calculate **VP** earned for one chosen Scheme and add them to the Crew's total **VP**.
5. Players remove any Scheme markers that they chose to use to Score **VP** with the Scheme in Step 4.
6. Players calculate **VP** earned from the remaining Scheme and add them to the Crew's total **VP**.

After all the **VP** have been totaled, the player with the most **VP** is declared the winner! If both players have the same number of **VP**, the game is a tie.

Victory Point Limits

It is important to note that a player may never earn more than 4 **VP** from the Strategy or more than 3 **VP** from any one Scheme. Once a player has earned maximum **VP** for a Strategy or Scheme she ceases to earn **VP** from it, but may still stop her opponent from scoring **VP** (most commonly with the Strategy). This means that the maximum **VP** a player can score in a game is 10.

Choosing to Use Scheme Markers

A single Scheme Marker may only count towards one Scheme during the Encounter. When a player calculates **VP** for a Scheme at the end of the game, she may choose which of her friendly Scheme Markers are used.

A player is never forced to use all available Scheme Markers for a Scheme. If she wishes the Scheme Marker to count towards her other Scheme, she may do so.

Chapter 5: Story Encounters

The wagon rolled down the dusty street with its guards cautiously glancing back and forth. A sudden movement from the shadows called their attention and rifles were made instantly at the ready. This was no chance encounter, this was an ambush...

Story Encounters are designed to give players a more varied and thematic experience while playing a game (or series of games) of Malifaux. In many ways they play similarly to the Standard Encounters, with some slight variations. Unlike a Standard Encounter, each player will have their own unique objective which their Crew is trying to accomplish. While one Crew is trying to get their supply wagon across town, the other Crew could be trying to capture it, distract the guards, or even plant explosives in its path.

Story Encounter Procedure

Story Encounters follow the normal rules for setting up a Standard Encounter (see pg. 58), however they differ in determining deployment and determining Strategies and Schemes. They may also include some unique terrain. Those differences are described in this chapter. The steps are:

1. Define and Place Terrain
2. Determine Encounter Size
3. Announce Factions
4. Determine Deployment
5. Determine Strategy
6. Hire and Reveal Crews
7. Choose & Reveal Schemes
8. Deploy Crews

Each of these steps may include several steps of their own. A summary is presented here, but the remainder of this chapter is dedicated to discussing how these steps differ from running a Standard Encounter. If no differences are noted, then follow the same procedure laid out in the Standard Encounters chapter.

A Thematic Experience

The purpose of the Story Encounters section is to provide players with a fun and thematic game which they will be telling stories about for years to come.

However, in accomplishing this, some of the aspects are asymmetrical. For a more symmetrical experience, the Standard Encounters section is recommended.

This is not to say that the Standard Encounters section is not thematic, or that the Story Encounters section is not balanced, but simply that they provide different play experiences. Because players who have chosen the Story Encounters section are seeking a more thematic experience, it is perfectly acceptable for them to simply choose a certain strategy or terrain piece rather than flip for it if it better fits into their game. Additionally, players may even modify the rules laid out here if it better suits their campaign, league, or if they simply want to try something new.

1. Define and Place terrain

Just like in a Standard Encounter, players discuss and define the terrain they will be using during the Encounter (see pg. 60). Additionally, players now flip a card to determine any special terrain features the table will have (see pg. 78).

2. Determine Encounter Size

Players agree on the number of Soulstones their Crews will use to hire models. This is the same as for Standard Encounters (see pg. 62).

3. Announce factions

Each player announces which Faction she will be bringing to the fight.

4. Determine Deployment

A different table is used to determine deployment than when playing a Standard Encounter, however many of the deployment types are the same (see pg. 64).

5. Determine Strategy

This is where Story Encounters vary the most from Standard Encounters. A different table is used to determine the Strategy (see pg. 80) and the players will have two different objectives. No Scheme Pool is generated, as players will have access to any Scheme they desire.

6. Hire and Reveal Crews

Players create their Crews by spending Soulstones. This is the same as in a Standard Encounter (see pg. 72).

7.Choose and Reveal Schemes

Players will choose personal Schemes, and then have an opportunity to keep them secret, or reveal them for possible bonus points. Any of the nineteen Schemes listed on page 68 may be chosen. Additionally, players will have access to one Faction-specific Scheme (see pg. 90). All other rules for selecting Schemes remains the same (For Example: A player may not select the same Scheme twice, etc).

8. Deploy Crews

Players deploy their models into their chosen Deployment Zones and begin the Encounter.

Define and Place terrain

During this step, if both players agree, flip a card and consult the following unconventional terrain chart to determine a unique piece of terrain which will be used during the encounter. Once that is done, follow the same procedure laid out in the Standard Encounters section on page 60 for placing and defining the rest of the terrain as normal.

Unconventional terrain has special rules that are laid out in this section. This terrain can represent things like strange monuments or carnivorous plants which provide an extra challenge to the Crews as they fight it out. Sometimes the unconventional terrain may even represent locations for the scrap, such as a dusty saloon or murky bog.

If additional terrain pieces or Markers must be placed, they are placed after the Determine Deployment Step, but before the Determine Strategy Step. If more than one Marker or terrain piece must be placed, randomly determine a player to place first and then players take Turns placing the terrain or Markers.

Value	Unconventional Terrain
1	Ancient Monument
2	Forbidden Text
3	Arcanist Lab
4	Dead Zone
5	Graveyard
6	Mysterious Effigies
7	Carnivorous Plants
8	Junkyard
9	Bog
10	Badlands
11	Mine
12	Saloon
13	Hanging Tree
Red Joker	Forbidden Text and Ancient Monument
Black Joker	Bog and Carnivorous Plants

1. Ancient Monument

Forgotten civilizations still leave their mark...

Randomly determine a player to place the Ancient Monument. The Ancient Monument is on a 50mm base and is **Ht** 5, blocking, impassable terrain. It may be placed anywhere on the table at least 6" from either Deployment Zone. While within 2" of the Ancient Monument, models receive +2 **Ca** to all **Ca** Actions.

2. Forbidden Text

Whispers from the past; long forgotten magics, secrets long buried.

Each player places a 30mm Book Marker within 3" of the Centerline of the table. Any model may take a (1) Interact Action while in base contact with a Book Marker to discard it and draw two cards.

3. Arcanist Lab

Put out the cigars, people.

This encounter takes place inside a laboratory. Due to the ceiling, all models lose **Flight** for the duration of the game. Each player places two 30mm Vial Markers within 3" of the Centerline of the table. Whenever a model within 4" of a Vial Marker succeeds on an Action which generates a Blast Marker or gives a model the **Burning** Condition, flip a card after completing the Action. If it is odd, all models within (1)4 of the Vial Marker suffer 3 damage, then discard the Vile Marker.

4. Dead Zone

Magic can be a fickle thing, even in Malifaux.

A Dead Zone is **Ht** 0, 3" by 3", severe terrain. Each player places one Dead Zone anywhere on the table at least 6" from either Deployment Zone. While in base contact with a Dead Zone, models may not take **Ca** Actions and are immune to **Ca** Actions.

5. Graveyard

The dead seldom rest long in Malifaux...

Each player places two 30mm Carcass Markers within 3" of the Centerline of the table. These count as Corpse Markers.

It Grabbed My Leg! Any model ending an Activation within 1" of a Carcass Marker must pass a TN 14 **Wk** duel or gain the **Slow** Condition.

6. Mysterious Effigies

People are willing to pay well for these, what else matters?

Each player places a 30mm Effigy Marker within 6" of the Centerline of the table. At the end of the encounter, each player scores 1 **VP** for each Effigy Marker which she controls. An Effigy Marker is controlled by the player with the most non-Peon models within 2" of it.

7. Carnivorous Plants

Documentation of the flora of Malifaux slowed down significantly until botanists began arming themselves.

Each player places one 50mm Plant Marker within 6" of the Centerline of the table. Plant Markers are **Ht** 0, severe, hazardous terrain which deal 1/4/7 damage. Any model which ends a move or push within 3" of a Plant Marker must succeed on a TN 14 **Wk** duel or be pushed into base contact with the Plant Marker. If a Blast Marker is placed over a Plant Marker, discard the Plant Marker.

8. Junkyard

You know what they say,"one man's trash is another man's...oh, hey, Compression Coil!"

Each player places two Junk Markers within 3" of the Centerline of the table. These count as Scrap Markers. Models in base contact with a Junk Marker may discard it to take the following Action:

(1) It Still Works! (**Sh** 5 / Rst: **Df** / Rg: ⌐10): Target model suffers 3/5/7 damage. This Action must declare a Trigger if able.

- *Catastrophic Failure:* After resolving, the acting model suffers 4 damage.
- *Extra Juice:* The damage flip gains .
- *Whoa...:* After resolving, the opposing player places this model within 6".
- *Invigorate:* After damaging, this model heals the amount of damage dealt.

9. Bog

Murky water, hanging vines, and dense fog. Fun.

At the start of each Turn a random player flips a card which may not be cheated. On a 1 or 2 apply the following effect until the end of the Turn: "**Fog:** All **Ca** and **Sh** Actions receive ." On a 12 or 13 apply the following effect until the end of the Turn: "**Rising Water:** Models may not charge."

10. Badlands

Few can survive this far out from the city. Fewer want to.

At the start of each Turn, a random player flips a card which may not be cheated. On a 1 or 2 apply the following effect until the end of the Turn: "**Rock Slide:** All terrain gains the hazardous trait." On a 12 or 13, apply the following effect until the end of the Turn: "**Dust Storm:** All portions of the table which do not contain terrain count as severe terrain."

11. Mine

The constant battle for Soulstones sometimes spills into the mines.

Due to the confined space, all models lose **Flight** for the duration of the game. At the start of the game, each player places two 30mm Soulstone Vein Markers within 6" of the Centerline of the table. Any model in base contact with a Soulstone Vein Marker may make a (1) Interact Action to discard it and add two Soulstones to its Crew's Pool.

12. Saloon

Booze. Girls. Breakable furniture. There are few places that compare when it comes to throttling someone.

Due to the ceiling, all models lose **Flight** for the duration of the game. Place a 3" by 3" Open Bar terrain piece in the Center of the table. The Open Bar is **Ht** 1, severe terrain, soft cover. Any model within 1" of the Open Bar may make a (2) Interact Action to perform a 3/5/7 healing Flip.

In addition, each player places two 30mm Chair Markers within 6" of the Centerline of the table. Any model within 1" of a Chair Marker may discard it to take the following Action:

(1) Thrown Chair (**Sh** 5 / Rst: **Df** / Rg: ⌐10): Target Suffers 2/3/7 damage. If the target suffers weak damage, or this Attack fails, place a Chair Marker in base contact with the target.

13. Hanging Tree

Both a symbol of the Guild's oppression and a reminder of the fate of those who first ventured across the Breach, all know its reputation.

Randomly determine a player to place the Hanging Tree. The Hanging Tree is on a 50mm base, **Ht** 6, blocking, impassable terrain. It may be placed anywhere on the table at least 6" from either Deployment Zone. Any model which ends an Action within 3" of the Hanging Tree must immediately take a TN 13 Horror Duel.

Determine Deployment

This step determines which Deployment Zones are available, although players do not commit to one just yet. This is the same procedure as determining deployment for Standard Encounters on page 64, except that the table for determining Deployment Zones is slightly different and a new deployment method is introduced: Blind Deployment.

To determine deployment zones, flip on the following table:

Card	Deployment
1 to 7	Standard Deployment (pg. 65)
8 to 10	Corner Deployment (pg. 65)
11 or 12	Flank Deployment (pg. 65)
13	Close Deployment (pg. 65)
Either Joker	Blind Deployment

Blind Deployment

Blind Deployment represents two forces that were totally unaware of each other and now it's all catawampus!

In the Deploy Crews Step, the player deploying the first model is the Red Player, and the opponent is the Black Player.

The players take a number of cards from a Fate Deck equal to the number of models in the Crew of the appropriate color. For example, the Red Player with 7 models will take 7 Rams or Masks from the deck.

Shuffle the red and black cards together to form a temporary deck. Starting with the Black Player, each player places a card from the top of the temporary deck face down (without looking at it) anywhere on the table, not touching another card. Once all the cards are placed, flip them over.

Each player may deploy a single model (starting with the Red Player) anywhere on top of a card of their color and then that card is removed.

Once the players have deployed all of their models, the deployment is treated as Standard Deployment (see pg. 65) for the remainder of the game, choosing a Deployment Zone as normal (but not actually placing any models there). This is important because some mechanics will reference the player's Deployment Zone.

Determine Strategy

During this step, randomly determine one player to be the Attacker and one player to be the Defender. Which one a player is will determine her objective for the Strategy. Then, flip to determine a Strategy on the following table:

Value	Strategy
1	Jail Break
2	Reconnoiter
3	Destroy Evidence
4	Arcane Ritual
5	Turf War
6	Theft
7	Stake a Claim
8	Escort
9	Search
10	Squatter's Rights
11	Treasure Hunt
12	Supply Wagon
13	Sabotage
Either Joker	Shindig and Flip Again

The numerical value of the flip will determine the Attacker's Strategy; each one is described in this chapter. The description will note how the Attacker scores Victory Points from the Strategy as well as any special setup or rules the Strategy requires. The suit of the flip determines the Defender's Strategy. Each Strategy has four entries in its description, one for each suit, which outline how the Defender earns Victory Points for her Strategy.

A player may earn a maximum of 4 **VP** from her Strategy. Frequently there will be multiple ways to earn **VP** from a single Strategy. In this case, the **VP** is added if all requirements are met. For example, Treasure Hunt grants the Attacker 3 **VP** for having a model holding the Treasure Marker and 1 **VP** for the Treasure Marker being in the Attacker's Deployment Zone. If one of the Attacker's models is holding the Treasure Marker in her Deployment Zone, she earns 4 **VP** total.

Jail Break

One of the Attacker's Crew has been captured, and it's time to bust her out!

Setup

Before hiring Crews, the Attacker places a 3" by 3" piece of Cell terrain anywhere within 3" of the Centerline of the table. The Cell is **Ht** 4, impassable, blocking. After hiring crews, the Attacker notes down one of her Henchmen or Master models as the Imprisoned model. The Imprisoned model is not deployed at the start of the game.

Special

Any model in base contact with the Cell terrain piece may perform a (2) Interact Action to destroy it. When the Cell is destroyed, the Attacker places the Imprisoned model anywhere within 1" of where the Cell had been. The Imprisoned model may activate as normal this Turn.

Attacker victory

The Attacker earns 4 **VP** if the Imprisoned model is in the Attacker's Deployment Zone at the end of the game.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: The prisoner must be silenced. The Defender earns 4 **VP** if the Imprisoned model has been killed or sacrificed by the end of the game.

Rams: Hold the prisoner at all costs. The Defender earns 1 **VP** at the end of every Turn after the first if the Cell is still in play.

Tomes: Make it look like an accident. The Defender earns 1 **VP** for each of her Scheme Markers within 3" of the Cell at the time the cell is destroyed. When the Cell is destroyed, remove all of the Defender's Scheme Markers within 3" of it and then the Imprisoned model suffers 1 damage for each Scheme Marker removed in this way.

Masks: Retrieve information. Once per game, any of the Defender's non-Peon models may make a (2) Interact Action while within 1" of the Imprisoned model targeting the Imprisoned model to earn 4 **VP**.

Reconnoiter

The Attacker needs to spread out and hold this area at all costs.

Setup

Divide the table into four 18" x 18" table Quarters.

Attacker victory

At the end of each Turn after the first the Attacker's Crew earns 1 **VP** if it controls 2 or more table Quarters.

To control a table Quarter, the Crew must have the most non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Hold ground. At the end of every Turn after the first, the Defender earns 1 **VP** if there are no enemy models within 4" of her Deployment Zone.

Tomes: Leave our mark. Models in the Defender's Crew may take a (1) Interact Action with terrain pieces while in base contact. At the end of the game, the Defender earns 1 **VP** for each Quarter of the table containing a piece of terrain which one of her models interacted with.

Masks: Take their home. At the start of the game, the Defender selects one of the table Quarters on the Attacker's side of the table. If the Defender holds the selected table Quarter at the end of the game, she earns 4 **VP**.

Destroy Evidence

Some things are best cleaned up before people start asking questions.

Setup

After choosing Deployment Zones, the Attacker places 3 30mm Evidence Markers on the table. One Evidence Marker must be placed within the Defender's Deployment Zone. All Evidence Markers must be placed on the Defender's Half of the table, at least 4" from the Centerline, and at least 8" from any other Evidence Markers.

Special

Any model in base contact with an Evidence Marker may take a (1) Interact Action to destroy it and discard the Marker.

Attacker Victory

The Attacker earns 2 **VP** if at least two Evidence Markers have been destroyed by the end of the game, and 4 **VP** if all three Evidence Markers have been destroyed.

Defender Victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Plant evidence. (Who says it all needs to be genuine?) Models in the Defender's Crew may take a (1) Interact Action while on the Attacker's Half of the table to place a Falsified Marker in base contact with itself. This Action may not be taken while within 4" of a Falsified Marker. At the end of the game, the Defender earns 1 **VP** for each Falsified Marker in play.

Rams: Catch them in the act. Every time an Evidence Marker is destroyed while in LoS of the Defender's Leader, the Defender earns 1 **VP**. The Defender earns 1 **VP** if her Leader is in play at the end of the game.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Blackmail. At the end of the game, earn 1 **VP** for each non-Peon model within 1" of an Evidence Marker.

Arcane Ritual

Summoning ancient evils. Resurrecting the dead. Ritual sacrifice. All in a day's work.

Setup

Place an Ancient Monument terrain piece (see pg. 78) in the Center of the table.

Attacker victory

At the end of every Turn after the first, the Attacker earns 1 **VP** if she has at least one Scheme Marker in base contact with the Ancient Monument, then remove all of the Attacker's Scheme Markers in base contact with the Ancient Monument.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Steal Components. Once per Turn, while within 1" of an enemy Master or Henchmen, non-Peon, non-Minion models in the Defender's Crew may take a (1) Interact Action targeting the enemy Master or Henchmen to gain 1 **VP**. If an Attacker's Master or Henchmen is killed or sacrificed as a result of its Crew's Actions or Abilities, the Defender gains 2 **VP**.

Rams: Guardian. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least two non-Peon models in base contact with the Ancient Monument.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.

Turf War

Sometimes you need to hold fight to hold what's yours.

Setup

Place a single Turf Marker at the Center of the table.

Attacker victory

At the end of each Turn after the first, the Attacker earns 1 **VP** if she has two or more non-Peon models within 6" of the Turf Marker.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Lead from the front. At the end of every Turn after the first, the Defender earns 1 **VP** if her Leader is within 6" of the Turf Marker.

Tomes: Claim their land. Models in the Defender's Crew may take a (1) Interact Action while within 1" of the Turf Marker on any Turn after the first to gain 1 **VP**. This Action may only be taken once per Activation.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.

Theft

Simple. Effective. Lucrative.

Setup

After choosing Deployment Zones, the Attacker places four 30mm Gem Markers on the table. All Gem Markers must be placed on the Defender's Half of the table, at least 4" from the Centerline, and at least 6" from any other Gem Markers.

Special

Any Attacking model in base contact with a Gem Marker may take a (1) Interact Action to place the Gem Marker on its stat card. If the model leaves play, place the Gem Marker in base contact with it before removing it. The model may make a (1) Interact Action to place the Gem Marker in base contact with itself.

Attacker victory

The Attacker earns 2 **VP** if at least 2 Gem Markers are on the stat cards of Attacking models or in the Attacker's Deployment Zone by the end of the game, and 4 **VP** if at least three Gem Markers meet these requirements.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Counterfeit. Models in the Defender's Crew may take a (1) Interact Action while on the Attacker's Half of the table to place a Counterfeit Marker in base contact with itself. This Action may not be taken while within 4" of a Counterfeit Marker. At the end of the game, the Defender earns 1 **VP** for each Counterfeit Marker in play.

Rams: Guard the stash. At the end of the game, earn 2 **VP** for every Gem Marker on the table with at least one of the Defender's models within 2" of it.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.

Stake a Claim

If it's not properly marked, it's not yours.

Special

A model may take a (2) Interact Action to destroy all Claim Markers within 6" of itself, and then place a Claim Marker in base contact with itself.

Attacker victory

At the end of each Turn after the first the Attacker earns 1 **VP** if there are more Claim Markers on the Defender's Half of the table than the Attacker's.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Guard the claim. At the end of every Turn after the first, the Defender earns 1 **VP** if there is at least 1 Claim Marker on the Attacker's Half of the table with two or more friendly, non-Peon models within 2" of it.

Tomes: Stake out the Soulstone vein. At the end of every Turn after the first, the Defender earns 1 **VP** if there are at least 2 Claim Markers on the Centerline of the table.

Masks: Search their hideout. At the end of every Turn after the first, the Defender earns 1 **VP** if she has at least one non-Peon model within 6" of the Attacker's Deployment Zone.

Escort

Your Crew must escort an important individual through this territory.

Setup

After all models have been deployed, the Attacker places a 30mm Escort model in her Deployment Zone.

Special

The Escort model is friendly to the Attacking Crew, and it may not activate. It has the following stats:

Df: 6 **Wp**: 6 **Wd**: 10 **Ht**: 2

The Escort model ignores all game effects, except when it is targeted with an Attack or Interact Action. When targeted with an Attack Action the escort suffers damage as normal, but ignores any other effects (such as pushes, sacrifice, Conditions, etc.). A model in base contact with the Escort may make a (1) Interact with it to move it 5" in any direction.

Attacker victory

The Attacker earns 4 **VP** if the Escort model is in the Defender's Half of the table at the end of the game.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: The escort must be silenced. The Defender earns 4 **VP** if the Escort model has been killed by the end of the game.

Rams: Delay the escort. The Defender earns 4 **VP** at the end of the game if the Escort is on the Attacker's Half of the table.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Retrieve information. Twice per game, any of the Defender's non-Peon models may make a (2) Interact Action targeting the Escort model to earn 2 **VP**.

Search

Stealing treasure is great, so long as you can find it.

Setup

Before deploying crews, the Attacker places two 30mm Search Markers anywhere on the Defender's Half of the table. Then, the Defender places two Search Markers anywhere on the table. Each Search Marker must be marked to represent one of the four suits: Rams, Crows, Tomes, and Masks. The Defender secretly flips a card and notes its suit (reflipping any jokers).

Attacker Victory

Any model may take a (1) Interact Action while in base contact with a Search Marker to place the Search Marker on the model's stat card. If the model leaves play, place the Marker in base contact with it before removing it. At the end of the game, if the Search Marker with the noted suit is on the stat card of an Attacking model or in the Attacker's Deployment Zone, the Attacker scores 4 **VP**.

Defender Victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Protect the relic. At the end of the game, score 4 **VP** if the noted Search Marker is on the table with at least two friendly models within 2" of it.

Tomes: We need them all. At the end of the game, score 1 **VP** for every Search Marker not carried by an Attacking mode.

Masks: Run off with it. The Defender may reveal which suit was flipped at any time. At the end of every Turn after the first, score 1 **VP** if the noted Search Marker is on the stat card of a Defending model, so long as the suit has been revealed.

Squatter's Rights

"First" counts for a lot, sometimes.

Setup

Place five 30mm Squat Markers along the Centerline. One is placed at the Center of the table. Then, two more are placed on the Centerline 6" away from the Center of the table (one on each side). Lastly, two more are placed on the Centerline 6" away from table's edge (one on each side).

Special

Squat Markers begin the game claimed by neither Crew.

A model may take a (1) Interact Action to claim any Squat marker that is in base contact with the model. A Squat marker is only ever claimed by the last Crew to interact with it, all previous claims are removed.

Attacker victory

At the end of each Turn after the first, the Attacker earns 1 **VP** if she has claim to at least two Squat Markers.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Hold ground. At the end of every Turn after the first, the Defender earns 1 **VP** if there are no enemy models within 4" of her Deployment Zone.

Tomes: Make them guess. At the start of the game, the Defender secretly notes down a number between 0 and 5. If she has Claim to the noted number of Squat Markers at the end of the game, she earns 4 **VP**. If she is off by one, she earns 3 **VP**. If she is off by two, she earns 2 **VP**.

Masks: Ours. At the end of every Turn after the first, the Defender earns 1 **VP** if she has more non-Peon models within 6" of the center Squat Marker than the Attacker.

Treasure Hunt

One of the Attacker's Crew has been captured, and it's time to bust her out!

Setup

Place a 30mm Treasure Marker in the Center of the table.

Special

Any model in base contact with the Treasure Marker may perform a (2) Interact Action to place the Marker on its stat card. If the model leaves play, place the Marker in base contact with the model before removing it. If the model changes its location on the table with anything other than the Walk Action, place the Marker in base contact with it before moving the model.

Attacker victory

The Attacker earns 3 **VP** if the Treasure Marker is on the stat card of one of its models at the end of the game. The Attacker earns 1 **VP** if the Treasure Marker (or model with it) is in the Attacker's Deployment Zone at the end of the game.

Defender victory

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Guard. The Defender earns 1 **VP** at the end of every Turn after the first if the treasure Marker is on the table with at least two Defending models within 2" of it.

Tomes: Take a peek. Defending models may make a (1) Interact Action while in base contact with the Treasure Marker. Score 1 **VP** at the end of each Turn in which a friendly model took this Action.

Masks: Set up camp. At the end of every Turn after the first, if the Defender has more model's on the Attacker's Half of the table than the Attacker has on the Defender's Half of the table, the Defender earns 1 **VP**.

SUPPLY WAGON

Guns. Ammo. Scrip. Corpses. We can use whatever it's carrying.

SETUP

Place a 50mm Wagon Marker in the Center of the table. This marker is **Ht** 3, blocking, impassable.

SPECIAL

At the end of each Turn, the Crew with the most models within 3" of the Wagon may move it 5", ignoring severe terrain.

ATTACKER VICTORY

At the end of the game, the Attacker earns 1 **VP** if she has the most models within 3" of the Wagon. If the Wagon is completely on the Attacker's Half of the table, the Attacker earns 2 **VP**. If the Wagon is within the Attacker's Deployment Zone, the Attacker earns 1 **VP**.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Slaughter. The Defender earns 1 **VP** at the end of every Turn after the first in which the Defender killed or sacrificed two or more enemy models. At the end of every Turn after the first, the Defender earns 1 **VP** if the Attacker has no models left in play. No more than 1 **VP** may be earned per Turn from this Strategy.

Rams: Capture the wagon! At the end of each Turn after the first, before moving the Wagon, if the Defender has at least two non-Peon models in base contact with the Wagon, earn 1 **VP**.

Tomes: Land mines. Every time the Wagon ends a move on any of the Defender's Scheme Markers, remove the Scheme Markers and the Defender earns 1 **VP**.

Masks: Set up camp. At the end of every Turn after the first, if the Defender has more models on the Attacker's Half of the table than the Attacker has on the Defender's Half of the table, the Defender earns 1 **VP**.

SABOTAGE

Easiest way to win a fight? Start fighting before the other guy knows it's a fight.

SPECIAL

The Attacker secretly notes down a piece of terrain on the Defender's Half of the table. While in base contact, Attacking models may take a (2) Interact Action to place a 30mm Sabotage Marker within terrain (whether it is the noted terrain or not). While in base contact with a Sabotage Marker, Defending models may take a (2) Interact Action to discard it.

ATTACKER VICTORY

At the end of the game, the Attacker earns 3 **VP** if she has a Sabotage Marker in the noted terrain piece. If the Attacker has a Sabotage Marker in at least one other terrain piece, she earns 1 **VP**.

DEFENDER VICTORY

The Defender has one of the following victory conditions, depending on the suit of the card flipped to determine the Strategy:

Crows: Hideout. At the start of the game, place a 30mm Hideout Marker in the Center of the table. At the end of every Turn after the first, if the Defender has more non-Peon models within 6" of the Hideout Marker than the Attacker, the Defender earns 1 **VP**.

Rams: Hold ground. At the end of every Turn after the first, the Defender earns 1 **VP** if there are no enemy models within 4" of her Deployment Zone.

Tomes: Contain power. If the Attacker has no Master or Henchmen models in play at the end of the game, earn 3 **VP**. If the Defender's Leader killed or sacrificed at least one enemy Master or Henchman, earn 1 **VP**.

Masks: Set up camp. At the end of every Turn after the first, if the Defender has more models on the Attacker's Half of the table than the Attacker has on the Defender's Half of the table, the Defender earns 1 **VP**.

Shindig

When a Joker is flipped for determining the Strategy, the players are playing a Shindig Encounter. A Shindig is a situation where outright murder would be frowned upon, if not worse. Maybe the Crews are trying to snatch the safe out of a busy saloon without being noticed, maybe they're at a masquerade ball, or maybe there's just a Guild patrol happening by and drawing attention could be fatal. Whatever the case, the Crews must be on their best behavior.

A Shindig is played in addition to a normal Strategy. After determining that the game will be a Shindig, flip again on the Strategy chart (reflipping any further results of a Joker).

Special

During a Shindig, all models without the Peon characteristic have access to the following Actions until a model deals damage to an enemy model with an Attack Action, at which point the party is over.

(1) Poison the Wine: Target model in base contact gains the **Poison +1** Condition.

(1) Mingle: Target an enemy model in LoS. Push this model its **Cg** directly towards the target. This Action may not be taken while engaged.

(2) Make a Pun (Red Joker): This Action may only be taken if a Red Joker was flipped to generate the Shindig. All models in (ᛗ)4 must take a TN 12 Horror Duel.

(2) Same Outfit (Black Joker): This Action may only be taken if the Black Joker was flipped to generate the Shindig. Target model in base contact with the same name as this model is killed.

Victory

The first Crew to suffer damage from an enemy's Attack Action earns 2 **VP**. The Strategy which was flipped normally will also provide victory conditions. During a Shindig, players may score a maximum of 12 **VP**.

Choose and Reveal Schemes

Instead of randomly flipping to determine a Scheme Pool, players may choose any two Schemes from those listed on page 68, following all other rules for choosing Schemes. In addition to the normal nineteen generic Schemes, players also have the option of choosing a Faction Specific Scheme. A player may only choose a Faction Specific Scheme which matches the Faction she announced for the encounter. For example, if a player announced Guild as her Faction, the only Faction Specific Scheme which she has access to is the Guild Faction Specific Scheme (although she has access to the nineteen generic Schemes as well).

Remember that a player must choose two different Schemes and may not select the same Scheme twice in one game. Also remember that the maximum number of **VP** a player can earn from a single Scheme is 3.

Winning

Determining the winner of a Story Encounter is the same as determining the winner of a Standard Encounter (see pg. 74)

Faction Schemes

The Schemes available to specific Factions are listed here:

Guild (Roundup)

At the end of the game, this Crew earns 2 **VP** if it has more Minion and Enforcer models (combined) than the opposing Crew.

If this Scheme is revealed, this crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Resurrectionists (Spread of Decay)

At the end of the game, this Crew earns 2 **VP** if there are at least two friendly Undead models and/or Corpse Markers completely within each Quarter of the table. Models and markers which straddle two Quarters count for neither.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Arcanists (Gathering Power)

At the end of the game, after calculating **VP** from all other Schemes and Strategies, if this Crew has the most Scheme Markers in play, it earns 2 **VP**.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Neverborn (Exterminate)

At the end of the game, this Crew earns 2 **VP** if it has more Master and Henchmen models (combined) than the opposing Crew.

If this Scheme is revealed, this crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Outcasts (For the Money)

This Scheme must be revealed at the start of the game. No **VP** may be scored from this Scheme. When this Scheme is revealed, add four Soulstones to this Crew's Pool. This may raise the number of Soulstones above the Crew's usual starting limit.

Gremlins (Fight Another Day)

At the end of the game, if this Crew contains four or more models with no damage, score 2 **VP**.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Ten Thunders (Watchful Eyes)

At the end of the game, if this Crew has at least two Scheme Markers within 6" of each Deployment Zone, score 2 **VP**.

If this Scheme is revealed, this Crew earns 1 additional **VP** if it earns any **VP** from this Scheme.

Linked Games

Sometimes two players would like to play a series of games in a row, where the results of one game affect the next. We refer to these as Linked Games, and this section provides a general outline for running games in this way.

Length and Scope

These rules are designed for two people to play a series of five games.

Crew Building

During the first game, players build Crews as normal. However, all subsequent games must be the same Encounter Size, and each player must use the same Leader. However, the Crew, Upgrades, and Cache may be changed in between games as normal.

Keeping Track

Keep track of the number of Victory Points each player has earned after every game. At the end of the five games, the player with the most total **VP** will be the winner. Also keep track of which Schemes each player has selected. A player may not select the same Scheme twice in a series of Linked Games.

To the Victor Go the Spoils

When a player wins, they will be granted a benefit. Before the Define and Place Terrain Step, the winner of the previous game selects one of the following options:

Option 1: The winner of the last game chooses to be the Attacker or Defender after seeing the Strategy Flip.

Option 2: The winner of the last game gets to choose what sort of unconventional terrain this game will use.

Option 3: The winner of the last game selects the Attacker's Strategy (however, a flip is still made to determine the Defender's strategy, and which player is the Attacker is randomized).

Option 4: The winner of the last game selects the Defender's Strategy (however, a flip is still made to determine the Attacker's strategy, and which player is the Attacker is randomized).

Winning

At the end of five games, the player with the most total Victory Points is the winner!

Building your own story

The rules laid out in this chapter are meant to guide the players and give them the tools to create their own unique stories. The rules for Linked Games are a framework, feel free to build on them to create your own campaign.

Sometimes when flipping randomly for terrain and a Strategy, it's hard to see how the pieces fit together. However, you should have all the tools you need to tell the story you want to. For example, would you like to play a game where both sides are trying to get the scrip from behind the bar of a rich saloon owner on a busy night? Play Treasure Hunt (pg. 87) in a Saloon (pg. 79) with the Shindig rules (pg. 89).

Do you want to play a game where the Crews are locked in a desperate fight in the bayou as they both race to uncover some ancient artifact? Play the Search Strategy (pg. 86) in a Bog (pg. 89) and maybe throw in some Carnivorous Plants for fun (pg. 79).

Ultimately, the game belongs to the players and this chapter has been dedicated to giving players what they need to make their game come to life in any way they choose. Don't hesitate to take what is here and expand on it!

Latigo and the Inferno

Something had changed between one visit and the next. One day Perdita was laying quietly asleep, the next she would be sitting up but unresponsive. Francisco and Santiago sat with her, speaking gently and when they touched her lips with a spoon she would take the hot broth. But no matter what they did or what they said, she just sat, the strange purple and silver coloration of her eyes refusing to abate. They had removed the straps holding her to the bed and still gained no reaction from her.

Her mind was not blank. Every so often her lips would move and her brothers would lean in, but if she spoke, the words were never in any language they recognized. They spoke often of taking her back to Latigo, concerned that the city was no place for her, but had not yet taken the risk.

Perdita stood on a hill overlooking Latigo Ranch, though she knew that no such hill existed. “It's my hill.” She wasn't alone. One of the students who had been at Kythera had stepped up next to her. Until a day ago, they had been little more than disembodied voices, then she had felt a hand on her face and a terrible power shifted through her. Then everything had changed. She had seen truth.

Like a storm, the blackness that had surrounded her faded, bringing her to a place where everything was painted in shades of purples and nothing was ever exactly right. “I don't need your hill.” Reality shifted and they were standing in the open plains, still looking in at Latigo. She could go back. Her brothers' voices were calling for her, but there was something to learn here. She turned towards the Bayou. Even at this distance she could see clearly that it had grown even more primordial. It was somehow denser, and strange purple vines hung like snakes.

“There's nothing for you in there.” The boy took a step after her, but that was already too close to the trees for his comfort. She knew he had been the one. He had warned that she wasn't ready for the truth – a truth she must grapple with soon.

“Go home, Perdita.”

If she would not listen to her own brothers' pleas to return home, why would she listen to this shade? She took a few steps towards the Bayou and the trees rushed closer, surrounding her in a single step. With another step she was deep inside the swamp, further than her family had explored before.

She should have been afraid. There were dangerous things in the Bayou and she knew in the certainty of dreams that she was near the Hag's territory. Then, between one step and the next, she could feel eyes upon her and she turned. The sky had grown dark and dozens of eyes were looking back at her.

“Come and fight me, cobardes.” Provoking them was probably not the brightest idea. The shadows receded around them and she could see each creature. They were a dozen times taller than the largest Neverborn she had ever fought. She craned her neck to meet their gaze, and she widened her stance in defiance. Though she had never seen most of them before, they felt familiar.

Perdita slid her hands back on her hips, grateful to find that even in her dreams she carried a trusty Peacebringer. If they had all attacked at once, even she could not stand against them. They approached one at a time, like some backyard showdown. The first to approach was one she recognized. It was one of the creatures from the pit, but where the others had been the size of humans this one hulked dozens of feet into the air. The machinery on its back huffed as it worked, though there was no steam. Its body swirled with a purple-silver sheen.

She turned, long hair swinging behind her, and took a heartbeat to aim, then squeezed the trigger.

She swore. “'Dita?” Santiago was sitting by her bedside and he leaned in. The curse was the first understandable word she had spoken since her dreaming began. Francisco looked over from beside his customary brooding window. “Perdita, can you hear me?” It was rare that both brothers were in the city at the same time, but they were both glad that Francisco had put off his return to Latigo.

The darkness consumed her, choking her.

Her eyes grew darker, her pupils erased in the purple-black. There were only flecks of silver, glinting like distant stars.

The voices were speaking, whispering secrets that no one had known since well before the Breach-wound opened.

“Perdita, we're here.” Francisco moved to the other side of the bed and took her other hand, but she was still beyond them.

"You can stop them." They were speaking more quickly now but she had learned what she needed to know.

She spoke again, her head turning to Francisco. “Twelve names for thirteen Tyrants. Nytmare. Obliteration.” Her hands tightened against her brothers', and her eyes closed. She looked almost normal, but her voice was deep and emotionless. “Plague. December.” They leaned in, desperate for each word.

She could still hear them, like a distant echo that did not fade.

“Gorgon. Shez'uul. Fortune.” Each name struck Francisco deep in his chest. His sister was still facing him, and though her eyes were closed, it felt like an accusation. “The Dragons. Despair.”

Her will pressed against them, drove the darkness back until she had space enough to breath. Space enough to remember who she was ... and her purpose.

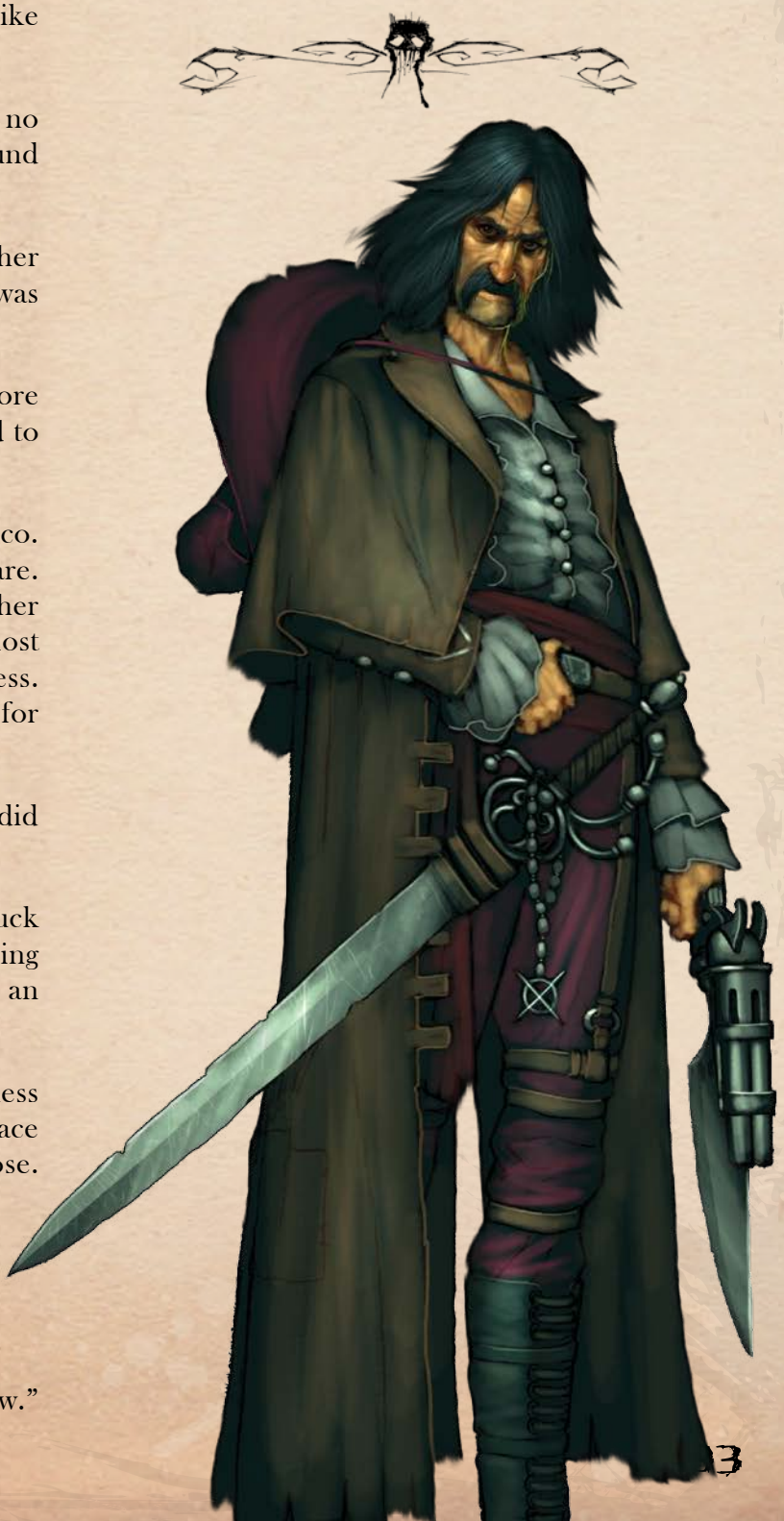
“Meridion and Witness.” Her eyes opened and she turned to speak to Santiago. “Cherufe.”

The sky left her eyes. She was their sister again.

“Criid. We can save her. We have to leave now.” Her voice did not crack or waver. It was as if she had never slept. Francisco looked to Santiago, but he gave one of his damnable shrugs.

Wearing only the thin hospital gown, she slid from the bed and reached for Santiago's holstered gun. He grabbed her wrist before she could draw it. “Surely there's enough time to dress first, hermana?”

Perdita looked at him, then at Francisco. Her eyes closed as she tested the truth of his statement. “Barely.”



There had been a clean set of clothes for her already folded and ready at the hospital, since the family had never given up hope that she would wake. With her wide-brimmed hat and a Peacebringer at her hip, Perdita felt complete once more.

They began the ride back to Latigo on horseback, Perdita riding double with her older brother, but they barely made it out of the Malifaux gates when a large shadow fell over them. “Don't shoot.” They pulled up their horses and Perdita dismounted. The creature landed. It was longer and thicker than a horse with the head of a beast, though its jaw was split along the mandible, allowing it to bite a much larger target than any canine. All four legs ended with wicked claws, resembling a cat's paw more than hooves, and a set of leathery wings folded back meekly as the woman approached. Its eyes had the same purple and silver bands that had covered Perdita's less than an hour earlier.

“Go without me.” She had marked an entrance to the necropolis on a map. It would lead them on a path through the sewers but with her beast in hand she would take a different route. “I will collect the rest of us and meet you inside.”

“How will we find you?” Santiago didn't like to see his sister on petting terms with a Neverborn. They were tasked with the extermination of such creatures, after all. He knew it would do no good to try to talk her out of it now, and there were more pressing matters.

“I will find you. Cherufe's trail should be obvious.” The creature knelt, allowing her to climb on its back, and she buried her hands in the thick mane of hair running down its neck. “Go, there isn't time for this.” Without needing a command, the creature took to the sky, heading for Latigo.

“Obvious. Right.” Santiago spat and it sizzled against a hot stone. They had been wandering the sewers for the better part of the day. Francisco couldn't even chide his younger brother for his sarcasm. They traveled on foot most of the way, predicting correctly that some of their paths would be too narrow for the horses. Some tunnels had been tight going for Santiago, but despite a few tricky corners, they had made it to the Necropolis. Lava had burst through the surface in many places as they drew closer. They were sweating hard, but neither man dared to shed the protection of their heavy dusters. Francisco's had already saved him from a severe burn when magma burst from the ground next to their path.

Aside from the small pools, there was a larger flow, fed by smaller subsidiaries, but even this wasn't as obvious as the red-hot lines in the wall. They were like arrows pointing deeper into the tunnels. Even picking their paths carefully, their boots were soon black with ash, the soles starting to crack from the heat. Then they heard the sounds of fighting ahead and ran, throwing caution to the wind. The voices were yelling in Spanish, and they recognized the sounds of Peacebringer fire.

“How did she get here first?” Francisco looked to his brother, who just gave one of his shrugs. The Ortegas were known to be a brave family; especially Santiago, whose fearlessness had inspired dozens of folk legends about the man. Even he was stilled by what he saw before him. Francisco muttered something that was half curse, half prayer, and, as one, they drew their guns and ran into the fray.

It had taken all her strength to prevent Cherufe from killing the most loyal man she had ever known, but Sonnia knew that it was a losing battle. The Tyrant had her completely in his power, and she could feel each bit of herself slipping. No, not slipping away, but consumed by the fire that was burning her body. A bullet ricocheted from the stone next to Sonnia's flaming head.

Perdita stood, smoke still coming from the barrel of her Peacebringer.

“Ortega.” The voice was barely recognizable as Criid's, the echoes of Cherufe nearly drowning her out. The voice reminded Perdita of the popping of coals or the straining of burned wood as it gives under the weight of a house.

“You know why I am here, Cherufe.” Perdita lifted the bag she had carried into the cave and rattled it. The clang of metal on metal forced the Sonnia-creature to shake its head in pain. It roared and blew fire, filling the room with heat and smoke. Perdita was forced into an alcove.

She leaned out for only a moment, to take view of the room, but even that second was enough for the Tyrant to bellow flame towards her. She could only see part of the inferno from her protected position. She could hear the sizzling footsteps of Cherufe, plodding ever closer.

Then Perdita saw it. She could make out a ring of fire, its light cutting through the smoke. She could see his silhouette, limp on the stone floor. “Hopkins.” She yelled, her voice a command.

Samael knew that he had been down for some time, fading in and out of consciousness. His lungs felt heavy with heat. He remembered summers when Sonnia had managed even in the hottest days while wearing her heavy coat. The heat around him lent an acrid smell to the air, but it was of little matter, like winter's cold against a thick jacket. Then he heard his name. He opened his eyes and remembered where he was.

“Catch.” He turned in time to see a thick bag flying at him. She had impressive aim, especially considering that the room was filled with smoke, but she hadn’t thrown it hard enough for it to reach him. The bag rolled on the floor, causing Cherufe to howl in protest again, and stopped inches away from Samael. He loosened the ties and looked inside.

He didn't like it. It was a betrayal to the woman who was Sonnia, but he knew that if she had been there she would tell him to do what needed to be done, and he knew what that thing was. He stood with Sonnia’s heavy sword in one hand. The other gripped the object hard as the bag smoldered away to nothing. It was a silver-steel mask, like he had used countless times. It was more elegant, though, light silver chains and smooth contoured features would make it less punishing to wear.

Cherufe blew flames at him. The mask glimmered brightly in the fire as he leapt behind a basalt outcropping. It would take more than that to stop him, now that he had made up his mind.

Nearly two score of Latigo's bravest Neverborn hunters had gone into the Necropolis, but barely a dozen had escaped back to the sewer entrance. Nino was one of the few who were unhurt, having maintained a sniper's nest away from the main fighting, but even he was coughing from the smoke that had filled the cavern and forced their retreat.

“Where's Perdita?” Santiago's voice, hoarse from shouting during the fighting cut over the moaning and hacking of the group. No one else had words to say. What they had seen was too terrible to recount but the thought that Perdita had awoken just to be killed in the same day was too much for them to take. Several strong men who had managed to keep their wits about them during the battle now struggled to hold themselves together.

“If she were coming, she'd be here by now. There's no way she-” Francisco spoke quietly so only his brother would hear him, but the crypt-quiet of their kin made it impossible to speak and not be heard.

“She is here now.” Perdita spoke and it took her a moment to come into view. She and Samael were carrying Sonnia's body between them, an arm draped over each of their shoulders. Sonnia’s red hair hung down over her face, and between the strands they saw metal where there should be flesh. Tied around her wrist and resting over Samael's shoulder was the wire frame of a lamp, burning bright, though there was no clear fuel source. Though it licked at Sam's oil-treated duster, he did not seem concerned, and the leather wasn't even turning dark from the heat.

Something had happened to them. Something had happened to all of them, but those three had seen worse than the other Ortegas. “What-?” Santiago began but Perdita held up a hand.

“This is not something we will speak of. Ever.” Her eyes turned to the small group and saw that they were all looking at her for direction. Flecks of purple and silver danced in her eyes. “Let's go home.”

Chapter 6: The Guild

Pass through the Breach and you will step off the train at Malifaux Station, deep in the heart of Guild territory. People might greet you warmly, or they might ignore you, but no one is about to cast a spell at you or raise an undead minion to steal your soul. At least not in broad daylight. You are under the Guild's protection.

The Guild's protective arm is broken down into different task forces designated to take care of different threats outside of the city limits. In addition to the well-trained patrols that keep the city limits safe, there are men and women who have specialized in their arts; becoming some of the most well-known and respected members of their individual groups. While each of these groups excel at their directives, the reaction of the public varies widely between them.

The Death Marshals are trained in the art of killing the undead creations which the Resurrectionists use to perform their dirty work. With a lethal understanding of what makes these monstrosities tick, they will often perform raids to clear out a quarantined area or the uncharted lands around the city. Under the guiding hands of Lady Justice and the Judge, they have tapped a hidden power to give them their edge. Despite hiding their faces from the public they have sworn to protect, they are among the most highly acclaimed members of the Guild.

Less loved than the Death Marshals are the Witch Hunters. When Malifaux reopened there were many who had a knack for magic, and it suddenly became a viable power. These people are seen as little more than a threat to the Guild and the Witch Hunters seek them out, subduing them either by death or by converting them to work for their own cause. Any strange exhibition of power and it is possible that the Witch Hunters will pay a visit in the night, causing entire streets to sleep with one eye open after even minor arcane events.

The last section of the Guild handles the most dangerous enemies: the Neverborn hunters. The Neverborn threat has become so desperate that almost anyone who wishes to sign up is deputized, though many are never heard from again once they leave the city. If they are lucky, a stray traveler or Guild patrol may recover what is left of their bones. Even luckier is if one of the Guild surgeons can identify them. However, the Ortega family has found their calling in this desperate hunt, earning a place as legends and enjoying the status of local heroes.

The Guild functions at its heart to protect those who come to Malifaux. At least, that is what the Governor would have you believe.

Behind the humanitarian facade, the Guild's main goal is to control the supply of Soulstones. Men and women who have been convicted of serious crimes are often sent to Malifaux to serve out their time working in the mines or increasing the Guild's sphere of control by building the rail. Others arrive using official funds, but find that the two year allotment for buying their contract back is rarely feasible, offering the Guild another source of inexpensive labor.

Originally created to bring order to the chaos that ranged through Breachtown after the first Breach closed, the Guild was able to secure their position when the Breach reopened. For many years, they controlled the Soulstone market completely, but word of alternate, smaller breaches and the smuggling activities of the Arcanists have brought this monopoly into jeopardy and forced an even greater response from the Guild. Determined to re-establish their dominance, they have started to crack down on even petty crimes within the city, and the punishments for minor disobedience can leave a person with a life debt to the Guild.

Lady Justice

Though her eyes are covered with the traditional band of her station, there is little that Lady Justice of the Guild does not see. Few who earn her attention are lucky to live long enough to appreciate the perfect grace inherent in each movement as she lifts her greatsword for the final blow. Such is her speed and skill that Justice is able to turn even the mightiest blow against the rare individual brave enough to attack her.

Lady Justice leads the Death Marshals, a group she trains personally to hunt and kill those creatures which defy the very laws of nature – the undead. No one is more deserving of judgment than those who recall the dead from their peaceful slumber. She and her Death Marshals are trained in dark magics which give them an edge over their quarry, though each has payed a heavy price for such knowledge.

There is a quiet determination to everything that Lady Justice puts her competent hands to. With the purest understanding of what is right and wrong, there is little she cannot accomplish with her sword and Peacebringer. There is justice to be served and she is its willing servant.

Unlike many other members of the Guild, Lady Justice and her Death Marshals are viewed as protectors of Malifaux and have earned the favor of the populace. Many sleep more soundly knowing that Lady Justice is there to protect them from the horror of a Ressurectionist incursion.

LADY JUSTICE — CACHE 4

Master, Living
GUILD MARSHAL

Df	Wp	Wd	Wk	Cg	Ht
5	7	14	5	7	2

ABILITIES

DF ( )Riposte: After an **MI** Attack fails against this model, this model deals damage 3/4/6 to the Attacker. This damage flip receives a .

Final Repose: Models killed by this model do not place Markers as a response to being killed.

Blindfighter: This model may ignore LoS when selecting the target of a Charge Action.

Inspiring Swordplay: When this model kills an enemy model with an **MI** Action, all friendly Minion models within (↧)8 gain the following Condition until the end of the Turn: "**Inspired**: This model gains to **MI** and **Sh** Actions."

LADY JUSTICE

ATTACK ACTIONS

(1) Greatsword (**MI** 7 / Rst: **Df** / Rg: 2): Target suffers 3/4/6 damage. This damage flip gains if this model did not charge during this Activation.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

TACTICAL ACTIONS

(1) Restore Natural Order (**Ca** 5 / TN: 17 / Rg: (↧)8): Remove all Conditions on every model within range.

(0) Juggernaut: This model may discard a card to heal 1/2/4 damage.

(0) Covering Fire (**Sh** 1 / TN: 6✗): Until the end of the Turn this model gains the benefits of soft cover against ⌐ Attack Actions taken by models within 12".

30mm

Sonnia Criid

Where there is order, there is always someone trying to disrupt that order. Sonnia has spent her professional life perfecting the use of her own magic in order to fight against the Arcanists and other illegal magic-users, literally fighting fire with fire. Many members of the Guild feel that she might be overstepping her boundaries, becoming more mage than Guild, but Sonnia understands that sometimes you must cut yourself free of traditional methods and answer your enemy's tactics in kind.

While the Guild battles many threats in the open, Sonnia's task is much harder. The Miners and Steamfitters Union is loved by many in Malifaux, but she has seen through their front. It is more than a worker's rights group: it is a full crime syndicate that must be stopped by any means necessary. It is not enough to raze the offices with fire. Instead, the Witch Hunter Task Force's job must be more subtle. Accidents must happens and conflicts must always be painted such that the M&SU leaders appear to be the instigators. It is a careful war that Sonnia must wage and there are few loyal enough to stay by her side.

Sonnia's great runed blade has struck down more than one witch, enchanted as it has been to confer even greater power over others who use magic. Even when it does not strike a killing blow, the long blade will bind a witch's powers with even the slightest graze. Sonnia will not say where she learned the art of such runed magic, but the Guild has given her free reign in her pursuit of illegal magic use and soulstone recovery.

SONNIA
Master, Living
WITCH HUNTER

CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
4	7	12	4	6	2

ABILITIES

Pyrokinesis: When this model places Blast Markers, the initial Blast Marker may be placed anywhere within 2" of the target, rather than in base contact.

Ancient Runes: This model gains ↯ to duels during its **Ca** Actions when targeting a model with **Wp** 6 or more.

Visions of Flame: Attack Actions this model takes against targets with the **Burning** Condition ignore LoS and cover.

Df/Wp (🜏🜏) Reflect Magic: After a **Ca** Attack fails against this model, this model deals damage 2/3🜏/5🜏🜏 to the Attacker. This damage flip receives a ⌸.

SONNIA

ATTACK ACTIONS

(1) Flameburst (**Ca** 7🜏 / TN: 14 / Rst: **Df**/ Rg: ⌐14): Target model suffers 2/3🜏🜏/5🜏🜏🜏 damage.
🜏▤ ***Consuming Flame***: After damaging, all models damaged gain the **Burning +1** Condition.

(1) Runed Blade (**Ml** 5🜏 / Rst: **Df** / Rg: ⫽ 2): Target suffers 2/3/5 damage.
🜏 ***Absorb Magic***: After damaging, this model heals one damage and draws one card for each 🜏 in the final duel total.

TACTICAL ACTIONS

(0) Confiscated Lore: This model may discard one Soulstone or two cards. If it does, choose **Ca**, **Df**, or **Wp**. This model gains the following Condition until the end of the Turn, "**Quick Study**: This model has +2 to the chosen stat."

(0) Inferno (**Ca** 7 / TN: 14 / Rg: -): This model gains the following Condition until the end of the Turn, "**Flaming Demise**: When this Condition ends, all models in (↑)3 suffer 3 damage. If this model is killed, all models in (↑)3 suffer 6 damage instead."

30mm

Perdita Ortega

The name Ortega is known throughout Malifaux as the first resource in fighting the war with the Neverborn. The family's history is ignoble, welcomed into the Guild only when times were too desperate for them to turn anyone away. Perdita Ortega is one of the finest shots in the family. In addition to renowned skill with a Peacebringer, she has an iron will that leaves no room for disrespect from anyone, family or not. Traditionally, leadership should have fallen to the eldest: Francisco, but such was her skill with diplomacy and tactics that he recognized her ability and stepped aside for the good of the entire family.

Stories have spread through all of Malifaux about the exploits of the Ortegas under Perdita's command. They say that she can shoot a target with her eyes closed, that she once killed three Neverborn with a single bullet, and that she can hit a target around a corner. Few have been brave enough to go to the source of these rumors, but those who have leave with even more questions.

Despite being one of the best hunters in the land, Perdita shares a strange connection to the Neverborn that approach her camp. She is one of the few who have managed to capture one of them alive and has bound it to her will. This has been the foundation of many rumors about her mother's identity. People who dare to ask such questions directly to the family, however, are not often able to ask questions again.

PERDITA ORTEGA
Master, Living
FAMILY

CACHE 2

Df	Wp	Wd	Wk	Cg	Ht
7	7	10	5	6	2

ABILITIES

Relocate: At the beginning of this model's Activation it may choose to discard a card to push up to 8" towards a friendly Family model.

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

DF (🜏) Quick Draw: After an **Sh** Attack fails against this model, this model deals damage 2/3/4 to the Attacker. This damage flip receives a ⍈.

Point Blank: While engaged, this model gains 🜁 to all **Sh** duels.

PERDITA ORTEGA

ATTACK ACTIONS

(1) Perdita's Peacebringer (**Sh** 7 / Rst: **Df** / Rg: ⌐14 or ⫻ 2): Target suffers 2/4/5 damage.

🜏 ***Witched Bullet***: The damage flip gains ⍈.

🜁 ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each 🜁 in the final duel total.

(1) Obey (**Ca** 7 / TN: 14🜏 / Rst: **Wp** / Rg: 12): Target non-Leader model immediately performs a (1) Action chosen and controlled by this model's controller. A model which performed an Attack due to Obey may not be targeted by **Obey** again during the same Activation.

TACTICAL ACTIONS

(0) Hero's Gamble: This model discards its hand and then draws a number of cards equal to those discarded.

(1) Finger on the Trigger: Until the start of this model's next Activation, this model gains the following Condition: "**Faster 'n You:** If an enemy model in ❶12 and LoS declares a Charge or ⌐ Action during its Activation, this model may immediately take a 1 AP **Sh** Action at -1 **Sh** targeting the model, before the model is moved or any affects of the Charge or ⌐ Action are resolved."

30mm

Francisco Ortega

Francisco is the eldest Ortega. When offered the chance to lead his family, he chose to give that honor to his younger sister, Perdita, declaring her greater skill, both martial and diplomatic, would serve the family better. Freed from the burden of leadership, Francisco is free to practice his swordplay – a skill which even Perdita cannot hope to match him. While most of the other Ortegas take great pride in their shooting ability, they know who they can count on when the Nephilim close in and quarters draw tight.

Quiet, as a rule, there are some who fail to believe the stories surrounding the mysterious elder brother and challenge him to a duel. To this day, there is no man alive who has lost a duel to him. As a rule, Francisco will fight a challenge with only one blade, to better even the odds, but when he is in a life and death match, there is no holding back. Both blades are pulled free, and the true skill of this Ortega can be unleashed.

FRANCISCO ORTEGA — COST 8, CACHE 5

Henchman, Living
FAMILY

Df	Wp	Wd	Wk	Cg	Ht
5	6	8	5	7	2

ABILITIES

El Mayor: At the start of this model's Activation choose another friendly model within 2", the friendly model gains +2 **Wp** and +2 **Df** until the start of this model's next Activation or until this model is killed or sacrificed.

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

FRANCISCO ORTEGA

ATTACK ACTIONS

(1) Dueling Sword (**MI** 7 / Rst: **Df** / Rg: 2): Target suffers 2/3/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

(1) Modified Peacebringer (**Sh** 6 / Rst: **Df** / Rg: 12): Target suffers 2/3/4 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

TACTICAL ACTIONS

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

(1) "Enfréntate a Mi!": Target an enemy model within 7". Place this model into base contact with the target. Push all other friendly models engaged with the target up to 5" directly away from the target.

(0) Finesse: This model may discard a card to gain the following Condition until the end of the Turn: "**Finesse: MI** Actions targeting this model suffer ."

30mm

Samael Hopkins

When magic users in Malifaux sleep, it is Samael Hopkins that stalks their nightmares. Samael is Sonnia Criid's second in command, but his reputation as a skilled tracker is what strikes fear into the hearts of criminals. He has an uncanny ability to sense where his target is hiding, and he will lead Witchling Stalkers to flush them out.

If it was just his skill at tracking that was exemplary, there would be little to fear from Hopkins. However, once he has found his target, there are few who can escape from his dead shot. If the combat is too close for his custom revolver, Samael will think nothing of using his tracking tools as weapons. Though they are made to clear brush and skin dead animals, they work just as well skinning live criminals. There are few men more loyal to anyone than Samael Hopkins is to Sonnia Criid.

SAMAEL HOPKINS — COST 9, CACHE 4

Henchman, Living
WITCH HUNTER

Df	Wp	Wd	Wk	Cg	Ht
5	6	8	4	5	2

ABILITIES

Unimpeded: This model ignores penalties for severe terrain when moving.

Visions of Flame: Attack Actions this model takes against targets with the **Burning** Condition ignore LoS and cover.

SAMAEL HOPKINS

ATTACK ACTIONS

(1) Huntin' Tools (**MI** 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/4 damage. If the target has the **Burning** Condition, it suffers +2 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.
Drain Magic: After damaging, the target must discard 1 card if able.

(1) Custom Collier Revolver (**Sh** 6 / Rst: **Df** / Rg: 12): Target suffers 3/4/5 damage. If the target has the **Burning** Condition, it suffers 1 additional damage.
Ricochet: After damaging, another model within 3" of the target suffers 1/2/4 damage. This damage flip may not be cheated.

TACTICAL ACTIONS

(1) Flaming Bullets (Ca 5 / TN: 13 / Rg: (↧)8): All Enemy models within (↧)8 must pass a **Wp** 15 duel or gain the following Condition until the end of the Turn: "**Mark of Incineration**: This model receives on all **Df** duels."

(2) Rapid Fire: This model may discard a card. If it does, this model may make 3 **Sh** Attack Actions with an AP cost of 1 against a single target.

30mm

The Judge

Second only to Lady Justice, the Judge provides a voice of reason to the black and white visions of his mistress. Where Lady Justice might walk bravely into combat with her sword drawn, he is there to check her and advise that they wait for support to arrive. When he is not advising her in the field, he is training their elite crew: the Death Marshals. Between them, there is no better team to train the most elite group in all of Malifaux.

Once a Death Marshal himself, Justice saw that he alone was worthy to stand as her right hand. Whether it was a single-minded dedication to restoring order, a personal vendetta or something else that she saw, neither has spoken a word of it to anyone else. In many situations, the Judge will serve in a legal capacity. While he is the Judge rather than a judge of the Guild, it still falls to him to determine guilt or innocence when Lady Justice is otherwise occupied.

THE JUDGE
Henchman, Living, Rare 1
GUILD MARSHAL

COST 9 CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
5	6	10	5	6	2

ABILITIES

Hard to Wound +1: Damage flips against this model suffer ⍈.

Final Repose: Models killed by this model do not place Markers as a response to being killed.

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.

THE JUDGE

ATTACK ACTIONS

(1) Long Arm Blade (**Ml** 6 / Rst: **Df** / Rg: 2): Target suffers 2/4/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.
Blades & Bullets: After damaging, make a **Long Arm Pistol** Attack Action against the target. This Action is treated as Rg 2 and may not declare any Triggers.

(1) Long Arm Pistol (**Sh** 5 / Rst: **Df** / Rg: 10): Target Suffers 2/3/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.
Bullets & Blades: After damaging, take a **Long Arm Blade** Attack Action against the target. This Action is treated as Rg: 10 and may not declare any Triggers.

(1) Bound by Law (**Ca** 5 / TN: 13 / Rst: **Wp** / Rg: 12): Target suffers 2 damage. Undead targets suffer 2/4/8 damage instead. Target gains the following Condition until the end of the Turn: "**Arrest**: This model must discard a card to take a Walk or Charge Action."

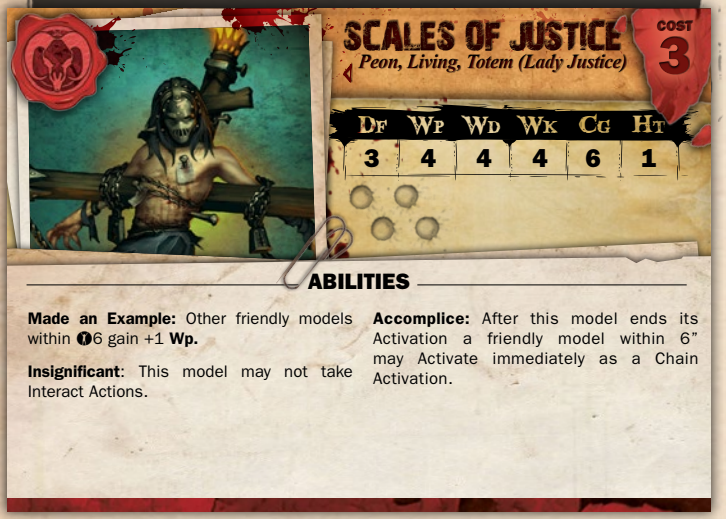
(0) Stand for Judgement (**Ca** 5 / TN: 9 / Rst: **Wp** / Rg: 12): Target model is pushed 5" towards this model.

30mm

Scales of Justice

Lady Justice can weigh a man's soul with but a glance, and is prepared to take decisive action. Sometimes just knowing isn't enough, however, and she must still go through the process of hearing out a case. That is when she takes the Scales of Justice with her into battle. The man carrying the scales is also carrying a life sentence within the Guild, and he is serving his time by serving as an example for anyone who might be considering acting outside of the law.

With each new bit of evidence that is presented before his Mistress, the scales will tip one way or the other, weighing guilt against innocence, persecutor against victim, or crime against circumstance. At the end of each hearing, there is little question in which way the case will be decided, and it is only a matter of formality when Lady Justice speaks her verdict, finally allowing her totem to stand straight once again.



SCALES OF JUSTICE

Peon, Living, Totem (Lady Justice)

COST 3

Df	Wp	Wd	Wk	Cg	Ht
3	4	4	4	6	1

ABILITIES

Made an Example: Other friendly models within 6 gain +1 **Wp.**

Insignificant: This model may not take Interact Actions.

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

ATTACK ACTIONS

(1) Bash (**MI** 3 / Rst: **Df** / Rg: 1): Target suffers 0/1/2 damage.

(1) Tip the Scales (**Ca** 3 / TN: 14 / Rst: **Wp** / Rg: 10): Choose or , target model gains the chosen or on its next duel this Turn.

TACTICAL ACTIONS

(1) Balance the Scales: If the opposing Crew has more cards in hand, draw a card.

SCALES OF JUSTICE

30mm

Purifying Flame

Sonnia Criid is no ordinary magic user. When she sets her will to a task, there is little that can stop her. It is little surprise that given her great power and focus that such will should be given form. The flames burn hot with righteous anger, eager to consume those that Sonnia declares as criminals, and though the manifestation has no corporeal body, it appears as a supplicant, showing that it is perfectly obedient to its mistress's will.

Such is Sonnia's power that she has imbued this totem with the power to suppress magic in its area. Where she and her crew only gain more power from it, enemies will find their mind unfocused and the soulstones in their hands hot and powerful, though they cannot concentrate enough to call forth that power.

PURIFYING FLAME

Peon, Totem (Sonnia)

SPIRIT

COST 3

Df	Wp	Wd	Wk	Cg	Ht
4	6	4	5	8	1

ABILITIES

Dampening: Enemy models within 3 of this model may not use Soulstones.

Saracenar's Plight: Reduce the damage this model suffers from the **Burning** Condition to 0.

Immolating Demise 2: When this model is killed, models in (1)2 gain **Burning +2**.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

Insignificant: This model may not take Interact Actions.

ATTACK ACTIONS

(1) Wreathed in Flame (**MI** 5 / Rst: **Df** / Rg: 1): Target model gains the **Burning +1** Condition.

(1) Gout of Flame (**Sh** 4 / Rst: **Df** / Rg: 10): Target suffers 1/2/3 damage.
Cataclysm: After damaging, the target gains the **Burning +1** Condition.

PURIFYING FLAME

30mm

Enslaved Nephilim

The Ortega family is well known for their skill at killing Neverborn, but Perdita has gone one step further and managed to capture one. Though it would like nothing more than to break free and destroy its captor, the Ortegas are no fools. The chain around its neck is specially designed to hold Nephilim, and it would take more strength than this poor creature has to be free of it. Deep wounds from struggling against his bonds fill with oozing black blood, and his sharp teeth constantly gnash at anyone who comes near.

The chain does more than hold the creature: it also forces it to obey Perdita. Where it might wish only death and destruction to the Ortegas, instead it is forced to give advice on how to kill its brothers and watch as the family carries out raid after successful raid against Neverborn who might have otherwise been friends and allies.

ENSLAVED NEPHILIM

Peon, Living, Totem (Perdita)

NEPHILIM

COST 3

Df	Wp	Wd	Wk	Cg	Ht
4	5	4	3	-	1

ABILITIES

Black Blood: All models without **Black Blood** within (r)1 suffer 1 damage when this model suffers damage.

Insignificant: This model may not take Interact Actions.

Unimpeded: This model ignores penalties for severe terrain when moving.

ATTACK ACTIONS

(1) Ball & Chain (**Ml** 4 / Rst: **Df** / Rg: 2): Target suffers 1/2/3 damage.

(1) Influence (**Ca** 4 / TN: 14 / Rst: **Wp** / Rg: 12): Target non-Leader model immediately performs a (1) Action chosen and controlled by this model's controller. This Action may only be taken once per Activation.

TACTICAL ACTIONS

(1)Shackled: Target a friendly model within 8". Push the target up to 6" directly towards another friendly model.

ENSLAVED NEPHILIM

30mm

Governor's Proxy

With everyone out shooting their guns and bloodying their swords, there must be someone to take stock of ammo and distribute repair orders. While he lacks any martial ability, this man fulfills a necessary bureaucratic role, crossing the T's and dotting the I's to make sure that everything goes as smoothly as possible before the fighting parties arrive. Post battle, there are reports to be filed, burials to be arranged, and families to be notified. It is not an easy job, but, for this small man, there is a strange joy in completing all the paperwork. It brings things to a neat end.

Though a small man, the proxy shares a close relationship with the Governor himself. At times he speaks with the Governor's voice and commands men in his name. Anyone seeking to harm the proxy may find himself at odds with one of the strongest political players Malifaux has ever seen.

GOVERNOR'S PROXY

Peon, Living, Totem

COST 3

Df	Wp	Wd	Wk	Cg	Ht
3	6	4	3	6	1

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Governor's Influence: A model that kills this model with an Attack Action must succeed on a **Wp** 13 duel or be killed.

Insignificant: This model may not take Interact Actions.

ATTACK ACTIONS

(1) Ledger (**Ml** 2 / Rst: **Df** / Rg: 1): Target suffers 1/1/2 damage.

(1) A Word in Your Ear (**Ca** 4 / Rst: **Wp** / Rg: 12): Target gains the following Condition until the end of the Turn: "**Influenced**: This model loses any suit associated with it's **Ca** and **Wp**."

TACTICAL ACTIONS

(1) Yes Man (**Ca** 4 / TN: 10 / Rg: 3): Target model heals 1/2/3 damage.

GOVERNOR'S PROXY

30mm

Death Marshal

There is a thin line between knowing your enemy and becoming him. It is the curse of every Death Marshal to find this line and walk it. The dark magic that is the course of their study eats away at them, leaving only a well-trained shell beneath the large hat and high collars of their uniform. Beneath this uniform are faces too terrible for the general public of Malifaux.

Skilled not only in the use of standard Guild weaponry, they have also mastered a more unlikely weapon – the enchanted pine box. It is with this coffin-like tool that they can trap their prey, locking it away until the time is right to handle it. Under the dual training between Lady Justice and the Judge they are drilled until they are experts with the Peacekeeper blade and gun. Only once they have reached mental and physical perfection do they earn the right to the title of Death Marshal.

DEATH MARSHAL

COST 6

Minion, Living
GUILD MARSHAL

Df	Wp	Wd	Wk	Cg	Ht
5	6	6	5	6	2

ABILITIES

Hard to Wound +1: Damage flips against this model suffer ⌸.

Unimpeded: This model ignores penalties for severe terrain when moving.

Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

ATTACK ACTIONS

(1) Peacebringer Blade (**MI** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/4 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each ✦ in the final duel total.

(1) Peacebringer (**Sh** 5 / Rst: **Df** / Rg: ⌐10): Target Suffers 2/3/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each ✦ in the final duel total.

(1) Pine Box (**Ca** 5✕ / TN: 10✕ / Rst: **Wp** / Rg: ⫻ 1): Target model is buried. If this model takes this Action again or is removed from play then the target model is unburied in base contact with this model before this model is removed from play. At the beginning of this model's Activation, it must succeed on an opposed **Wp** vs. **Wp** duel with the target. If this model loses, the target is unburied in base contact.

DEATH MARSHAL

30mm

Executioner

Sometimes, members of the Guild do not kill the criminals they find. When such men and women are brought in, they are given a trial with magistrate and jury. On the rare occasional that they are proven innocent, they are then set free to go about their business. When they are found to be guilty, then an Executioner is called to mete out the punishment.

There are only ever ten Guild executioners at any given time. All travel with a magistrate, serving both in their official capacity to carry out the sentence for convicted criminals and also as a bodyguard, protecting the magistrate against any who might seek vengeance. Executioners must be ultimately loyal to the Guild and maintain a disregard for life, even their own. Their claws serve both as a sign of their station and as a warning against attempts to file a "personal appeal."

EXECUTIONER

COST 9

Enforcer, Living, Rare 2

Df	Wp	Wd	Wk	Cg	Ht
5	5	10	4	7	2

ABILITIES

Love The Job: When this model kills an enemy model it may heal 3/4/5 damage.

Certain Death: Models may not declare **Df** Triggers in duels with this model.

Terrifying (Living) 12: Enemy living models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

ATTACK ACTIONS

(1) Executioner's Claws (**MI** 6✦ / Rst: **Df** / Rg: ⫻ 2): Target suffers 3/4/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each ✦ in the final duel total.
✦✕ *Bloody Exhibition*: After damaging, immediately kill the target unless it discards two cards or two Soulstones.

TACTICAL ACTIONS

(1) Unfaltering: This model may discard a card to heal 1/2/4 damage.

(0) Trail of Gore (**Ca** 5 / TN: 10 / Rg: 3): Discard target enemy Scheme Marker to take a (1) AP **MI** Action or Walk Action.
✕ *Follow the Trail*: After succeeding and resolving any resulting Action, take this Action again.

EXECUTIONER

40mm

Guild Austringer

Austringers have perfected the art of training Raptors from the Bayou, who have proven to be nearly as intelligent as Gremlins, and far less drunk. When he is invited into the program, each Austringer completes a grueling set of mental and physical tests before he is allowed to choose a bird from the hatchery. The choice is no simple matter, since trainer and bird will be with each other until the day one of them dies. Some rare Austringers move on to a clerical position within the Guild, when their loyal companion dies.

Raptors are intelligent enough that they do not need to be pointed at a target. With a simple command the bird will fly from his trainer's arm and swoop low into enemy forces. Though they lack the deadliness of a gun, there are few things more distracting than a fully trained hunting bird descending in the heat of battle, which creates a critical opening for better armed Guild members.

ABILITIES

Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

Unimpeded: This model ignores penalties for severe terrain when moving.

ATTACK ACTIONS

(1) Raptor (**Sh** 7 / Rst: **Df** / Rg: 12): Target suffers 1/3/4 damage. This Action does not require LoS to the target and ignores cover. When this Attack Action gains the benefits of the **Focus** Condition, increase its range to 18.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

Distract: After succeeding, this Attack deals no damage and the target discards two cards.

(1) Peacebringer (**Sh** 6 / Rst: **Df** / Rg: 10): Target Suffers 2/3/5 damage.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

TACTICAL ACTIONS

(2) Deliver Orders: One friendly model within 18" (regardless of LoS) may push 2" in any direction and then take an immediate (1) Interact Action.

(1) Quick Retreat: Push this model up to 4" in any direction. This Action may only be taken if the model is engaged.

GUILD AUSTRINGER

30mm

Guild Guard

The Guild Guards are the men and women who protect Malifaux from its own residents and other domestic troubles. Typically traveling in pairs, they patrol the streets of the city, looking for trouble, or responding to alerts that have been passed on to them. They have been authorized to make arrests and bring criminals to face judge and jury and the determination of their fates through bureaucratic justice. As a whole, the Guild Guard are primarily a constabulary force, but they can be given other duties.

They can sometimes be found controlling access to various areas of the city, whether it is the Quarantine Zone or a fresh crime scene. They are trained to respond to many situations and with a small alert their numbers can flood a scene, creating an orchestrated chaos designed to trap a perpetrator and witnesses until the situation can be sorted out.

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Investigate: At the start of this model's Activation, it may be placed into base contact with any enemy Scheme Marker within 5" and LoS.

Patrol: While this model is within 3" of at least one other friendly Guild Guard model, this model gains +2 **Df** and to disengaging strikes.

ATTACK ACTIONS

(1) Refurbished Infantry Sword (**MI** 4 / Rst: **Df** / Rg: 1): Target suffers 1/3/4 damage.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

(1) Refurbished Collier Army (**Sh** 4 / Rst: **Df** / Rg: 12): Target suffers 1/3/4 damage.

Halt!: After succeeding, target gains the following Condition until the end of the Turn: "**Arrest**: This model must discard a card to take a Walk or Charge Action."

TACTICAL ACTIONS

(1) Menace (**Ca** 5 / TN: 12 / Rg: 12): Push this model 4" towards target living model. Then, the target model must make a TN 12 Horror Duel.

GUILD GUARD

30mm

Peacekeeper

Since the discovery of steam, humans have created machines to do things that they would rather not do themselves. Perhaps the job is too tedious, perhaps it is too dangerous. Perhaps a machine can simply do it better. When it comes to destroying enemies and fouling their plans, the latter is the case for building the Peacekeepers. Expertly crafted to move quickly through terrain in search of prey, they can fling their great harpoons at targets and reel them back into closer range where they are in reach of their claws.

At times the Peacekeepers are programmed not for murder, but rather for demolition. Entering into the enemy's territory with the intention of foiling his plans can be too great a risk, but Peacekeepers will face such threats without fear. Since they are so well made, there is only a limited supply available to serve the needs of the Guild at any given time. Seeing that a plan has attracted enough notice to earn a Peacekeeper deployment can be both thrilling and terrifying for any young upstart.

PEACEKEEPER — COST 11

Enforcer, Construct, Rare 1

Df	Wp	Wd	Wk	Cg	Ht
4	5	11	5	6	3

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Hard to Wound +1: Damage flips against this model suffer ⍈.

Terrifying (Living) 12: Enemy living models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

PEACEKEEPER

ATTACK ACTIONS

(1) Mechanical Claws (**Ml** 6◉ / Rst: **Df** / Rg: ⫻ 2): Target suffers 3/4/6 damage.
◉ ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each ◉ in the final duel total.
◉⌨ ***Exploit Design Flaw***: The damage from this Attack Action may not be reduced by **Armor**.

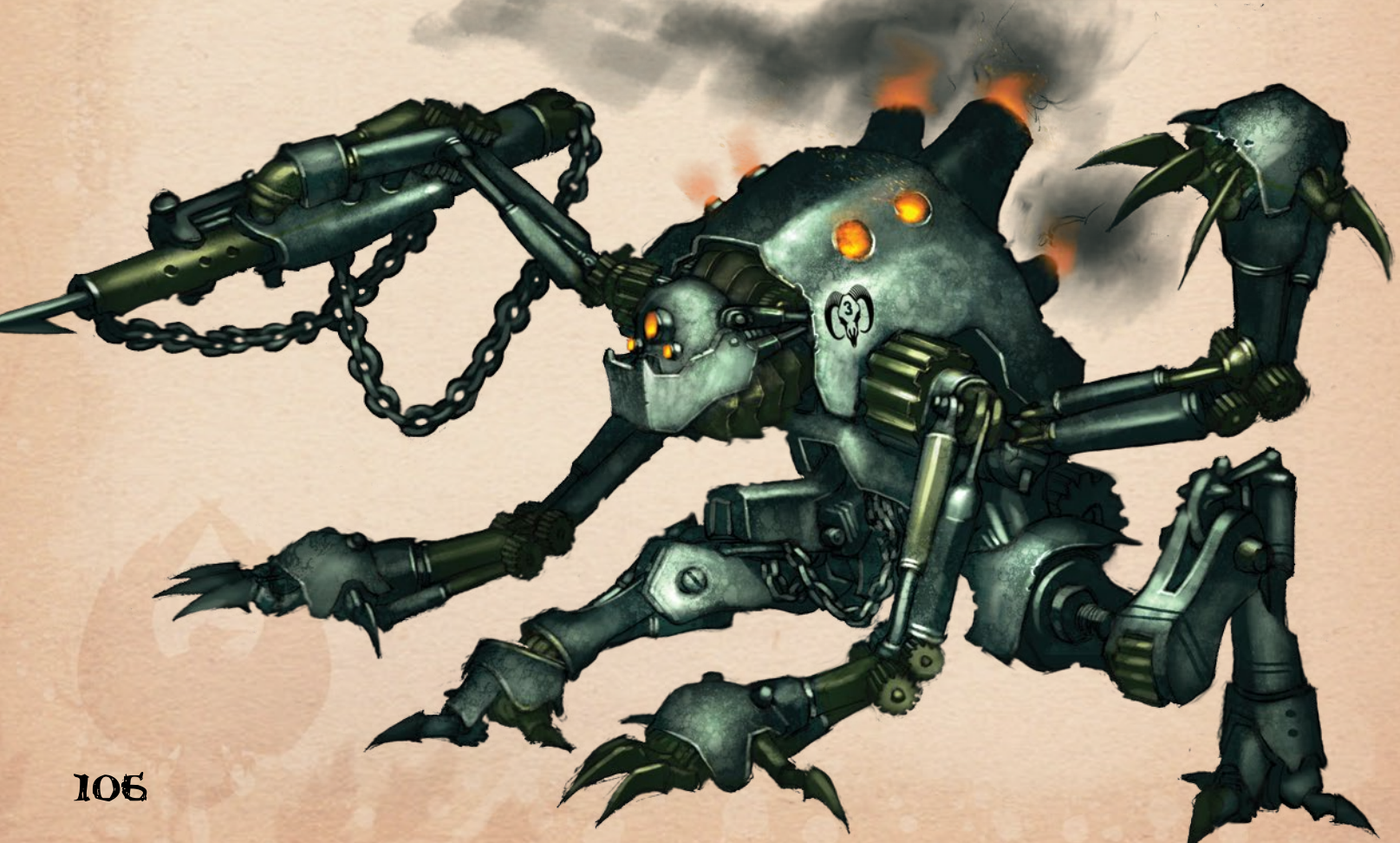
(1) Chain Harpoon (**Sh** 6◉ / Rst: **Df** / Rg: ⌐10): Target suffers 2/3/5 damage and gains the **Slow** Condition.
◉ ***Drag***: After damaging, target is pushed 8" towards this model.

TACTICAL ACTIONS

(2) Flurry: This model may discard a card. If it does, this model may make 3 **Ml** Attack Actions with an AP cost of 1 against a single target.

(0) Advanced Protocol (**Ca** 5◉ / TN: 9◉⌨ / Rg: (𝔱)3): Discard all enemy Scheme Markers in (𝔱)3.

50mm



The Lone Marshal

All Death Marshals walk the line between knowing necromancy and becoming a necromancer. The Lone Marshal has surpassed this standard and become something more than human. The power that is slowly eating away at his fellows is completely under his control and it is no longer necessary for him to bear the same burdens. Still fueled by the dark magics which help Death Marshals to terrify the undead, he is the master of it, bending it to his will and turning it against the Resurrectionist threat.

Since he is no longer bound by the need to hide his face, he can do more than the typical Death Marshal. He rides into combat, galloping past enemies with barely a pause, lashing out with his Peacebringer blade, or unleashing righteous gunfire into the enemy. The Lone Marshal is a singularly terrifying individual, who is feared by every sane Ressurectionist (of which there are few).

THE LONE MARSHAL — COST 8

Enforcer, Living, Rare 1

GUILD MARSHAL

Df	Wp	Wd	Wk	Cg	Ht
6	5	8	6	10	3

ABILITIES

Hard to Wound +1: Damage flips against this model suffer ⊟.

Bullet Proof +2: Reduce all damage suffered by this model from **Sh** Attack Actions by +2, to a minimum of 1.

Terrifying (Undead) 12: Enemy Undead models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

THE LONE MARSHAL

ATTACK ACTIONS

(1) Razored Spurs (**Ml** 5 / Rst: **Df** / Rg: 1): Target suffers 2/4/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

(1) Long Carbine (**Sh** 6 / Rst: **Df** / Rg: 12): Target Suffers 2/3/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

TACTICAL ACTIONS

(2) Trick Shooting: Push this model up to 6" in any direction, then perform a (1) **Sh** Attack Action which receives ↯ to the Attack and damage flip. After resolving the Attack and any Triggers, push this model up to 4" in any direction.

50mm

Witchling Stalker

It is dangerous to be a mage when there are witch hunters like Samael Hopkins and Sonnia Criid to contend with. Sonnia not only excels at killing mages, but also at turning their powers back upon themselves, creating the half-alive being known as a Witchling Stalker. These creatures were once men and women, but they have been stripped of their will and identities. Now these poor souls exist only to further the cause of the Guild and Sonnia. Where once their powers were potent, they can now do little more than negate the magic of others.

Witchling Stalkers are dangerous in both close and ranged combat, though it is through their runed blades that they smite their enemies. As part of their creation they are burned by Criid's purifying power, and so they must remain cloaked and hidden both for their own protection and the sanity of others.

WITCHLING STALKER — COST 5

Minion, Living

WITCH HUNTER

Df	Wp	Wd	Wk	Cg	Ht
5	5	6	4	6	2

ABILITIES

Explosive Demise 1: All models within (1)2 suffer 1 damage when this model is killed (not sacrificed).

Searing Mark: All models damaged by this model gain the **Burning +1** Condition.

Df (M) Drawn to Pain: After failing an opposed **Df** duel but before suffering damage, push this model 4" towards the Attacker.

WITCHLING STALKER

ATTACK ACTIONS

(1) Shattered Rune Blade (**Ml** 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/5 damage.
Drain Magic: After damaging, the target must discard 1 card if able.

(1) Runed Pistol (**Sh** 4 / Rst: **Df** / Rg: 12): Target suffers 1/2/3 damage.
Cataclysm: After damaging, the target gains the **Burning +1** Condition.

(1) Dispel Magic (**Ca** 5 / TN: 8 / Rst: **Wp** / Rg 12): End one Condition on target model.

30mm

Niño Ortega

Somewhere between a ghost and a proper Latigo, lie men like Niño, men who do not seek glory. Often sent ahead of the main force, Niño will find a position and wait until the rest of the family has engaged before picking off their enemies one by one. On the occasion when one bullet is not enough to finish the job, he will let loose at the risk of giving away his position. No matter how long he has been waiting, Niño always keeps his guns trained on his enemies, waiting only for Perdita's signal to open fire or to withdraw.

If the fighting draws close to his position, or if he is pushed into the melee by forces outside his control, Niño knows better than to try to fight it out. He will duck and weave away from any attacks and take the first chance he can get to redirect an enemy's attacks at another family member, leaving him free to hunt his prey another time.

Papa Loco

Papa Ortega was once a wise leader, until the night when he was admitted into the Malifaux Sanitarium. What happened to make him snap is a secret guarded more closely than any other truth about the Ortega family. His stay was not long. Between his penchant for creating explosives out of simple tools and his inability to be soothed by traditional methods, no doctor or nurse bothered to stop him when he declared his intention to return to the Ortega Compound.

Not every member of the Ortega family goes on every mission, but when Papa decides he's going to come along, there are few who can talk him out of it. Despite the Ortegas' constant inventory of explosives and their refusal to allow Papa to ever hold anything sharp, he manages to produce powerful explosives. While the stability of these concoctions is questionable at best, there is little that can be debated about their effectiveness.

NINO ORTEGA

Enforcer, Living, Rare 1
FAMILY

COST 7

Df	Wp	Wd	Wk	Cg	Ht
6	5	5	3	-	2

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Spotter: Enemy models in this model's LoS may not take Interact Actions while within 8" of a friendly Family model.

From the Shadows: This model may be deployed anywhere on the board that is at least 6" away from the enemy Deployment Zone. This model may not take Interact Actions on the first Turn.

PAPA LOCO

Enforcer, Living, Rare 1
FAMILY, TORMENTED

COST 7

Df	Wp	Wd	Wk	Cg	Ht
4	4	9	4	5	2

ABILITIES

Hold This: At the start of this model's Activation choose another friendly model within 2", the friendly model gains to damage flips it makes until the start of this model's next Activation or until this model is killed or sacrificed.

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

BOOM!: Models within (1)3 suffer 5 damage when this model is killed.

NINO ORTEGA

ATTACK ACTIONS

(1) Custom Repeating Rifle (**Sh** 5 / Rst: **Df** / Rg: 18): Target suffers 1/2/4 damage. This Attack Action receives . When this Attack Action gains the benefits of the **Focus** Condition, increase its range to 36.

Headshot: After damaging a target within 10", the target must discard two cards or two Soulstones or it is killed.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

Precision: Immediately increase this model's final duel total by 1 for each in the final duel total.

TACTICAL ACTIONS

(1) "Where'd He Go?": This Action may only be taken while this model is engaged in melee. Push this model up to 4" in any direction.

(0) Shrug Off: This model may discard a card to remove one Condition from this model.

30mm

PAPA LOCO

ATTACK ACTIONS

(1) Dynamite Punch (**Ml** 4 / Rst: **Df** / Rg: 1): Target suffers 3/4/6 damage.

(1) Throw Dynamite (**Sh** 6 / Rst: **Df** / Rg: 8): Target suffers 2/3/5 damage. This Attack ignores cover.

Dropped One: After failing, this model and every model within (1)6 must pass a **Df** 15 duel or suffer 3 damage.

TACTICAL ACTIONS

(0) Shrug Off: This model may discard a card to remove one Condition from this model.

(1) "Te Llevare al Infierno Conmigo": All models in (1)4 must pass a TN 14 **Df** duel or suffer 6 damage. Then, this model suffers 6 damage.

30mm

Santiago Ortega

Some men attempt to avoid bullets. That is the moment when Santiago Ortega feels alive. When others are ducking for cover, he is pushing through them, eager to meet his foe in the middle ground. Some rumors claim that he is more than human, that only a monster could survive so many attacks and still fight.

His battlefield laughter serves both as a warning to his foes and a rallying call for his allies. With a Peacebringer in each hand, the family knows that he will not only draw attention away from them, but he will also take more than his fair share of the kills. It is welcomed in the heat of battle, but resented around the dinner table.

To many, it may seem that Santiago's habits are poor strategy, but everyone in the Family knows that there are few who can exert the type of control that Santiago routinely commands. They know that his bullets will find only the flesh of their enemies, no matter how wild he may appear.

SANTIAGO ORTEGA COST 7

Enforcer, Living, Rare 1

FAMILY

Df	Wp	Wd	Wk	Cg	Ht
5	5	9	5	6	2

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may only be reduced to 1 Wd by a single damage source.

"¿Es Todo Lo Que Tienes?": When this model has 4 or fewer Wounds remaining, it gains +2 **Sh** to Attack Actions and ↯ to damage flips it makes.

I'll Cover You!: This model does not flip a card for friendly Family models when randomly determining a target for shooting into engagements.

SANTIAGO ORTEGA

ATTACK ACTIONS

(1) Peacebringer Blade (**Ml** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/4 damage.

(1) Modified Peacebringer (**Sh** 6 / Rst: **Df** / Rg: ⌐12): Target suffers 2/3/4 damage.
- ↯ ***Trigger Happy***: After damaging, immediately perform a **Modified Peacebringer** Attack against the same target.
- ✦ ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each ✦ in the final duel total.

TACTICAL ACTIONS

(0) Shrug Off: This model may discard a card to remove one Condition from this model.

30mm

General Guild Upgrades

Plant Evidence

Cost: 1 SS

- This model gains the following Abilities:

  Plant Evidence: At the end of the game, push this model up to 4" in any direction and then this model may take a **(1) Interact Action** to place a Scheme Marker.

  Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

Restrictions

Rare 3

Vengeance Bullet

Cost: 1 SS

- This model gains the following Abilities:

  Vengeance Bullet: When this model declares an **Sh** Attack Action targeting a model which can use Soulstones, it may discard this Upgrade to make the declared Action deal +2 damage and gain +1 to the duel.

  Collect the Ammo: When this model dies, increase this Crew's Soulstone Pool by 1.

Restrictions

Master or Henchman, Rare 1

Thalarian Stone

Cost: 1 SS

- This model gains the follow Ability:

  Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

- This model gains the following Tactical Action:

  (0) Magewright's Boon: This model may discard this Upgrade to heal 2 damage.

Restrictions

Leader

Badge of Office

Cost: 2 SS

- This model gains the following Ability:

  Kept it Over My Heart...: After suffering damage but before making any damage prevention flips, this model may discard this Upgrade. If it does, reduce the damage to 1.

Restrictions

Leader, Limited

LEAD LINED COAT

Cost: 2 SS

- This model gains the following Ability if it does not already have the **Armor** ability:

  Armor +1: Reduce all damage suffered by this model by 1, to a minimum of 1

RESTRICTIONS

Henchman or Enforcer, Living, Rare 3

Marshal Upgrades

Implacable

Cost: 1 SS

- Lady Justice gains the following Abilities:

  Pursuit of Justice: Enemy models may not take Walk Actions that would leave this model's engagement range while engaged with this model.

  Bullet Proof +1: Reduce all damage suffered by this model from **Sh** Attack Actions by +1, to a minimum of 1.

Restrictions

Lady Justice

Justice Unleashed

Cost: 1 SS

- Lady Justice gains the following Abilites:

  (0) Last Rites: Remove all Corpse and Scrap Markers within (ᚱ)6.

  (1) Justice Unleashed (**Ca** 5/ TN:13 / Rg: (ᚱ)6): Undead and Spirit models within (ᚱ)6 must succeed on a **Wp** 13 duel or suffer 3 damage, this damage ignores **Armor** and **Hard to Kill**.

Restrictions

Lady Justice

Last Stand

Cost: 1 SS

- Lady Justice gains the following Ability:

  With Me!: When this model declares a Charge Action, all friendly Guild Marshal models in (ᚱ)6 may push up to 6" towards the target of the charge after this model has completed its charge move.

  Unimpeded: This model ignores penalties for severe terrain when moving.

Restrictions

Lady Justice

Vendetta

Cost: 2 SS

- Lady Justice gains the following Triggers to her Greatsowrd Attack Action:

  Onslaught: *After damaging , immediately take another (1)* **MI** *Attack Action against the same target. This Attack Action may not declare Triggers.*

  Vengeance: The damage flip gains .

Restrictions

Lady Justice, Limited

UNRELENTING LEADER

COST: 2 SS

- The Judge gains the following Tactical Action:

  (1) Combat Effectiveness (**Ca** 5 / TN: 12 / Rg 10): Target friendly non-Leader model immediately performs a 1 Ap **MI** Action.

  Unison: *After succeeding, perform this Action again. This Action may not declare Triggers.*

- The Judge gains the following Ability:

  Stubborn: Enemy models suffer a to the Attack flip of Attack Actions that are resisted by this model's **Wp**.

RESTRICTIONS

The Judge

FLAMES OF THE PIT

COST: 2 SS

- This model gains the followin Ability:

  Terrifying (Undead) 12: Enemy Undead models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

- While this model is in play, friendly Death Marshal models gain the following Ability:

  Relentless: This model is immune to Horror Duels.

RESTRICTIONS

Guild Marshal, Rare 1

Witch Hunter Upgrades

Cherufe's Imprint

Cost: 1 SS

- Sonnia gains the following Tactical Action:

  (1) Flame Wall (**Ca** 7 / TN: 13 / Rg: 12): Place two 50mm Flame Wall Markers in LoS touching each other within 12" and at least 1" from any model or Marker. These Flame Wall Markers are **Ht** 5 and have the blocking and impassable traits. At the start of this model's next Activation or when this model is removed from the table, any models within 1" of these Markers suffer 1 damage, then remove them. This Action may only be taken once per Activation.

- Sonnia gains the following Ability:

- **Dampening:** Enemy models within 3 of this model may not use Soulstones.

Restrictions

Sonnia

Reincarnation

Cost: 1 SS

- Sonnia gains the following Ability:

  Violation of Magic: When an enemy model with the **Burning** Condition within 10 of Sonnia is reduced to 0 Wounds, Sonnia may spend a Soulstone or discard two cards to summon a Witchling Stalker into base contact with the model before it is removed.

Restrictions

Sonnia, Limited

The Mask

Cost: 1 SS

- Sonnia gains the following Attack Action:

  (1) Cheruf's Shackle (**Ca** 7/TN: 15/Rst: **Wp**/Rg: 12): Target model gains the following Condition until the end of the game: **"Everburning:** This model does not remove the **Burning** Condition at the end of the Turn, although it suffers damage as normal."

Restrictions

Sonnia

Counterspell Aura

Cost: 1 SS

- Sonnia gains the following Ability:

  Counterspell Aura: Enemy **Ca** Actions targeting any model within 3 lose any suits printed in the **Ca** for the duration of the Action.

- Sonnia gains the following Attack Action:

  (1)Grounded Magic (**Ca**: 7 / Rst: **Wp** / Rg: 10): Target model suffers 1/2/3 damage and gains the following Condition until the end of its next Activation: "**Grounded:** When this model declares a **Ca** Action, it must discard two cards or the Action immediately fails."

Restrictions

Sonnia

WITCH HUNT

COST: 2 SS

- Samael Hopkins gains the following Attack Action:

  (1) Burn them Out (**Ca**: 5 / Rst: **Df** / Rg: 12): This Action may only target enemy models that are within 1" of terrain. Target gains the **Burning +4** Condition.

RESTRICTIONS

Samael Hopkins

DISRUPT MAGIC

COST: 2 SS

- While this model is in play all friendly Witch Hunters gain the following Ability:

  Disrupt Magic: Enemy models within 4 of this model suffer to **Ca** Actions.

RESTRICTIONS

Witch Hunter, Rare 1

Ortega Upgrades

Os Veo

Cost: 2 SS

- Perdita gains the following Abilities:

  Stubborn: Enemy models suffer a ▭ to the Attack flip of Attack Actions that are resisted by this model's **Wp**.

  Bullet Proof +2: Reduce all damage suffered by this model from **Sh** Actions by +2, to a minimum of 1.

RESTRICTIONS

Perdita

Trick Shooting

Cost: 2 SS

- Perdita gains the following Tactical Actions:

  (0) Bullet Bending: This model gains the following Condition until the end of the Turn: **"Bullet Bending:** *This model's* **Sh** *Attack Actions ignore cover."*

  (0) True Mark: This model gains the following Condition until the end of the Turn: **"True Mark:** *This model's* **Sh** *Attack Actions ignore* **Incorporeal** *and* **Armor**."

RESTRICTIONS

Perdita

Aura Ancestral

Cost: 1 SS

- Perdita gains the following Abilities:

  See the Unseen: This model may ignore any duels required for targeting models with an Action.

  Ortega Presence: While within 8" and LoS other friendly Family models gain +2 **Wp**.

RESTRICTIONS

Perdita

Wade In

Cost: 1 SS

- Francisco Ortega gains the following Ability:

  Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may only be reduced to 1 **Wd** by a single damage source.

- Francisco Ortega gains the following Tactical Action:

  (0) Just a Flesh Wound (**Ca** 4 / TN: 12 / Rg: -): This model heals 1/2/3 damage.

RESTRICTIONS

Francisco Ortega

TORMENTA DE PLOMO

COST: 1 SS

This model gains the following Tactical Action:

(2) Leadstorm (**Sh** 6 / TN: 14 / Rg: (↕)6): Enemy models within (↕)6 must succeed on a **Df** 14 duel or suffer 4 damage.

RESTRICTIONS

Family, Rare 1

DIESTRO

COST: 3 SS

This model gains the following Abilities:

Geometric: Models engaged by this model suffer ⊟ to all **Df** duels against **Sh** Attack Actions.

Circular: Models do not flip a card for this model when determining a random target while shooting into an engagement.

RESTRICTIONS

Family, Rare 1

HERMANOS DE ARMAS

COST: 1 SS

This model gains the following Tactical Action:

(0) Cover Me: Target a friendly model within 5". Push the target into base contact with this model.

RESTRICTIONS

Family, Rare 1

HAIR TRIGGER

COST: 1 SS

This model gains the following Tactical Action:

(2) Rapid Fire: This model may discard a card. If it does, this model may make 3 **Sh** Attack Actions with an AP cost of (1) against a single target.

RESTRICTIONS

Enforcer, Family, Rare 1

Patient Confidentiality

Even in daylight there was something about the Sanitarium that sent shivers down the spine. The empty rooms were filled with a sense of panic that lingered from long forgotten patients. The full moons sliced light through the trees and bars to cast wicked images on the floor. The patient danced his feet about the moving shadows as two orderlies carried him by the arms to his cell. He sang a filthy limerick-inspired drinking song to his moonlight partners at increasingly erratic volumes. The man had dark curls and green eyes that were so bright they almost seemed to glow in the dimly lit hallway.

“Where'd he pick this one up?” One of the broad shouldered orderlies opened the door and the other pushed the patient hard enough to knock him to the floor inside. The two of them had confiscated his shoes and clothes. He seemed small and feeble in the scratchy uniform worn by all of the patients.

“Down in the Slums. McMourning said he was just standing there over some dead body,” he closed the door, “havin' a talk with himself.”

The bolt slid closed with a loud clunk. They opened a small window set into the door to gawk at him with their half-slack jaws. “Did he kill him?”

“It was a woman, but nah. Chet said the woman'd been shot and this feller didn't have no gun. 'Sides, he ain't got no blood on him neither.”

“Must'a been his wife or something.” The orderlies shut the little window and their voices trailed off down the hall. The patient shattered the silence with the drone of an incomplete drinking song.

“It's worse than a cat in heat, that wailing.” The orderlies knew that the man could sing on key, but he seemed to prefer being as loud as he could over singing properly. “I don't know how much longer I can take it, Jeb.”

Beyond all irrational possibility the patient had kept singing for nearly two weeks. He chanted in the morning, bellowed in the evenings, and crooned as he slept. Always the same bits of the same song.

“Well, he ain't going to stop any time soon.” The guard rattled the door, but neither bothered to articulate what they wanted. There was never a quiet day at the Smedley Sanitarium now.

The patient leaned against the wall as he sang, the blankets pulled off his bed and wrapped around him in a sort of nest. “An' tuck it into her hidey hole, yo!” He laughed and the sound was worse than his singing. Still laughing, he rose and carried the blanket to the door, where he could peer out through the tiny window bars. “Yoohoo...” he poked a corner of the blanket through the bars and waved it at the orderlies, “we can hear ye in here, boyo.”

“Bennett. Don't look at him,” Jeb whispered, but it was too late.

The patients eyes were wild and he could swear they were glowing, though it must have been some trick of the light. Bennett was just happy that the singing had stopped, “lay down and shut up. The doctor ain't even here yet.”

The patient knew that. He could always tell when Dr. Smedley was in. Ian Smedley had a new method of rehabilitation, he'd been told. The screaming had almost been as loud as the singing. There were plenty of success stories already.

The patient was one of them, but the good doctor couldn't know that. He couldn't know how the screams of the other patients had filled him with glee. How their terror had shuddered through his body, calling fond memories of murder.

He pulled the blanket back through the window and stretched out his long legs as he sat. For the first time since he arrived, he was thinking of something outside the walls, something other than his songs. “Molly girl, we've got a little favor t'ask.” Then he laughed and laughed.

The guards looked at each other and Jeb spoke. “It beats his singing.” Bennett shrugged. He wasn't so sure.

“Not now,” Douglas McMourning spoke in a sing-song voice as he peered at her through the barely open door. His one visible eye went immediately to her pale hands and then back up to her face. She could glimpse a man in a fine clothes and a simple mask beyond him. "You're lucky he's too focused on the dead man on my slab to notice the dead woman in my carving room." He shut the door brusquely in her face.

“'E's with the Secretary.” Sebastian, the morgue assistant, didn't look over at Molly Squidpidge when he spoke, he was too focused on dismembering the body of a Guild Guard. A recent Arcanist attack had left two dead, and this one had already been identified. If he didn't finish quickly, the corpses would be piled higher and higher next to his workstation, which was already three bodies deep. “Would ya mind?”

Molly looked over at him, then shrugged and crossed the room to hold the foot of the corpse steady. The saw whined and cracked the bone unevenly. “Wouldn't it be easier to cut it at the knee?” The saw whined again and Sebastian finally cut through the femur. The leg slipped off the table and Molly held on by the heel, allowing the blood to drain in gushes while the knee swung loosely.

Life had been different for her since Seamus died. The Gorgon's Tear that she had used to revive him had been the reason she had resurrected differently than Seamus's other Belles, and she had worried that without it in hand she would become little more than a dried out husk. That worry worsened when he abandoned her deep in the Quarantine Zone. A deep cough worked its way through her chest, spraying blood and mucus into her free hand. She looked around, then wiped it onto the Guild Guard's remaining leg. That wasn't going to be a problem. The problem was Seamus himself.

There was a wail from the other room and Molly pushed the door open slightly. She saw that the woman was bent over the dead guard, sobbing. No one cared so much when she died. She could remember part of her funeral, how everyone was standing around, talking about what a shame it was that she had been killed and what a tragedy it was and then screaming "no, don't kill me." Well, that last part was likely unrelated to grief.

The door closed with a quiet thud and she turned back to Sebastian. “Would you let the doctor know I'm going to borrow a few of his friends?” The leg in her hand presented a sudden temptation: the sobbing woman would scream if she threw it into the room. Seamus would have liked that, but he wasn't here. He hadn't been with her in two months, ever since they had taken him away, ever since the incident with that Cassidy girl.

They had gone hunting for some 'fresh blood', and found the girl in the slums trying to sell flowers, of all things. It really was for her own good that they killed her. Molly believed that. But then something had gone wrong. Seamus began muttering to himself and she couldn't make out anything he was saying. He had dropped his gun, needing both hands for the extravagant gestures he was making in the air. “Someone's coming,” she had whispered. “Seamus...” But he hadn't heard. She knew enough not to leave him there with a murder weapon when the two Guild Guards turned the corner and spotted them. She grabbed his gun and the Belles had followed her blindly into a back alley as she watched them take her Seamus away.

“Yes mum, I will do so,” Sebastian nodded more times than was necessary and took the leg from her, tossing it onto a pile of other parts for McMourning to examine, “an' Molly, don't forget your 'ed.”

Molly smiled at him and picked Phillip's head out of the pile of parts. “See anything you liked?” Phillip started to say something, but she hugged him to her chest, burying his face in the fabric of her dress. Whatever he had tried to say came out as little more than a mumble. “Well, that's too bad.”

"Any thoughts on who he is yet?" Jeb had asked nearly every day about their mystery patient.

Bennett exhaled and shook his head, "Not since the last time you asked. Look, they sent that fellah over from the Coroner's right? The guy they use to identifies peoples?" Bennett kept talking over Jeb's agreement, "if he ain't know, then who would?"

Jeb raised the tired rebuttal, "He looked like he knew."

Bennett gave him a stern look, "What's he gonna go and lie for?"

"Same reason Dr. Smedly lied. Smedly sure looked like he knew him, and he was awful happy. He said he was an 'interesting case' and grinned wider than I ever saw."

It occurred to them, as they talked, that the patient had been quiet for far longer than normal. At first they had been glad for the peace, but it had gone on too long.

Jeb looked over at Bennett as they walked past his cell, but his companion just shrugged. “We're almost done. Whatever he's doing can wait until the next shift comes on.”

Jeb wasn't convinced. He stopped and opened the door-window to look in. His voice gave a high pitched as he said, “Bennett, he's gone.”

“Move over.” Bennett leaned until he could see through the small bars. Jeb was right: there was no sign of the patient. “Smedley'll have our heads for this, you know.”

As he fumbled with his ring of keys a twisted loop of bed sheet flew through the bars of the door-window. It slipped easily around Bennett's neck, and pulled him to the door.

Jeb yelled, but they had been yelling at the patient for months. No one came to help as he stood paralyzed and watched Bennett suffocate.

They made a strange group, but, compared to the other things that wandered the sewers, they were relatively normal. Molly walked in the front, swinging a heavy purse which occasionally mumbled something about motion sickness. Behind her came the two remaining Belles and a canine beast which had once had three heads. One of the heads had been lost in some accident and she felt bad for the poor little guy, stuck in its cage all day waiting for McMourning to fix him up. Scuttling along at the end was the strange machine that had started following her in the basement of Octavius Hall, its bug-like legs clattering against the cobblestones like impatient nails on a table. Seamus would have appreciated it.

“Well, Kelly-girl, I'm thinking we're right close.” Molly bounced her head from side to side, doing a poor imitation of her master, but the Belle didn't seem to mind. “That means stop walking. Are ye daft?” Trying to talk like Seamus was harder than it seemed,

and sent her into a spastic fit of coughing that only ended when she spat a large wad of bloody mucus on the ground. Thankfully, the Belles had listened to her earlier order and they'd stopped beneath the manhole instead of wandering to their next death further down the pipe. “Let's see just how close.”

Molly climbed to the top of the ladder beneath the manhole cover and opened the heavy purse she still carried. “Were you trying to crack my skull open?” Phillip demanded when she finally pulled him free. There was a strange imprint on his forehead from the other items that had been shoved into the purse with him.

“How close are we to the looney bin?” Molly clung to the ladder with one hand and shoved Philip's head through the manhole with the other. If he'd been able to feel pain, it would have sent his head ringing. As it was, it still took him a moment to get his bearings, especially since the heavy manhole cover forced his head to the side, so he was seeing everything at an angle.

Then, as soon as he made sense of the view, he was falling and rolling across the dirty sewer floor. When he stopped, he could see Molly laying on the ground where she had fallen off the ladder, the strange little necrotic machine nudging her with one if its syringe-claws. “We're right outside the gates," he said.

It was good to be back in control. When he called for the lingering spirit of his guard to bend to his will, Bennett's body shuddered and stood again under its own power. Seamus laughed as the undead orderly turned on his partner, bashing the man's head in as he stood frozen in terror. His only regret was that Bennett was too dead to realize his own strength and had left Jeb too broken to bother raising.

The zombie fumbled around and found the key and then Seamus was free. Wearing only the plain clothes of a patient, he knew he wouldn't get far. He 'borrowed' Jeb's bloodstained uniform, but hesitated before changing. “Don't peek now, boyo.”

It wasn't a long walk back to the main level, but it took them nearly an hour because Seamus paused at every door to see who was hiding inside. By the time he reached the entrance, he had begun gathering a new harem, though they would all need new outfits.

From what little he could remember, the main hall would be staffed with at least half a dozen guards. The zombies he'd raised probably wouldn't be enough, but if he was lucky they could cause a distraction that would let him slip away. If he was really lucky then she would be here...

He looked around the corner, then stepped into full view and laughed. “Molly, what were ye thinking, bringing that here?”

Molly looked at him, then at the giant hodgepodge beast that she had 'borrowed' from McMourning. Most of the guards were dead. Some had festering bite marks from the creature's teeth, other severe burns from the acid it had spat. “I thought he might like a walk.” She reached into the purse and fished around next to Phillip's head to produce his gun.

Seamus's face lit up, and he rushed to take his favorite toy from Molly. One of the guards groaned and rolled over, looking at them. He mouthed a silent plea for help. Seamus lowered the gun and fired.

A voice in the back of his head whispered. Every kill steadied him more but he could still hear her, hear the Gorgon's whisper. Some of what she said was useful, tricks he never would have considered to raise the dead, but it would be folly to obey her blindly.

"Any chance there is something a bit more fitting to wear in that bag?" He waggled his eyebrows at her as they stepped out into the open night air.

Chapter 7: Resurrectionists

The lure of necromancy often begins in very subtle ways. A person could be living out their days in Malifaux when they come across an old book with words only they seem to be able to read. As they learn more, the words seem to take on a strange power that translates into the material world. If any such person happens to have access to a Soulstone, they can go from casual merchant to Resurrectionist in a matter of weeks, leaving their home to practice in the untamed sectors of the city and to pillage any libraries that might have for more books with more instructions on their craft.

Other times, the power will grip a person in a sudden frenzy, and a once normal neighbor will run away, only to appear later on wanted posters as a dangerous criminal. No one but those possessed in such a manner can explain the change, and it is rare for anyone to get close enough to ask without being attacked by undead guardians. These people may learn a little from books, but their true knowledge comes from practice and experimentation, growing their power organically.

Limited by what bodies they can procure, most Resurrectionists will reanimate the corpses of those who have died in the fight against them. While grieving widows might at first be glad to see their lovers returning from the fight, they quickly learn that there is no longer a soul within those bodies, that they are little more than puppets dancing for their new master. Their husbands have returned to condemn more victims to their terrible, restless fate.

Some practitioners choose to walk a different path. Rather than settling for whatever bodies may be laying around, they will pick and choose the best parts of each, piecing them together to form terrifying creatures that are only vaguely reminiscent of their original forms. These mad scientists are the most feared, and are often targeted by the Death Marshals since the need for lab space makes it harder for them to evade capture.

Often working alone or with a few trusted agents, there is a distinct flavor to each Resurrectionist's creations, as distinct as a fingerprint to those who hunt them. Only the most skilled, lucky, or powerful, have evaded the Death Marshals for long. In fact, the Guild knows several Resurrectionists only by internal aliases, identified not in person, but by their works.

The Resurrectionists also have a strange commonality. No matter whose tomes they reclaim or what symbols have been etched into a body, many ramble of a patron spirit who guides the necromancer's actions and lends them the power to raise the dead. Through books reclaimed after raids, the Guild has learned that this spirit is known by the most mad as The Grave Spirit, although its actual relationship to their powers is still unsubstantiated by official Guild intelligence.

Residents of Malifaux fear the Neverborn as things of nightmares and horror stories, but there is little as chilling as the thought of a family member returning in the night for the blood of the living. Even worse is the idea that their bodies have been desecrated, torn apart for use in different models of zombies, and barely recognizable. This is the fear that allows the Resurrectionists so much power.

Resurrectionists vie with Neverborn for the top spots on the Guild's most wanted lists, but accounts of their appearance or manner is often unreliable. The Quarantine Zone is the known lair of many necromancers, which makes tracking them extremely resource intensive for the Guild. These two facts combine to create a situation where Resurrectionists are often caught not in their lair, but while attempting some vile crime.

This only makes them strike even more terror into the hearts of the common people.

Seamus

It is unknown just how many people Seamus has killed. One reason is that most of his victims are raised up as part of his harem, and follow him from the scene of the crime. Another is that they are so numerous that an accurate count is nearly impossible. Seamus is listed as one of the most dangerous people in all of Malifaux, trading places with powerful Neverborn on the Guild's most-wanted lists.

Earthside, Seamus was well-respected within his community. When the Breach opened, he planned to take his hatting skills to Malifaux, which looked to be ripe for a change in fashion. What he found instead was a book that whispered its dark secrets to him. What began as a curiosity turned into an obsession. That obsession drove him deeper and deeper into the quarantined area of the city, unearthing more vile secrets with each step.

His most audacious crime came at the height of his madness, when he attempted to summon the Grave Spirit itself. It was only through the good aim of Samael Hopkins that the summoning was broken.

Seamus was left for dead, but Molly, his most successful resurrection, used the Gorgon's Tear to heal him by sealing it inside of his head. The Gorgon's Tear now calls to him, forever binding him to the madness that drives him to stalk the moonlight streets of Malifaux.

SEAMUS
Master, Living

CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
4	7	12	4	6	2

ABILITIES

Terrifying (All) 12: Enemy models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Impossible to Wound: Damage flips against this model suffer ⊟. Damage flips against this model may not be cheated.

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Feast of Fear: Whenever an enemy model within 6" of Seamus fails a **Wp** duel, Seamus heals 2 wounds.

SEAMUS

ATTACK ACTIONS

(1) .50 Flintlock (**Sh** 6 / Rst: **Df** / Rg: ⌐10): Target suffers 4/6/8 damage. This Action may only be taken once per Turn.

(1) Backhand (**Ml** 7 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/1/3 damage.
- ✕ **Palm-Side**: After damaging, take this Action against the same target again. This Attack may not declare Triggers.
- **Bored Now**: After damaging, push this model up to 3" away from the target.

TACTICAL ACTIONS

(0) Arise My Sweet (**Ca** 7✕ / TN: 16✕✕ / Rg: 6): Summon one Belle Minion in base contact with target Corpse Marker. Discard the Corpse Marker.

(1) Back Alley (**Ca** 7✕ / TN: 14✕ / Rg: -): This Action may only be taken if no enemy model can draw LoS to Seamus. Place Seamus anywhere within 10" that is also within 1" of any blocking terrain. Seamus may not take Interact Actions for the remainder of this Activation.
- **Short Cut**: After succeeding, place Seamus within 16" instead of 10".

30mm

McMourning

Some Resurrectionists are content to raise the dead and take pride in how well the zombies resemble their living counterparts. McMourning is different. Working as the Guild's coroner provides him with plenty of bodies which will not be missed. Given his position within the Guild, he is able to study many of the creations of others, and even some of the monstrosities predating humanity's arrival to Malifaux.

His work began as pure research, funded by the Guild to see if they could use the information to their advantage. Initially, the tests showed little success. Without magic they were little more than a conglomeration of parts. The project was closed, but McMourning wasn't finished.

With the cloying scent of embalming fluids and slowly decomposing bodies, the morgue itself was located far enough away from the main Guild Headquarters that it was a simple matter to create a secret tunnel further into the sewers, where he established a proper lab. Within this sanctuary he was free to practice the skills he had learned and expand them to include his own creations. Each time a body comes to him, he picks the best parts before having the rest buried.

Over time his lab has grown, and he has surrounded himself with depraved sycophants. With his "nurses" to aid with each operation, and Sebastian to help him cover his tracks, he has managed to stay one step ahead of the Death Marshals... more or less.

McMourning

Master, Living

Cache 4

Df	Wp	Wd	Wk	Cg	Ht
5	5	14	5	7	2

Abilities

Organ Donor: After this model inflicts damage with a **MI** Action, it heals an amount of damage equal to the damage inflicted. This model may not heal more than 5 damage per Activation in this way.

Hard to Wound +1: Damage flips against this model suffer ⍈.

Catalyst: Other models with the **Poison** Condition which begin their Activation within ❶8 of one or more models with this Ability immediately suffer 1 damage from the **Poison** Condition and then lower their **Poison** Condition value by 1.

Precise: Damage caused by this model ignores **Armor** and **Hard to Wound**.

McMourning

Attack Actions

(1) Surgical Implements (**MI** 6⚔ / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/6 damage.
⚔ **Infect**: After succeeding, target gains the **Poison +1** Condition a number of times equal to the number of ⚔ in the final duel total.
⚔🖐 **This One's Ready**: After succeeding, push McMourning into base contact with the target.

(1) Rancid Transplant (**Ca** 7⚔ / TN: 15 / Rst: **Df** / Rg: 8): Target model gains the **Poison +2** Condition. For each other Undead model within 3" of it, the target gains an additional **Poison +2**. Each other Undead model within 3" of the target suffers 1 damage.
⚔🖐 **This One's Ready**: After succeeding, push McMourning into base contact with the target.

(0) Expunge (**Ca** 7⚔ / TN: 14⚔ / Rst: **Df** / Rg: 8): Target model suffers an amount of damage equal to its current **Poison** Condition value, up to a maximum of nine. Lower the target's **Poison** Condition value by nine, to a minimum of zero.

Tactical Actions

(0) Injection: Target another friendly model within 8". Push the target up to its **Wk** in any direction, then place a Scheme Marker in base contact with it. The target gains **Poison +2**.

30mm

Nicodem

Nicodem is a gentleman by action rather than resources. Though his roots are peasant in nature, he has overcome them with a natural skill for interpersonal politics.

His job is to find places to bury the numerous dead that pass though the city. Both martial and civilian deaths must pass through him before they can be interred. Where many would find themselves falling into a depression over such a morbid task, Nicodem bears it with a grace that sets him above the other Resurrectionists.

As he oversaw bodies being buried, he began to hear their stories. Soon, he learned their secrets. In the darkness of the night he practiced raising the dead, and soon it became second nature. Though the zombies he raises are often mindless, they benefit from being raised en masse.

Nicodem can sense a dead body even when he isn't thinking about it, and can raise the body with only a moments thought. As the person who decides where the dead are to be buried, he has overseen new cemeteries near the heart of the city. Once they are filled with enough bodies, he will be able to strike, taking the Governor General out of office and allowing himself to rise to his appropriate station on the backs of the undead hordes.

NICODEM
Master, Living

CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
4	7	14	5	-	2

ABILITIES

Embrace Death: When this model Activates, it may discard any number of Corpse Markers within 6". This model gains +1 **Ca** to all **Ca** Actions for the remainder of this Activation for each Corpse Marker discarded in this way.

Death's Whip: Friendly undead models within ❶6 are immune to the **Slow** Condition.

Corpse Conductor: Friendly Undead models within ❶6" of this model gain ⚅ to **MI** Attack Actions and ⚅ to **Df** duels.

Impossible to Wound: Damage flips against this model suffer ⚀. Damage flips against this model may not be cheated.

NICODEM

ATTACK ACTIONS

(1) Rigor Mortis (**Ca** 6✗ / TN: 10✗ / Rst: **Wp**/ Rg: 14): Target receives the **Slow** Condition. If the target is a friendly Undead model, it receives **Fast** instead.

✗✗ **Panic Attack**: After succeeding, target suffers 3 damage.

(1) Decay (**Ca** 6✗ / TN: 14✗ / Rst: **Df** / Rg: 8): Target suffers 2/2☠/3☠ damage. Friendly Undead models reduce all damage suffered from this Attack to 0 and then heal 2 damage.

✗ **Desiccation:** After succeeding, discard a Corpse Marker within 8" to heal all damage on one friendly model which was healed by this Action.

TACTICAL ACTIONS

(0) Chime of Sorrow: Discard up to three Corpse Markers within ❶8 of this model. Draw a card and heal this model 2 damage for each Corpse Marker discarded in this way.

(1) Re-animator (**Ca** 6✗ / TN: * / Rg: 10): Name a Resurrectionist Minion Undead model. The TN of this Action is 10✗✗ plus the Soulstone Cost of the named model. Summon the named model within 1" of target Corpse Marker, then discard the Corpse Marker. The summoned model suffers damage equal to half its Wounds which may not be reduced.

30mm

Madame Sybelle

Madame Sybelle was once the successful proprietress of Sybelle's Saloon, which was more cathouse than bar. Her girls were clean, pretty, and never gave a customer less than their money's worth. Things were good for Sybelle for a long time, the full cashbox reminding her daily that her choice to move from Earthside had been the right one. That good fortune changed for the worse one day in May when a top-hatted gentleman visited her establishment.

The creature that Madame Sybelle became remembers Seamus's visit in fleeting impressions of terror, screaming, and fire. Time has not been kind to her undead form, but Sybelle retained her skills by inflicting pain when she crossed back over from death. She influences the actions of the ladies that were once in her employ, commanding her Belles when Seamus is away. Even the new Belles uncannily sense that Madame Sybelle is in charge.

MADAME SYBELLE

Henchman, Undead, Rare 1

COST 8 CACHE 5

Df	Wp	Wd	Wk	Cg	Ht
6	5	9	5	6	2

ABILITIES

Cathouse Madam: Friendly Belles activating within ❶6 of this model gain +1 **Wk** until the end of the Activation.

Hard to Wound +1: Damage flips against this model suffer ⍈.

Terrifying (All) 12: Enemy models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

MADAME SYBELLE

ATTACK ACTIONS

(1) Bleeder Lash (**Ml** 6🕮 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/4/5 damage.
🕮 **Death Mark**: After damaging, the target must discard one card or gain the following Condition until the end of the game: "**Death Mark:** This model is treated as having the Peon characteristic for Encounter purposes and may not take Interact Actions."

(1) Shriek (**Ca** 6 / Rst: **Wp** / Rg: ⌐10): Target suffers 2/3🌩/5🌩 damage.

(0) Attend to Personally (**Ca** 6✗ / TN: 12 / Rst: **Wp** / Rg: 12): Target gains the following Condition until the end of the Turn: "**Only Sybelle**: When declaring a model other than Madame Sybelle as the target of an Action, this model must succeed on a TN 13 **Wp** duel or the Action immediately fails."

TACTICAL ACTIONS

(0) Call Belle (**Ca** 6✗ / TN: 14✗ / Rg: 12): Place target friendly Belle in base contact with this model.

30mm

Sebastian

A "patient" of McMourning's early experiments on living tissue, Sebastian serves as the Morgue Master's assistant. Sebastian's duties extend to anything McMourning deems beneath his notice or, in professional terms, "icky." Sebastian frequently puts himself in danger thanks to his unwavering loyalty. Sebastian is also the poor sod who is tasked with carrying out failed experiments, or transporting bodies between the Morgue and McMourning's secret laboratories.

Sebastian is an artist with the bone saw and can dismantle a body in seconds, even a living body. Occasionally Sebastian will be forced to clean out batches of McMourning's experiments, many of which are unwilling to go quietly. Sebastian becomes a whirling dervish of metal, lopping off limbs and severing torsos in a gory display that borders on performance art, and makes McMourning consider re-evaluating the man.

Mortimer

Mortimer knows that a job's a job. He must believe it, as he declares so frequently in the presence of his employer, Nicodem. Mortimer's jibes are ignored and he is ordered about with less warmth than a slave.

Mortimer is loquacious, overweight, slovenly, and has an obvious lack of respect for those whose graves he digs. This is made more apparent by the bawdy songs he sings while shoveling dirt.

Nicodem puts up with Mortimer's peculiarities for the simple reason that the man is good at his job and knows how to keep his mouth shut. Not only does he dig a grave more perfectly than any other man, but when Mortimer one day stumbled into one of Nicodem's resurrection ceremonies Mortimer reacted by leaning against the wall, lighting up a cigar and reminding his boss that "a job is a job." Their agreement stands to this day.

SEBASTIAN

Henchman, Living, Rare 1

COST 7 CACHE 6

Df	Wp	Wd	Wk	Cg	Ht
5	5	9	5	6	1

ABILITIES

Induction: Enemy models within ❶6 that suffer damage from the **Poison** Condition suffer an additional 2 damage from the **Poison** Condition.

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

Hard to Wound +1: Damage flips against this model suffer ⍈.

Catalyst: Other models with the **Poison** Condition which begin their Activation within ❶8 of one or more models with this Ability immediately suffer 1 damage from the **Poison** Condition and then lower their **Poison** Condition value by 1.

MORTIMER

Henchman, Living, Rare 1

COST 9 CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
5	6	11	4	7	2

ABILITIES

Regeneration +1: When this model Activates it heals +1 damage.

Chatty: Enemy models within ❶6 may not take Interact Actions.

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

SEBASTIAN

ATTACK ACTIONS

(1) Bone Saw (**MI** 5✕ / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/5 damage.
✕ **Infect**: After succeeding, target gains the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

TACTICAL ACTIONS

(1) Under Cover (**Ca** 6✕ / TN: 10✕✕ / Rg: -): Until the start of this model's next Activation, ⌐ Attacks targeting models within ❶8 of this model suffer ⍈.

(1) Bloody Harvest (**Ca** 6✕ / TN: 13 / Rg: ⫻3): Models within range must succeed on a **Df** 8 duel or suffer 4 damage. The TN for this **Df** duel is increased by the value of the **Poison** Condition on this model, up to a maximum of 17.

30mm

MORTIMER

ATTACK ACTIONS

(1) Shovel (**MI** 7✕ / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/3/4 damage.
✕✕ **Dismember**: After damaging an enemy, place a Corpse Marker in base contact with the target.

(1) Fling Rot (**Ca** 5✕ / Rst: **Wp**/ Rg: ⌐12): Target receives the **Poison +3** Condition.

(1) Fresh Meat (**Ca** 5✕ / Rst: **Df** / Rg ⌐14): All Undead models in LoS of the target model may choose to push up to their **Wk** toward the target model.

TACTICAL ACTIONS

(2) Found a Bone (**Ca** 5✕ / TN: 14✕ / Rg: -): Place a Corpse Marker in base contact with this model.

30mm

Copycat Killer

Immaculately dressed with a nearly identical suit and ridiculous top hat to Seamus, the Copycat is a concentrated amalgamation of Seamus's narcissism, lechery, and penchant for brutality. The Copycat cackles with impish delight when it inflicts pain and suffering on the living, currying its master's favor with each slash of the knife. He even carries a smaller, but no less lethal, version of Seamus's ridiculous flintlock pistol. When the Copycat fires it, the blast of the weapon nearly blows him off his feet – a sight that never fails to amuse Seamus.

The Copycat's dress and mannerisms have even fooled Seamus's enemies, if only in the shadows. It has learned how to deepen its high voice into a tone that resembles Seamus's own, and its sing-song mocking calls can be heard coming from the shadows of dark alleys. This ruse has served Seamus and the Copycat well, leading their victims into traps from which they never return alive.

Zombie Chihuahua

Morgue Master McMourning's first successful experiments with reanimation came in the form of reanimated animals. One such experiment was a particularly feisty Chihuahua. While Sebastian had "subdued" it rather lethally, the bites and scratches he bore were a testament to the little beast's tenacity.

McMourning prepared the animal's corpse for reanimation, and then performed the magic that would bring it back from the beyond. As with several of his other near-successes, this attempt also appeared at first to be a failure. His inability to raise even this pitiful animal from the dead had McMourning truly questioning his talents as a necromancer.

Then, with a shudder, the Chihuahua's reanimated form leaped up and promptly bit McMourning on the nose. It yipped excitedly at him, wagging its little tail. McMourning swept the foul creature up in his arms and let it lick his face with its swollen tongue.

Copycat Killer

Peon, Living, Totem (Seamus)

Cost 3

Df	Wp	Wd	Wk	Cg	Ht
5	4	4	4	6	1

Abilities

Hard to Wound +1: Damage flips against this model suffer ⌸.

Insignificant: This model may not take Interact Actions.

Little Hatter: When a friendly Seamus places a Hat Marker within 3" of this model, this model may immediately remove it from play and attach the Mad Haberdasher Upgrade.

Zombie Chihuahua

Peon, Undead, Totem (McMourning)
BEAST

Cost 2

Df	Wp	Wd	Wk	Cg	Ht
4	4	4	5	7	1

Abilities

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Insignificant: This model may not take Interact Actions.

Horrific Odor: At the end of this model's Activation, it may make all models within (↑)2 gain **Poison +2**.

Copycat Killer

Attack Actions

(1) .49 Flintlock (**Sh** 4 / Rst: **Df** / Rg: ⌐8): Target suffers 4/5/7 damage. After taking this Action, this model is pushed 4" away from the target.

(1) Hedge Trimmers (**Ml** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/3 damage.
✕ **With a Flourish**: After damaging, immediately kill the target unless it discards two cards or two Soulstones.

Tactical Actions

(0) Mistaken Identity: Place this model into base contact with target friendly Seamus within 18", regardless of LoS.

30mm

Zombie Chihuahua

Attack Actions

(1) Annoying Yapping Teeth (**Ml** 2 / Rst: **Df** / Rg: ⫻ 1): Target suffers 0/0/1 damage and gains the **Poison +1** Condition.

(1) Smell Weakness (**Ca** 6✕ / TN: 10✕ / Rst: **Wp** / Rg: 6): Target gains the following Condition for the rest of the game: "**Susceptible**: This model loses any Immunity to the **Poison** Condition." Sacrifice this model.

(0) Expunge (**Ca** 5✕ / TN: 14✕ / Rst: **Df** / Rg: 8): Target model suffers an amount of damage equal to its current **Poison** Condition value, up to a maximum of nine. Lower the target's **Poison** Condition value by nine, to a minimum of zero.

30mm

Vulture

Vultures serve as Nicodem's eyes and ears throughout Malifaux. These carrion birds are drawn to the all too common scent of death and dying in Malifaux, and their appearance is often a precursor to a visit from the tall and sallow Undertaker himself. Those near death often see the crook-necked creatures gathering as their lives slowly fade, a chilling final image for anyone. The vultures' beady eyes watch from nearby perches or while circling lazily above as a dying victim takes its final breaths, eventually surrendering to the inevitable with a final exhalation.

Over the years Nicodem has used his necromantic talents to develop the ability to see through these creatures' eyes, using the birds as spies among his many enemies. Nicodem is even capable of sending his will through vultures that he has formed a bond with, thereby allowing him to keep order among his undead charges from great distances in the event they stray from the task he has set for them.

VULTURE COST 3

Peon, Living, Totem (Nicodem)

BEAST

Df	Wp	Wd	Wk	Cg	Ht
6	5	3	10	10	1

ABILITIES

Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

Death's Whip: Friendly Undead models within ❶6 are immune to the **Slow** Condition.

Insignificant: This model may not take Interact Actions.

ATTACK ACTIONS

(1) Beak and Talons (**MI** 2 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/3 damage.

TACTICAL ACTIONS

(1) Eyes and Ears: (**Ca** 4 / TN: 12 / Rg: 12): Until the start of this model's next Activation, target friendly Master may use this model to draw LoS and range for any **Ca** Actions it takes.

(0) Carrion Away: Target a Corpse Marker in base contact with this model. At the end of this model's Activation, place the Corpse Marker in base contact with this model.

VULTURE

30mm

Graveyard Spirit

Graveyard Spirits serve as guides between the lands of the living and the dead. These entities appear in a variety of ways, but all possess some sort of light source to direct the dead into the aether. More often than not a Graveyard Spirit appears as a kindly elderly man with a candle or lantern.

Necromancy has a way of thwarting a Grave Spirit's task, preventing a spirit from joining the aether, or calling spirits and binding them to corporeal form. Surprisingly, Graveyard Spirits allow this usurpation of their duties.

As harbingers of the inevitability of death, they are patient. On occasion they have been known to join forces with a Resurrectionist, knowing that the Master's macabre actions will eventually provide additional souls in need of the Graveyard Spirit's guidance.

GRAVEYARD SPIRIT COST 3

Peon, Totem

SPIRIT

Df	Wp	Wd	Wk	Cg	Ht
3	5	4	4	6	1

ABILITIES

Insignificant: This model may not take Interact Actions.

Strength From Below: While in base contact with this model, friendly models gain the following Condition: "**Armor +2**: Reduce all damage suffered by this model by +2, to a minimum of 1."

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

ATTACK ACTIONS

(1) Chill Touch (**MI** 3 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/5 damage.

TACTICAL ACTIONS

(1) Calling of the Grave: Target a model within 8", push this model into base contact with the target.

(0) One Foot in the Grave: Discard a card to make target opponent discard a card.

GRAVEYARD SPIRIT

30mm

Bête Noire

She haunts the City's shadows and alleyways, and has for as long as anyone can recall. Few have seen her shadowy visage and lived. Those who have remember impressions of their encounter... but never her face. Who or what the Bête Noire is may be a mystery no one will ever solve.

Her movements are ephemeral, able to cross through shadow or disappearing in a black fog when she wishes. However, Bête Noire is no ghost. The wicked blades she wields are as real as her gruesome ability to come forth from a recently deceased body.

Although Bête Noire's victims pray for a quick death she takes long minutes – sometimes hours – to deliver the mercy they pray for. None know the true reason behind her sadistic tendencies, but they are in line with those of the Resurrectionists, and she occasionally makes brief, wordless, alliances.

BÊTE NOIRE

Enforcer, Undead, Rare 1

COST 8

Df	Wp	Wd	Wk	Cg	Ht
7	5	4	5	8	2

ABILITIES

Drawn to Death: This model may begin the game buried. When a Living or Undead model is killed, this model may unbury in base contact with the killed model before removing it from play.

Scent of Blood: This model receives the **Fast** Condition when a Living model within 3" is killed by another friendly model.

Tenebrous Aura: Sh Attack Actions targeting friendly models within ❶3 suffer ⍈.

Death Rattles: When this model is reduced to 0 Wounds, it may immediately take the **(1) One With the Night** Action before counting as killed. If the Action succeeds, this model is not killed.

ATTACK ACTIONS

(1) Paired Knives (**Ml** 6✗ / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/4 damage. This Action's Attack flip receives ⚅.

✗✗ **Sever Spine**: After damaging, if the target is Living, it receives the **Paralyzed** Condition.

Groin Strike: The damage flip gains ⚅⚅.

Mutilate: After damaging, the target receives the **Slow** Condition.

Mark for Death: After damaging, the target must immediately succeed on a TN 12 **Wp** duel or receive the following Condition for the rest of the game: "**Death Mark:** This model is treated as having the Peon characteristic for Encounter purposes and may not take Interact Actions."

TACTICAL ACTIONS

(1) One With the Night (**Ca** 6✗ / TN: 16✗): Bury this model and then remove all Conditions and heal all damage on this model.

(2) Flurry: This model may discard a card. If it does, this model may make 3 **Ml** Attack Actions with an AP cost of 1 against a single target.

BÊTE NOIRE

30mm

Canine Remains

Unlike other magical traditions, necromancy is rarely something an individual seeks out and learns from a teacher. Its secrets are unlocked through investigation of fragments of moldering scrolls and tomes – often the ramblings of madmen. Most fledgling Resurrectionists do not begin gathering dead humans and reanimating their corpses. Instead, they begin by honing their craft on less complex creatures.

Stray dogs are plentiful in the City's streets. These animals provide ample opportunity for a novice to practice newly-learned talents, bringing the canine's inanimate corpse back to some semblance of life. Reanimated Canine Remains serve as the Resurrectionist's servants and guardians until such time as her talents have advanced beyond mere parlor tricks. They seem fiercely loyal to their creators, even moreso than the typical obedient zombie and retain much of their canine ferocity.

CANINE REMAINS

Minion, Undead

BEAST, HOUND

COST 4

Df	Wp	Wd	Wk	Cg	Ht
5	5	4	6	6	1

ABILITIES

Hunting Dogs: Enemy models receive -1 **Df** while within ❶1" of this model.

Scent of Death: This model may take the (2) Charge Action as a (1) Action when targeting a model affected by the **Poison** Condition.

Hard to Wound +1: Damage flips against this model suffer ⍈.

ATTACK ACTIONS

(1) Teeth and Claws (**Ml** 4✗ / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/3/4 damage.

✗✗ **Rabies**: After succeeding, target gains the following Condition for the rest of the game: "**Rabid**: This model gains the Beast characteristic and suffers -1 **Wp**."

✗**Infect**: After succeeding, the target gains the **Poison +1** Condition a number of times equal to the number of ✗ in the final duel total.

TACTICAL ACTIONS

(2) Found a Bone (**Ca** 6 / TN: 14✗ / Rg: -): Place a Corpse Marker in base contact with this model.

CANINE REMAINS

30mm

Crooked Man

Animated by a burning desire to complete something left undone, Crooked Men are the victims of mine cave-ins. They are forced to dig themselves out of their own rubble-filled tombs, returning to the world with limbs shattered and bones jutting out at odd angles. They shuffle to greet whatever need draws them forth.

Despite their shattered and feeble appearance, Crooked Men can withstand a great deal of punishment before the creature's hold fades. The destruction wrought to their bodies leaves them little that can be further harmed.

Resurrectionists have been known to orchestrate cave-ins to witness this phenomenon, sometimes bending Crooked Men to their will. This often takes the form of a bond of promise between the necromancer and the Crooked Man. For the creature's service it is promised aid in achieving its unfinished goal. This is a pact often broken.

Crooked Man

Minion, Undead

TORMENTED

COST 5

Df	Wp	Wd	Wk	Cg	Ht
4	6	7	4	6	2

Abilities

Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

Crooked: This model gains **Df** +2 while making **Df** flips against ⌐ Attack Actions.

Bullet Proof +2: Reduce all damage suffered from **Sh** Attack Actions by this model by +2, to a minimum of 1.

Attack Actions

(1) Mining Tools (**Ml** 5 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/3/5 damage.
- ✕ **Suffocate**: After damaging, the target receives the **Paralyzed** Condition.

(1) Spread Decay (**Ca** 5✕ / TN: 11 / Rst: **Df** / Rg: ⌐10): Target suffers 1/2☠/3☠☠ damage.
- ✕ **Epidemic**: After succeeding, all models damaged by this Attack gain the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

Tactical Actions

(0) Shafted (**Ca** 5✕ / TN: 14✕ / Rg: ❶6): Until the end of the Turn, enemy models which end a move or push within ❶6 and in base contact with one of this Crew's Scheme Markers suffer 2/3/7 damage which may not be cheated.

Crooked Man

30mm

Flesh Construct

Flesh Constructs are assembled using parts from the heartiest victims available to a Resurrectionist. These walking nightmares are an amalgamated mess of limbs from multiple victims, each chosen for its resistance to injury and brute strength. Intelligence is a low priority when it comes to assembling a Flesh Construct, and consequently these undead appear slow and shambling.

Once engaged with its target, the Flesh Construct uses its size and strength to tear pieces away using whatever brutal weapon is at hand, typically a meat hook or other sharp implement. When the Flesh Construct cannot locate a weapon, it resorts to tearing its victim apart limb from limb, even devouring pieces in a feeding frenzy. Where this hunger for flesh comes from is unknown, but any necromancer talented enough to assemble a Flesh Construct knows better than to linger too long between feedings.

Flesh Construct

Minion, Undead, Construct

COST 6

Df	Wp	Wd	Wk	Cg	Ht
3	2	13	5	5	2

Abilities

Embalmed: When this model would suffer damage due to the **Poison** Condition, instead, it heals 1 damage. When this model is deployed or summoned, it gains the **Poison +5** Condition.

Hard to Wound +1: Damage flips against this model suffer ⌸.

Ceaseless Advance: When a friendly model ends its Activation, if the opposing player has 0 cards in hand, this model gains the **Reactivate** Condition.

Too Dumb to Care: This model is immune to Horror Duels and the **Manipulative** Ability.

Attack Actions

(1) Meat Hook (**Ml** 5✕ / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/3/5 damage.
- ✕ **Rend Flesh**: The damage flip gains ⌸.
- ✕ **Infect**: After succeeding, target gains the **Poison +1** Condition a number of times equal to the number of ✕ in the final duel total.

(1) Devour (**Ml** 6✕ / **TN**: 13⌨✕ / Rst: **Df** / Rg: ⫻ 1): Sacrifice target Living model. The target must be **Ht** 1 or have the **Paralyzed** Condition.

Flesh Construct

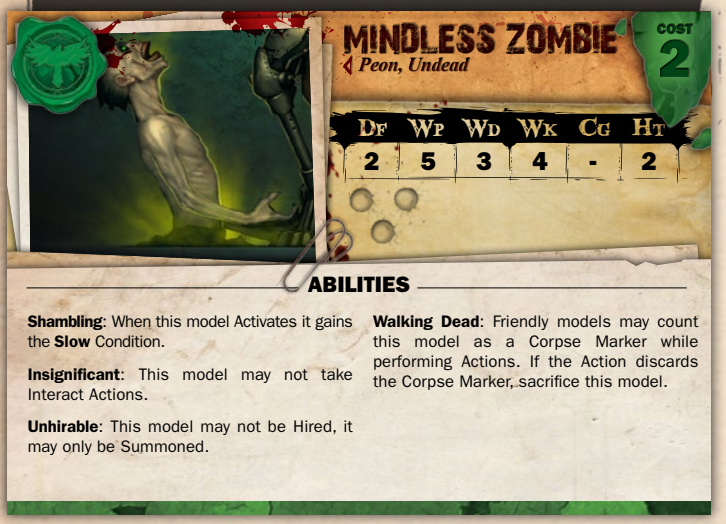
40mm

Mindless Zombie

Not every undead is reanimated by necromantic ritual. Some are unable to rest after death due to circumstances left unresolved. Other undead are cursed to walk the land for eternity, passing their curse on to their victims.

These wandering undead are mindless creatures, shambling from victim to victim. With each killing their ranks swell, the curse passed on to the victim who rises from death to join its unending torture. Once a zombie plague has begun, it is very hard to put down and must be burned out.

Only the most talented or deranged mind would attempt to control these mindless creatures, but some do. They are easily summoned, and for a time can be controlled by sheer willpower. The stronger the talent the longer this time tends to last. But eventually, in the pursuit of power, a misstep occurs.



MINDLESS ZOMBIE

Peon, Undead

COST 2

Df	Wp	Wd	Wk	Cg	Ht
2	5	3	4	-	2

ABILITIES

Shambling: When this model Activates it gains the **Slow** Condition.

Insignificant: This model may not take Interact Actions.

Unhirable: This model may not be Hired, it may only be Summoned.

Walking Dead: Friendly models may count this model as a Corpse Marker while performing Actions. If the Action discards the Corpse Marker, sacrifice this model.

MINDLESS ZOMBIE

ATTACK ACTIONS

(1) Gnashing Bite (**Ml** 3 / Rst: **Df** / Rg: 1): Target suffers 1/1/3 damage.
Contagion: After damaging, if the Attack killed a Living model, summon a Mindless Zombie in base contact with the target before it is removed. The target drops no Corpse Markers.

30mm

Necropunk

The combining of clockwork and steam with undead flesh is not a new science. The residents of Old Malifaux experimented with such mergers, creating Steamborgs and necro-tech creatures. Much of their learning has been lost, but dedicated research by necromancers has led to some breakthroughs. The results are the small monstrosities dubbed "Necropunks" by the Guild's Guardsmen.

Each Necropunk is a unique blending of clockwork and flesh, giving the zombified corpse the agility and dexterity of the living. Swarms of these spider-limbed creatures are capable of tearing apart their victims. Because of the simplicity in their construction, Necropunks are almost always encountered by the Guild when they raid a Resurrectionist's laboratory. They throw themselves mindlessly at their enemies, giving their master valuable time to escape out the back.

NECROPUNK

Minion, Undead, Construct

COST 5

Df	Wp	Wd	Wk	Cg	Ht
5	5	4	4	6	1

ABILITIES

Hard to Wound +1: Damage flips against this model suffer .

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Reattach: At the start of this model's Activation it may heal up to 2 damage and gain the following Condition until the end of the Turn: "**Fragile +1**: Damage flips against this model gain ."

NECROPUNK

ATTACK ACTIONS

(1) Filthy Claws (**Ml** 4 / Rst: **Df** / Rg: 1): Target suffers 1/2/3 damage.

TACTICAL ACTIONS

(0) Leap (**Ca** 3 / TN: 10): This model immediately moves up to its **Cg**, ignoring intervening terrain and models during the move.

(2) Flurry: This model may discard a card. If it does, this model may make 3 **Ml** Attack Actions with an AP cost of 1 against a single target.

30mm

Nurse

Believing the promise that he could keep them looking "eternally youthful," the once-women who serve McMourning in his secret Morgue embody the adage “beauty is only skin deep.” Intrigued and disgusted at the thought of experimenting on living flesh, McMourning devised a method by which he would preserve the beauty of his living Nurses for decades, but by using dead flesh.

Driven completely insane by the process, each Nurse is clothed in the flesh of McMourning’s most beautiful victims. The onset of decay in the new flesh indicates it is time to replace it. The process is terribly painful for the Nurse (let alone the “donor”), tearing further at her sanity.

The Nurses are able to interact with the citizenry and perform tasks for their Doctor. Others have turned their insanities to the laboratory, concocting new "medications" that require "field study."

NURSE — COST 5

Minion, Living

TORMENTED

Df	Wp	Wd	Wk	Cg	Ht
6	4	6	4	6	2

ABILITIES

Accomplice: After this model ends its Activation a friendly model within 6” may Activate immediately as a Chain Activation.

Df/Wp (🐱) **Hands off!**: After this model is damaged by an enemy Attack Action, push this model 4” in any direction.

Illegible Prescriptions: When this model declares an Action it may discard a card from its hand to add the suit of the discarded card to the Action’s final duel total.

NURSE

ATTACK ACTIONS

(1) Syringe (**Ml** 4 / Rst: **Df** / Rg: 2): Target suffers 0/0/1 damage and gains the **Poison +4** Condition.

- **Injection**: After succeeding, immediately take the **Take Your Meds** Action at +2 **Ca** against the target.
- **Massive Dose**: When damaging, the target suffers 2/4/6 damage instead and does not gain the **Poison +4** Condition.

(1) Take Your Meds (**Ca** 6 / Rst: **Wp** / Rg: 8): This Action must declare a Trigger.

- : After succeeding, target heals all wounds and gains the **Paralyzed** Condition.
- : After succeeding, the target gains the following Condition until the end of the Turn: “**Hallucinogens**: This model’s **Ml** Attack Actions deal +2 damage. This model may only declare **Ml** Actions.”
- 🐱: After succeeding, target gains the following Condition until the end of the Turn: “**Uppers**: This model gains **Wk** +2 and may only declare Walk and Interact Actions.”
- : After succeeding, target gains the following Conditions until the end of the Turn: “**Downers**: This model suffers on all duels” and “**Armor +2**: Reduce all damage suffered by this model by +2, to a minimum of 1.”

30mm

Punk Zombie

Occasionally, when a body is reanimated in undeath, some of its essence come along for the ride. The stronger the desire, the more likely it will make the journey. An example of this phenomenon is the sadistic demeanor of Punk Zombies. These particular undead relish causing harm and mayhem.

Typically raised from the bodies of dead murderers, a Punk Zombie is a never-tiring machine of death. Their yearning for violence makes a Punk Zombie a barely controlled weapon of its master. Some even seem to appreciate their second chance at slaughter and obediently serve without a struggle.

Armed with two keenly-sharpened swords, a Punk Zombie throws itself into battle against its foes with brutal abandon. Having an unending thirst for violence, a Punk Zombie does not mindlessly strike, but attacks with lethal precision that can quickly overwhelm the untrained.

PUNK ZOMBIE COST 7

Minion, Undead
Horror

Df	Wp	Wd	Wk	Cg	Ht
5	5	7	4	6	2

ABILITIES

Hard to Wound +1: Damage flips against this model suffer ⍈.

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Unimpeded: This model ignores penalties for severe terrain when moving.

PUNK ZOMBIE

ATTACK ACTIONS

(1) Katanas (**MI** 6 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/4/5 damage. This Action gains ↯ to the Attack flip.

TACTICAL ACTIONS

(1) Slice & Dice (**MI** 5 / TN: 13 / Rg: (ϒ)3): All models within range must succeed on a **Df** 13 duel or suffer 3 damage.

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

30mm

Rotten Belle

Disturbingly attractive in their moldering dresses and decaying skin, Rotten Belles were once working girls in Madame Sybelle's Saloon. Seamus took an unhealthy interest in the saloon and in one night took all of them under his necromantic wing. Seamus refers to all of his undead as his Belles, making no effort to hide his patronage. When one of his Belles is destroyed or lost he seeks out someone with similar features to replace her, perpetuating his fantasy that his Belles have eternal life.

Although not as intelligent as some undead, a Belle is a creature of feral cunning, capable of using the illusion of feminine wiles to get close to its victim before leaping out and tearing in with whatever may be nearby, whether that be a rusty parasol, metal-edged fan, or just its rotting teeth and claws. The Belle is not picky and will use whatever weapons or tools are present to get the job done.

ROTTEN BELLE COST 5

Minion, Undead
BELLE

Df	Wp	Wd	Wk	Cg	Ht
4	4	8	5	6	2

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Hard to Wound +1: Damage flips against this model suffer ⍈.

Pounce: When an enemy model ends a Push or Move within this model's engagement range that is not part of a Walk or Charge Action, this model may immediately take a 1 AP **MI** Attack Action against the model without spending AP.

ROTTEN BELLE

ATTACK ACTIONS

(1) Teeth and Nails (**MI** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/3/4 damage.
ϒ **Embrace:** After succeeding, the target gains the following Condition until the end of Turn: "**Embraced**: This model may not declare Walk Actions while engaged."

(1) Lure (**Ca** 8ϒ / TN: 12ϒ / Rst: **Wp** / Rg: 18): Move target model its **Wk**. The target must end the move as close to this model as possible.
ϒϒ **"She doesn't look that dead to me!":** After succeeding, target must discard a card if able.

(1) Undress (**Ca** 5ϒ / TN: 10ϒ / Rst: **Wp** / Rg: 12): Target model gains the **Slow** Condition.

30mm

The Hanged

The arts of necromancy are not limited to raising the dead in corporeal shells. True Resurrectionist talent is able to tease forth a spirit and bind it to the summoner, forcing it to abide. One such binding is that of the Hanged.

Hanging is the preferred choice of execution for both the law and the lawless in Malifaux. The list of crimes for which one may be hanged is long. The bodies often contain the insane spirits of the executed, and a skilled necromancer knows the proper rites needed to control the spirit.

The Hanged remains bound to a necromancer's will until its body receives proper burial and consecration. While the spirit lingers, the air surrounding it is filled with its maniacal whispers, occasionally interrupted by a soul-chilling scream. Anyone untrained in the necromantic arts and unfortunate enough to catch a few sentences finds their sanity's shackles loosened.

THE HANGED

Minion, Undead, Rare 2

SPIRIT, TORMENTED

COST 9

Df	Wp	Wd	Wk	Cg	Ht
4	7	7	5	6	2

ABILITIES

Unrelenting Terror: Enemy models in ❶4 which did not Charge this model during the current Activation lose all Immunities to Horror Duels, including Immunity gained by passing a Horror Duel.

Terrifying (All) 13: Enemy models must pass a TN 13 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

THE HANGED

ATTACK ACTIONS

(1) Condemned Whisper (**MI** 6✕ / Rst: **Wp** / Rg: ⁄⁄ 1): Target suffers 1/2/5 damage.
- ✕ **Revelation**: After damaging, the target must pass a TN 12 Horror Duel.
- ✕ **Horrible End**: After reducing the target to 0 Wounds, all enemy models within ❶8 of the target must pass a TN 11 Horror Duel.

(1) Baleful Cry (**Ca** 6✕ / Rst: **Wp** / Rg: ⌐10): Target suffers 1/2/3 damage.
- ✕ **Revelation**: After damaging, the target must pass a TN 12 Horror Duel.
- ✕ **Horrible End**: After reducing the target to 0 Wounds, all enemy models within ❶8 of the target must pass a TN 11 Horror Duel.

(1) Whispers from Beyond (**Ca** 6✕ / TN: 13✕ / Rst: **Wp** / Rg: 10): Target model suffers damage equal to half of its remaining Wounds and gains the following Condition for the rest of the game: "**Glimpse the Inevitable:** This model may not be healed."

30mm

General Resurrectionist Upgrades

Unnerving Aura

Cost: 1 SS

- This model gains the following Ability:

  Unnerving Aura: Enemy models that begin their Activation within ⓨ3 of this model suffer 2 damage if they end their Activation within ⓨ3 of this model.

Restrictions

Rare 3

Decaying Aura

Cost: 2 SS

- This model gains the following Ability:

  Decaying Aura: Enemy models within ⓨ4 may not use Soulstones to prevent damage and may not be healed.

Restrictions

Rare 1

Corpse Bloat

Cost: 2 SS

- This model gains the following Tactical Actions:

  (1) Unforgiving Stench (**Ca** 5✗ / TN: 14✗ / Rg: 8): All models within (ɣ)3 of target Corpse Marker must succeed on a **Wp** 13 duel or suffer 5 damage. Discard the Corpse Marker.

  (0) You Don't Need a Spleen...Right?: This model may suffer 3 damage which can not be reduced to place a Corpse Marker in base contact with itself. This Action may not be taken if this model has less than 4 wounds remaining.

Restrictions

Master or Henchman, Rare 1

Asylum Stone

Cost: 1 SS

- This model gains the follow Ability:

  Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

- This model gains the following Tactical Action:

  (0) Maddening Stare: This model may discard this Upgrade to force target model within LoS to make a TN 12 Horror Duel.

Restrictions

Leader

TRANSFUSION

Cost: 1 SS

This model gains the following Tactical Action:

(0) Transfusion (**Ca** 6 / Rst: **Df** / Rg: 8): Move the full value of the **Poison** Condition from one model within 8" to the target. This model may target itself with this Action.

RESTRICTIONS

Rare 2

MANIACAL LAUGH

Cost: 1 SS

This model gains the following Tactical Action:

(0) Muwahahaha (Ca 6 / TN: 13 Rg: (Y)8): Summon one Mindless Zombie into base contact with each Corpse Marker in range, then discard all Corpse Markers in range. Mindless Zombies may not count as Corpse Markers for this Action.

RESTRICTIONS

Leader

Red Chapel Upgrades

Sinister Reputation

Cost: 1 SS

- Seamus gains the following Ability:

  Spectacular Infamy: Enemy models within 6 suffer -2 **Wp.**

  Seamus gains the following Attack Action:

  (1) Live for Pain (**Ca** 6 / Rst: **Df** / Rg 10): Target suffers 2/3/5 damage. Heal this model an amount of damage equal to the damage the target suffers.

Restrictions

Seamus, Limited

Red Chapel Killer

Cost: 1 SS

- Seamus gains the following Ability:

  Home Ground Advantage: When taking a **Back Alley** Action, this model may be placed within 1" of a friendly Scheme Marker within range instead of within 1" of blocking terrain.

  Seamus gains the following Tactical Action:

  (0) Distraction: Discard target Corpse Marker within 4" to gain the following Condition for the rest of this Activation: "**No Eyes on Me:** This model may take the **Back Alley** Action as if no models had LoS to it."

Restrictions

Seamus

Bag o' Tools

Cost: 1 SS

- Seamus gains the following Attack Action:

  (1) Bag o' Tools (**Ml** 7 / Rst: **Df** / Rg 2): Target suffers 2/4/5 damage.

  Bloody Mess: After damaging, the target gains the following Condition until the end of the game: "**Insignificant**: This model may not take Interact Actions."

  Make It Beautiful: After damaging, enemy models in 2 receive the following Condition until the end of the Turn: "**He's Insane!:** Attack Actions against Seamus receive -2 to the duel total."

  Sweet Murder: After damaging, immediately kill the target unless it discards two cards or two Soulstones.

  To the Pain: After damaging, place a friendly Scheme Marker in base contact with this model.

Restrictions

Seamus, Limited

Mad Haberdasher

Cost: 2 SS

- This model gains the following Ability:

  Fancy Haberdashery: After this model suffers damage, this model may reduce the damage to 0. If it does, place a 30mm Hat Marker within 3" of this model and not in base contact. Discard this Upgrade. Any model in base contact with a Hat Marker may take a (1) Interact Action to discard the Hat Marker and attach this Upgrade.

Restrictions

Seamus

NOT TOO BANGED UP

Cost: 1 SS

- This model gains the following Ability:

  Outta My Way!: Models targeted by a **Lure** Action from a friendly Belle while within LoS of this model gain +2 **Wk** for the duration of the Action.

RESTRICTIONS

Seamus or Madame Sybelle, Rare 1

BLEEDING TONGUE

Cost: 1 SS

- This model's **Bleeder Lash** Action gains the following Triggers:

  Comply: After damaging, the target immediately takes a 1 AP Action controlled by this model. The model counts Sybelle as friendly for the duration of the Action.

  With a Flourish: After damaging, immediately kill the target unless it discards two cards or two Soulstones.

RESTRICTIONS

Madame Sybelle

Morgue Upgrades

Plastic Surgery

Cost: 1 SS

- McMourning gains the following Ability:

  Skin Graft: Other models within 3 of this model gain the Undead characteristic.

  That's the Stuff: When this model suffers damage from the **Poison** Condition, its controller may push it up to 5" in any direction.

Restrictions

McMourning

Evidence Tampering

Cost: 2 SS

- McMourning gains the following Ability:

  Evidence Tampering: At the end of the game, any enemy Scheme Marker within 4" of this model becomes a friendly Scheme Marker instead.

- McMourning gains the following Attack Action:

  (0) Scalpel Slingin': Immediately take a **Surgical Implements** Attack Action against a target within 6".

Restrictions

McMourning

Moonlighting

Cost: 1 SS

- McMourning gains the following Abilities:

  Envoy: Crews containing this model may hire up to 4 Guild Lawyers or Guild Guard regardless of Faction.

  Road Kill Scholar: If a Living or Undead model within 8 is killed by the **Poison** Condition, this model may summon one Canine Remains into base contact with that model before it is removed, no Corpse Markers are placed.

- McMourning gains the following Trigger to **Expunge**:

  Abra Cadaver!: After reducing an enemy Living or Undead target to 0 wounds, summon a Flesh Construct into base contact with the target before it is removed, and the model places no Corpse Marker.

Restrictions

McMourning

On the Clock

Cost: 1 SS

- McMourning gains the following Ability:

  Study Group: Crews containing this model may hire Nurses, Sebastian, and the Zombie Chihuahua regardless of the Crew's declared Faction.

- This model gains the following Tactical Actions:

  (1) Spot Weakness (**Ca** 7 / TN: 12 / Rg: 10): Target model gains the following Condition until the end of the Turn: "**Precise**: Damage caused by this model ignores **Armor** and **Hard to Wound**."

  You Too: After succeeding, immediately take this Action again. This Action may not declare Triggers.

  (1) On Order of the Governor's Secretary...I Love Saying That (**Ca** 7 / TN: 12 / Rg: 10): Target friendly model immediately performs a (1) Interact Action.

Restrictions

McMourning

THOSE ARE NOT OURS!

COST: 1 SS

- Sebastian gains the following Tactical Actions:

  (0) Destroy Evidence (Ca 5 / TN: 10 Rg: 8): Sacrifice target friendly Undead model. Add one Soulstone to this Crew's Soulstone Pool and draw one card.

  (1) Man's Best Friend (**Ca** 6 / TN: 12 / Rg: 6): Summon a Canine Remains into base contact with target Corpse Marker, discard the Corpse Marker.

RESTRICTIONS

Sebastian

UNKNOWABLE PAIN

COST: 1 SS

- Other friendly Living and Undead models within 8 gain the following Ability:

  Df/Wp ( ) Pain Magnet: After suffering damage from an Attack Action, this model may push its **Cg** towards the model which damaged it.

RESTRICTIONS

McMourning or Sebastian, Rare 1

Graveyard Upgrades

Undertaker

Cost: 1 SS

- Nicodem gains the following Ability:

  I Can Use That!: When an Undead model within 6 is killed or sacrificed, draw a card.

- Nicodem gains the following Trigger to the **Re-animator** Action:

  Patchwork: After succeeding, this model may discard any number of Corpse Markers within 8" to heal the summoned model by 4 damage for each Corpse Marker discarded in this way.

RESTRICTIONS

Nicodem

Reaper Grin

Cost: 1 SS

- Nicodem gains the following Ability:

  Df ( ) Zombie Fodder: After failing, this model may sacrifice a friendly Undead model within 5". If it does, reduce the damage to 0.

- Nicodem gains the following Tactical Action:

  (1)The Fog (**Ca** 6 / TN: 15 / Rg -): Until the start of this model's next Activation, models within 4 of this model gain the benefits of Soft Cover.

RESTRICTIONS

Nicodem

Shadow Embrace

Cost: 1 SS

- Nicodem gains the following Ability:

  Welcoming Pain: When friendly models within 8 of this model suffer damage from the **Poison** Condition they heal 1 damage instead.

- Nicodem's **Decay** Attack Action gains the following Trigger:

  Empty Vessel: After killing the target model with this Action, immediately take the **Re-animator** Action at +2 **Ca**.

RESTRICTIONS

Nicodem

Necrotic King

Cost: 2 SS

- Nicodem gains the following Tactical Action:

  (1) Undead Crowning (**Ca** 6 / TN: 15 / Rg -): Until the end of the Turn, all friendly Undead models within 8 gain + to their damage flips and **Ca** Actions.

RESTRICTIONS

Nicodem

MY FAVORITE SHOVEL

Cost: 2 SS

- Mortimer gains the following Ability:

  Casting Expert: This model gains 1 additional AP which may only be used to take **Ca** Actions.

RESTRICTIONS

Mortimer

LOVE THY MASTER

Cost: 1 SS

- This model gains the following Ability:

  Death's Companion: When a model is summoned within 6" of this model, the summoned model gains the following Condition until the end of the Turn: **"Companion**: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately, this is a Chain Activation."

RESTRICTIONS

Nicodem or Mortimer, Rare 1

Still Stranger Things

Ramos watched as the pins went in. People always thought that was the worst part, shoving the pins into the bleeding stump before it had time to close over. It wasn't, of course.

Joss lay on the table, breathing heavily as steam arachnids scampered around him, assembling the pieces of his new right arm.

"It was Rasputina..." he panted. "She-" his words were cut off by a throaty grunt as an arachnid shoved another pin into the stump. "She has started killing the priests up on the mountain. And when she's done, the bodies, she-" Another grunt. Another pin.

Ramos held up his hand and shook his head. "You've already said enough, old friend. Save your breath. This next portion will take all the strength you have."

Joss let his head drop back down to the table as Ramos took a large Soulstone from his pocket and began capturing the magical currents held within it, shaping them to his will. Attaching a metal limb to a body is nothing but gory surgery without the ability to use the new appendage. Ramos reached out with his power and felt where Joss's arm should have been attached. He let the power flow into the stump, infusing every nerve ending with intense magical energy, energy powerful enough to control metal as if it were flesh and blood; energy powerful enough to magnify what the nerves were already feeling a thousand fold.

Joss threw his head back and let out a blood curdling scream. His body thrashed as steam arachnids piled on his remaining limbs, holding them down so he would not injure himself. Foam flecked at the edges of his mouth and his eyes rolled into the back of his head as waves of sheer agony wracked every fiber of his being.

This was the worst part.

Ramos held up his own mechanical right arm, curling the fingers into a fist. He stared at the unnatural, metallic fingers. His mind wandered back to that night. That painful, terrible night. At least Joss had not had to attach the limb himself.

Shaking his head, Ramos slowly unclenched his iron fist and looked at his right hand man lying broken on the table. Rasputina would pay for this.

Ramos left his workshop and addressed the two guards outside the door. "Come with me, I have business to attend to, and I may need a show of muscle."

They climbed the mountain silently. The two guards had worked for Ramos long enough to know better than to question him when he was in a mood like this.

Ramos climbed over rock and snow, ignoring the sharp edges that dug into his hands and the cold that tore at his flesh. He moved like one of his own constructs, silently driven to a single purpose, ignoring any obstacles.

The two guards were not quite so determined. They struggled to keep up, even though Ramos was their senior by decades. Even the strength of youth was no match for the sheer rage which propelled Ramos up the mountain.

Up and up they climbed, scaling the mountain which seemed to pierce the sky itself, until they finally came to a flat ridge which opened up into a small clearing. The ground was thick with pure, white snow. Cruel wind whipped around them, threatening to send the men hurling to their deaths.

In the middle of the clearing stood Rasputina, blood covering her neck and mouth. Around her were the few remaining priests and Silent Ones. The priests were chanting, the Silent Ones circling them with a predatory grace. At the far end of the ridge, against the side of the mountain, stood a hulking beast with curling horns. Its body rippled with muscle, blue runes burning on its white skin. A girl stood beside it, another Silent One.

Ramos's guards gave each other a nervous look, but Ramos himself bored his gaze into Rasputina, his rage blinding him to anyone else present.

"You!" Ramos bellowed, his voice thundering across the mountain as he pointed a metallic finger at Rasputina. "You have assaulted one of my men, and you must answer for your crime!"

For a moment, the mountain was silent except for the cold wind whistling through the air.

Rasputina eyed Ramos and spoke slowly, as if she were choosing her words carefully. "I do not answer to anyone. I have defied December himself, and I bow to no man," a blood stained snarl slowly curled her lips in defiance.

"You will answer to me! I will not allow what you have done to go unpunished. I will not allow the pain you caused to be felt by your victims alone." Ramos said, his voice lowering to a hiss as he spoke.

The priests and Silent Ones surrounding Rasputina tensed, watching her carefully. Rasputina gave them a quick glance. "Very well, then." She answered. "We will settle this as a contest between you and I. Your people will not interfere." It wasn't a request, simply a cold statement of what the future would hold.

Ramos nodded, and held up his hand to let the two guards know that he agreed and they were to stay back. The two men stayed huddled close to the edge.

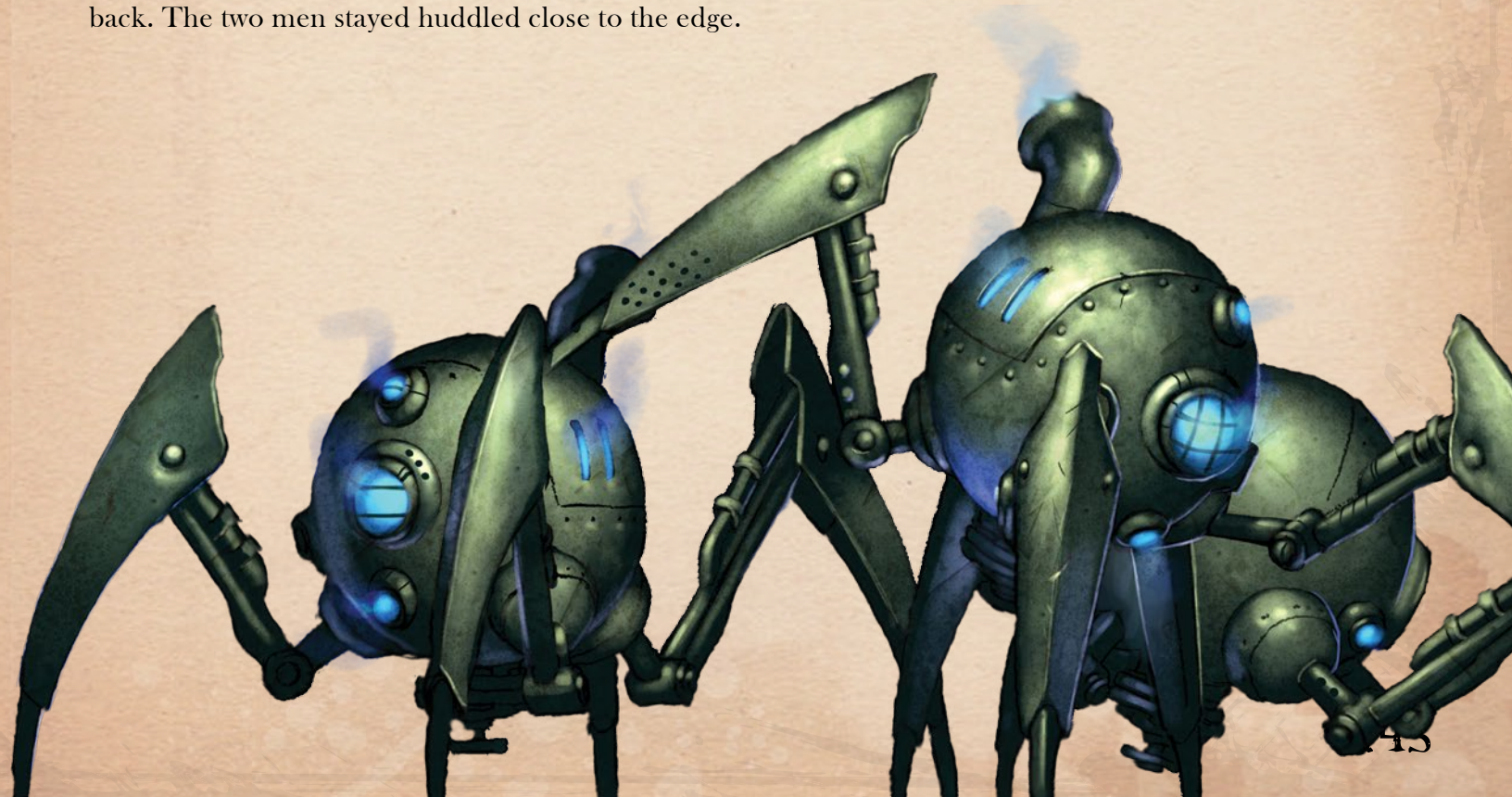
Rasputina lunged, sending a blast of air at Ramos, aiming to knock him off of the mountain and end things quickly. But the old man held up his hand, and there was a loud crack as the attack rammed into the electrical force field Ramos created, sending sparks flying into the sky.

Even with his repulsion spell, Ramos was still knocked back. He hadn't expected that amount of sheer force. Rasputina attacked again, sending daggers of ice hurtling at Ramos's head, and again the attack was met with a crack of thunder and sparks.

Ramos recovered quickly and held out a Soulstone, drawing its power to create a surge of electricity. Vengeful lightning flew from Ramos's fingers as he tried to end his opponent.

But Rasputina was too quick, she lifted her arms and let out a quiet chant as a pillar of ice erupted from the ground in front of her, absorbing the lighting.

Out of his opponent's view, Ramos took the opportunity which had been given to him. He reached into his coat, grabbing bits of scrap, wiring, and tools which he had with him and tossed them into the snow around the pillar. Then he shot another burst of electricity at the ice pillar, blowing it into fine powder which covered the metallic bits on the ground and exposing Rasputina.



Rasputina had been waiting for the pillar to come down; as soon as it did, she lifted her arms and let out a cry. The ground around Ramos began exploding, sending shards of razor-sharp rock and ice flying at him. This time Ramos had no choice but to jump and roll out of the way. It wasn't his preferred method of escape and a shard of rock stuck in his leg. The blast had simply been too powerful. This was not the Rasputina he was used to.

The ice witch slowly stalked towards her wounded foe, a smile spreading on her lips and causing frozen blood to flake and fall from her face.

Ramos stayed on the ground; it appeared as if he was frozen in fear. But anyone who knew him would be able to tell that he was simply waiting.

A half smile curled on the edge of his lips and Ramos closed his fist on his last Soulstone. Mechanical spiders erupted from the snow beneath Rasputina's feet, latching on to her ankles, and Ramos extended his hand, drawing in his will for one final, fatal attack.

Rasputina looked him in the eye, her smile never fading. There was something off about that. Ramos looked around. All of the priests stood poised to attack. The Silent Ones held their arms ready, as if to cast a spell. And the hulking beast watched, its face showing nothing but teeth. In that moment, a thought entered Ramos's head which he very rarely had.

He had allowed his emotions to rule him, something he rarely allowed. This had been a very bad idea.

Rasputina took the delay to send another shard of ice at Ramos. But this one did not have the same power as the others and Ramos rolled away from it easily, using the opportunity to roll to his opponent's feet. "I could have finished it." He whispered his voice a hiss. "You have been a useful ally in the past. Perhaps we can end this."

Rasputina grabbed the front of his shirt in both fists, lifting him off the ground. "With your pretty toys, I know. I heard you empty your pockets." She said, quietly in his ear. "But you must understand; it is not easy to keep a cult of cannibals in line. If someone challenges my authority in front of them, sacrifices will need to be made."

Rasputina called up a gust of wind and ice and used it to hurl Ramos farther than she ever could with her own arms. When he lifted himself from the snow and turned to look at her she nodded to his men, and he understood.

Ramos dusted the snow from himself slowly, and nodded at Rasputina, holding up one hand as if to relent. All of a sudden, the cruel wind died down and Rasputina relaxed.

Ramos turned his back on her, heading back the way he had come. As he passed his guards, he flicked his wrist and a jolt of electricity shot through them, bringing both to their knees. "My apologies gentlemen," he said softly.

"Wait!" One of them pleaded, lifting an arm against the electrical current which was making his muscles spasm. "Please! I have a family!"

Ramos nodded. "I will fill out a report saying you died in the mines. It will get your family better benefits from the Union."

Ramos began his long, slow climb down the mountain. Behind him he heard Rasputina cry, "A victory feast!"

The screams reached Ramos's ears on the wind as he descended, before they were finally cut short and faded into wet gurgles.

Rays of morning sunlight filtered into the workshop. Joss sat upright, blinking away the first rays of a new day. Ramos was there, waiting for him.

"I thought you were going to sleep all day." The old man said, a grin spreading across his face.

"There will be time enough for that when I'm dead." Joss replied; sleep still heavy in his voice. He lifted his hand to shield his face from the sun and nearly clubbed himself in the face with his metal fist.

"It will take some getting used to, but it functions." Ramos winced, thinking back to the early days of adjusting to his own mechanical limb. "But with time you will forget that it isn't the original."

Joss flexed his fingers, staring at the new appendage.

“Is there any pain?” Ramos asked, genuine concern in his voice. He got up to inspect the area where the arm was attached.

“Nothing I can’t handle. Hell, it will probably come in handy with my line of work.” Joss grinned, but the edges of his lips quivered slightly.

Ramos shook his head. Physical pain fades. It’s explosive and memorable, and when it’s happening it can seem like the only thing in the world. But it fades with time. Loss never fades. No matter how much time passed, Joss’s arm, a piece of him which he had come into this world with, would never return. Ramos only knew too well how that felt.

Joss saw the worry in the old man’s eyes and changed the subject. “What of Rasputina?”

Ramos let out a slow sigh. “She’s unpredictable. A wild card. I think she may have found a way to fight off what haunts her.” He paused, thoughtfully. “At least for a time. She seems to have grown in power, and I think we may even be able to work with her in the future, when the situation grants it.”

Joss clenched his fist, but nodded. “What of the two men you took with you?”

Ramos arched an eyebrow in surprise. “You were still conscious when I left.”

Joss simply nodded.

“They didn’t make it.”

Chapter 8: The Arcanists

There is a difference between Earth and Malifaux that a person can feel in the air. It is the tingle of potential energy, the prickle of power against the skin. Many folks, after crossing the Breach, find that they can harness this power in different ways, some more potently than others. The most powerful of these, or those foolish enough to practice where anyone can see, draw the eye of the Guild's Witch Hunter Task Force and may earn a midnight visit. What happens to those people who are arrested in the middle of the night is a mystery that many contemplate though few wish to confirm.

Even if a budding Arcanist manages to fight off the Guild, sometimes becoming a local hero in the process, his life is still in danger. He cannot remain home since the Witch Hunters will only return with greater numbers to complete the task. Instead, he must run and seek some refuge either in the dangerous frontier outside of the city limits or with others of like mind and greater means.

The only refuge for the budding magic user is within the Miners and Steamfitters Union. On the surface, the Union is an organization formed to protect workers' rights, their wages, and their benefits. They are the last line of defense between the Guild and the common man. But behind the scenes, they are little more than a very powerful group of criminals. Several Soulstone smuggling operations have been traced back to the Union, but with each raid, the Guild finds itself working against more and more public criticism. The battle between the Guild and the Union is one that is fought as much in the court of public opinion as it is in hard battle.

Beyond offering nearly unlimited access to Soulstones, the leaders of the M&SU also offer training for the young Arcanist. With great minds like Union President Ramos, someone with little more than the most basic grasp of their abilities can soon find themselves masters of their art, manipulating the world in ways which they never dreamed was possible.

Each Arcanist is unique in his or her ability. Some find that it is a single aspect of magic that speaks to them, while others might harness more broad powers. This makes it even more difficult for the Guild to plan an attack against them, since there is little consistency from one fight to the next.

The reach of the Union is impressive, encompassing the lowliest miners and high-class showgirls alike. Through the powers of their Masters, many creatures and constructs can be turned to serve the needs of the moment, or the will of the people. Whatever task needs to be performed, there is someone within the M&SU who is uniquely suited to it

While many of the manifestations of power are elemental in nature, the Arcansists also make heavy use of mechanical devices, many of which run off old fashioned steam rather than any meta-physical abilities. To truly make such constructs useful, the Arcanists have retro-engineered designs from the original inhabitants of Malifaux, allowing for the addition of a Soulstone. Depending on the grade of stone used, the quality of the assembly, and the sheer size of the machine, a Soulstone can last forever, theoretically speaking. While they cannot think for themselves, these constructs can complete complex orders and thusly they can be trusted explicitly to perform where it is too dangerous or tedious to risk human life.

Rasputina

Many people come to Malifaux to find a new life, where they can earn Soulstones and make their dreams a reality. Others arrive under the watchful eye of the Guild to serve out a punishment for crimes committed Earthside. Rasputina arrived in such a manner, but quickly escaped from the labor camp she was consigned to and fled into the wilderness.

Where she went after her escape, how she managed to evade recovery, and when she met the being known only as December, no one knows. All anyone can say for certain is that she left the chain gang as a beautiful and strong willed woman and when she returned, she was still beautiful and strong willed but she also had the ability to control the weather, able to pull up a severe snow storm out of thin air. While the exact terms of her engagement with December has remained shrouded in mystery, it is clear that she has become a threat. While she is loosely associated with Miners and Steamfitters Union, it is always her own will which holds ahead of all others.

Such is her skill at controlling the weather that she can create objects and creatures by freezing water in the air and command them to her will, whether her goal is the destruction of an opponent or as a utility to aim her own chilling spells from a protected position. True winter is a terrifying time for her enemies because they can never be sure if the storm blowing in is natural or the only warning they will have before she descends upon them.

RASPUTINA

Master, Living

CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
4	6	12	3	-	2

ABILITIES

Ice Mirror: When taking a **Ca** Action, this model may draw LoS and range from a friendly model with **Frozen Heart** within 10" and LoS that is not engaged. **Ca** Actions taken this way suffer -1 **Ca** and may not declare Triggers.

Frozen Heart: This model is immune to Horror Duels and **Paralyzed**.

Counterspell: Enemy **Ca** Actions which target this model lose all suits printed in the **Ca** for the duration of the Action.

Df (📖) Sub Zero: After this model suffers damage from a **MI** Attack, immediately end the Attacker's Activation.

RASPUTINA

ATTACK ACTIONS

(1) Freeze Over (**Ca** 7📖 / TN: 15 / Rst: **Df** / Rg: ⌐6): Target model and all non-Leader models in base contact with it gain the **Paralyzed** Condition.

(1) December's Curse (**Ca** 7📖 / TN: 11📖 / Rst: **Df** / Rg: ⌐12): Target suffers 2/4🌩/5🌩🌩 damage.

📖📖 ***Surge:*** After succeeding, draw a card.

📖🐺 ***Overpower:*** After damaging, immediately take this Action again against the same target. This Action may not declare Triggers.

(0) Biting Chill (**Ca** 5📖 / Rst: **Df** / Rg: 2): Target suffers 1/2/2 damage.

📖🐺 ***One Thousand Cuts:*** After damaging, immediately take this Action again against the same target.

TACTICAL ACTIONS

(1) December's Touch (**Ca** 7📖 / TN: 11 / Rg: 12): Until the end of the Turn, target model gains the **Frozen Heart** Ability and the following Condition: "**Armor +2**: reduce all damage suffered by this model by 2, to a minimum of 1."

📖📖 ***Surge:*** After succeeding, draw a card.

30mm

Marcus

Once a professor behind the safe walls of libraries and laboratories, Marcus's studies often brought him out into the wilds. Studying the flora and fauna of Malifaux with a scientific eye, Marcus soon found himself understanding the wilderness on a deeper level. The world around him was not simply something to be catalogued and dissected; it was something to be experienced.

It was not long before the walls which had once made Marcus feel secure started to feel more like the confines of a prison. Abandoning the comforts of civilization, Marcus roamed the land and made his home in the wilderness. For the first time, Marcus felt freedom; freedom from an imprisonment he had not even been aware of. Still a man of science, Marcus put his new-found freedom to good use. He experimented with ancient bestial magics which spat in the eye of conventional scientific thinking about the natural world. The animals around him were his to commune with, his to command. Even his own flesh was not immune to the unbridled curiosity which had awoken within him. Marcus turned the primal energy in on himself, wearing away the ravages of time. Where once there was a man older than even Ramos, Marcus now has the strength of youth.

Using primal energies to his own ends Marcus found a sort of power that cannot be tapped without an impression being left behind. Marcus's appearance is now more bestial than ever before. And, although he will come to the aid of the Arcanists when called upon, Marcus obeys only one law; the law of the wild. And in the wilds, only the strong are fit to rule.

MARCUS
Master, Living
BEAST

CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
5	6	12	5	8	2

ABILITIES

Df (⌨) Defend Me: After an Attack Action from an enemy model succeeds against this model, target beast within 3" of this model suffers the effects of the Attack Action instead of Marcus. The model which Attacked Marcus may not be the target.

Unimpeded: This model ignores penalties for severe terrain when moving.

Call of the Wild: Crews containing this model may hire Beast models regardless of their Faction.

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

MARCUS

ATTACK ACTIONS

(1) Shillelagh (**Ml**: 6 / Rst: **Df**/ Rg: ⫻ 2): Target suffers 2/2/4 damage.
⌨ ***Primal Awakening***: After damaging, the target gains the following Condition until the end of the Turn: "**Primal**: This model gains the Beast characteristic."

(2) Alpha (**Ca** 7⌨/ TN: 15⌨🐺/ Rst: **Wp**/ Rg: 8): Target Beast activates immediately after this model's Activation ends. This model controls the target during this Activation. This Activation does not count as the target's Activation this Turn, but does count as a Chain Activation for this model's Crew.

(0) Darzee's Chaunt (**Ca** 7⌨/ TN: 14⌨/ Rst **Wp**/ Rg: 10): Target Beast receives the following Condition until the end of the Turn: "**Fury**: This model receives 1 on Attack duels and damage flips and ⍈⍈ on **Df** duels."

(1) The Law of Meat (**Ca** 7⌨ / TN: 10⌨🐺 / Rst: **Wp** / Rg: 12): The target gains the following Condition until the end of the Turn: "**Prey**: This model may not take Charge Actions and while this model is engaged in melee, it may only take Walk Actions."

30mm

Ramos

Once in a generation, a person is born who has both the pure genius and the charisma to find himself with enough political sway to change the world. Doctor Victor Ramos, President of the Miners and Steamfitters Union is one such man. He is the mind behind the Hollow Marsh Pumping station, which has contributed greatly to the safety of Union miners. He has become a hero to the workers, protecting them not only from physical disasters, but also from the designs of the tyrannical Guild.

What the common worker doesn't see, however, is the truth about the Union under Ramos's control. While he has been earning the love of the common man, he has also been earning a place in the back alleys and black markets of Malifaux, using the Union as a front for a far-reaching crime syndicate. Those who find themselves in the upper ranks are those who Ramos trusts most.

His greatest battles are fought in the political realm, finding a way to twist every attack the Guild makes back upon them, raising himself only higher in the minds of the union workers. Even for someone as smart as Ramos, however, physical combat cannot be completely avoided. Ramos often travels with a few of his constructs, dangerous spiders that cling to his enemies. If the fight is not going well, Ramos can use his strange connection to his creations to sacrifice them, causing a burst of electric energy that will damage even the strongest foes.

RAMOS

Master, Living, Construct

M&SU

CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
4	6	10	4	4	2

ABILITIES

Opportunist: When another friendly Construct within 8" and LoS is killed, this model heals 2 damage.

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Df (🕮) Repulsion: Immediately increase this model's final duel total by 1 for each 🕮 in the final duel total. After resolving, push the Attacker 2" directly away from this model.

RAMOS

ATTACK ACTIONS

(1) Clockwork Fist (**Ml** 5🕮 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/7 damage.

(1) Electrical Fire (**Ca** 7🕮 / TN: 14🕮 / Rst: **Df** / Rg: ⌐8): Target suffers 2/3/4 damage which ignores **Armor**. When shooting into an engagement, this Attack does not randomize its target.

(0) Magnetism (**Ca** 8🕮 / Rst: **Df** / Rg: 16): Push this model 6" directly towards target Construct, then the target suffers 2 damage which ignores **Armor**.

TACTICAL ACTIONS

(1) Summon the Swarm (**Ca** 8🕮 / TN: * / Rg 6): Choose to summon one, two, or three Steam Arachnids. The TN of this Action is 10 plus 3🕮 for each Steam Arachnid this model is attempting to summon. Summon the Steam Arachnids within 2" of target Scrap Marker, then remove the Marker. The summoned Arachnids suffer an amount of damage equal to the number or Steam Arachnids summoned by this Action (which may be reduced by **Armor** as normal). This Action may be taken once per Activation.

(1) Uncontrolled Detonation (**Ca** 8🕮/ TN: 16🕮🕮 / Rg: 10): All models within ⍰2 of target friendly Construct must pass a TN 13 **Df** duel or suffer 4 damage. Then, sacrifice the friendly Construct.

30mm

Myranda

Often appearing as a lovely young woman, Myranda is more comfortable in the skin of a beast. Granted the ability to choose her shape, she will become anything that gives her the natural weapons that she is most comfortable with. Her skill at shifting is powerful enough that she can chose to change just a small part of her body, elongating her teeth or stretching her fingers into claws. As a human, there is a dangerous air about her, as if every movement she makes is simply a distraction to draw your attention away from the knife waiting in the shadows.

It is little wonder that Myranda and Marcus have grown close. It was through his abilities that she was able to become the fiercest animals. Despite the difference in their age, they are suited for each other. She has picked up on some of Marcus's ability to control animals and though she is not nearly as refined as her mate, it is an ability that has sent many unsuspecting enemies to their deaths.

MYRANDA
Henchman, Living, Rare 1
BEAST

COST 8 CACHE 5

Df	Wp	Wd	Wk	Cg	Ht
7	6	7	6	7	2

ABILITIES

Huntress: Friendly Beasts, besides this model, within ❶3 gain ✋ to **Df** flips.

Wicked: This model's disengaging strikes deal damage.

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

ATTACK ACTIONS

(1) Cobra Fang (**MI** 6⌨ / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/3/5 damage and gains the **Poison +1** Condition.

TACTICAL ACTIONS

(1) Primal Flame (**Ca** 6⌨/ TN: 12⌨/ Rg: 6): Target Beast heals 1/2/3 damage.

(1) Hunting Call (**Ca** 6⌨/ TN: 12⌨ᛘ/ Rg: 8): Target friendly Beast takes a 1 AP **MI** Action.

(0) Shapechange: Summon an Arcanist Beast that is not a Master or Henchman into base contact with this model, then sacrifice this model.

MYRANDA

30mm

Joss

Joss's tribal history makes him a prime candidate for bodyguard duty, and it is his unfailing loyalty that has earned him a spot guarding Ramos and his officers. Earthside, he learned to fight using an axe in each hand. Breachside, those axes have been upgraded with a Ramos original. Years of battle have left him stronger from each fight, and some blows that might crumble a weaker man seem to merely graze him. Even when he is near death, he has been known to strike out, surprising an enemy before they have the chance to land the final blow.

For some time while they worked together, Joss trusted only in the strength of his own body, but after a particularly nasty wound, he began to trade in parts of his body for machines, replacing old injuries with new technologies. His own ability with magic is somewhat limited, but Ramos's skill is great enough to give Joss control over his new parts without the man understanding how it works himself.

JOSS
Henchman, Living, Construct, Rare 1
M&SU

COST 10 CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
5	6	9	5	6	2

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

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.

Overload: When this model suffers damage which reduces it to 1 Wound, it gains the **Reactivate** Condition.

Creative Salvage: Models killed by this model drop a Scrap Marker in addition to any other Markers dropped.

ATTACK ACTIONS

(1) Arc Axe (**MI** 6⌨ / Rst: **Df** / Rg: ⫻ 2): Target suffers 3/4/4 damage. This Attack ignores **Armor**, **Hard to Wound**, and **Hard to Kill**. The target may not declare **Df** Triggers during this Attack Action.

(2) Pneumatic Fist: (**MI** 6⌨ / Rst: **Df** / Rg: ⫻ 1): Target suffers 5/8/10 damage.
⌨✕ ***Choke Slam***: After damaging, the target gains the **Paralyzed** Condition.

(1) Arc Blast: (**Sh** 5⌨ / Rst: Df / Rg: ⌐10): Target suffers 2/2/4 damage.

JOSS

30mm

Cojo

Bulging with pure muscle, and intelligent enough for basic (if vulgar) communication, Cojo is a force to be reckoned with. With a single roar from his barrel-like chest, he can terrify enemies, making them even more reluctant to engage. If someone does dare to get close, he can toss them around like a rag doll, the hardness of bone meaning little to a creature of such strength. After a fight with him there is often a trail of bodies and broken trees, showing Cojo's exact path through the combat, which usually terminates with the beast himself enjoying a tender morsel of his last foe.

When they first met, Marcus and Cojo were at odds. It was hard to tame such an intelligent creature, but they quickly reached an agreement: Cojo would not attack Marcus and his allies and, in return, he could follow them and temper his rage against their enemies. There are few things that Cojo enjoys more than a good fight and with Marcus, there are few days when he does not get to put his strength to use.

COJO — COST 8

Enforcer, Living, Rare 1

BEAST

Df	Wp	Wd	Wk	Cg	Ht
5	5	8	4	6	3

ABILITIES

Hard to Kill: While this model has 2 or more **Wd** remaining when it suffers damage, it may not be reduced to below 1 **Wd**.

Unimpeded: This model ignores penalties for severe terrain when moving.

Loping Charge: When this model takes a Charge Action it may make a single 2 AP **MI** Attack Action instead of two 1 AP **MI** Attack Actions.

COJO

ATTACK ACTIONS

(1) Ferocious Claws (**MI** 5 / Rst: **Df** / Rg: 3): Target suffers 2/3/6 damage.
Flush Out: After damaging, push the target 4" in any direction.

(2) Rampage (**MI** 7 / Rst: **Df** / Rg: 3): Target suffers 3/5/7 damage.
Rar!: The damage flip gains .
Pound Chest and Howl: After damaging, push the target model 6" directly away from this model, then this model may be pushed into base contact with the target.

TACTICAL ACTIONS

(0) Mark Territory (**Ca** 5 / TN: 10 / Rg: (r)3): Discard all Scheme Markers in (r)3. This model gains **Defensive +1** for each Scheme Marker discarded.

(0) Rude Sign Language: Push all enemy models in (r)3 4" directly away from this model.

40mm

Ice Golem

Because of their relationship, Rasputina can channel December's power, commanding golems to break free from the massive blocks of ice high in the mountains. Massively tall and as hard as rock, there are few creatures, natural or constructed, that can rival an Ice Golem for sheer power and ferocity. Even in death they have been known to kill their attackers, as their corporeal form will break off in thick, crushing sheaves.

Ice Golems can be smart enough to obey orders even when their master is not near. This makes them ideal for bodyguard duty to invaluable Arcanist heroes. At times, the sight of this giant rising up out of an otherwise peaceful snow is enough to make enemies flee. Ice Golems are not known for their speed, but where a Golem has committed to a battle, there are certain to be other creatures waiting in the wings, ready to complete the ambush.

ICE GOLEM — COST 10

Enforcer, Construct

Df	Wp	Wd	Wk	Cg	Ht
2	5	10	4	6	3

ABILITIES

Explosive Demise 3: All models within (r)2 suffer 3 damage when this model is killed (not sacrificed).

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Frozen Heart: This model is immune to Horror Duels and **Paralyzed**.

Melee Expert: This model gains 1 additional AP which may only be used to take **MI** Actions.

ICE GOLEM

ATTACK ACTIONS

(1) Icy Talon (**MI** 6 / Rst: **Df** / Rg: 2): Target suffers 3/3/6 damage.
Chill: After damaging, the target gains the **Slow** Condition.
X ***December's Sigh:*** After damaging, the target gains the following Condition until the end of its next Activation: "**Cold Feet:** This model suffers -2 to **Wk** and **Cg**."

(3) Smash (**MI** 6 / Rst: **Df** / Rg: 1): Target suffers 9/10/12 damage.

TACTICAL ACTIONS

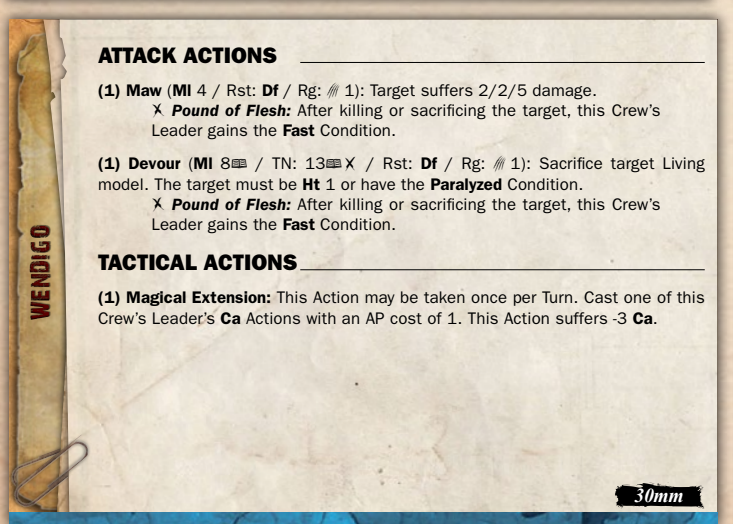
(1) Toss: Target a **Ht** 1 model within 1". Push the target up to 10" in any direction. If the target ends in base contact with impassable terrain or one or more models, the pushed model and each model in base contact with the pushed model must succeed on a TN 13 **Df** duel or suffer 2 damage. The target gains the following Condition until the end of the Turn: "**Insignificant**: This model may not take Interact Actions."

50mm

Wendigo

It may come as a surprise to many people, but some of the magic in Malifaux can be controlled by the mundane troubles in their lives. The Wendigo is a creature who is the manifestation of need and hunger within the world. It is the out of work showgirl or the injured miner whose starvation shapes the world outside their meager homes. Constantly searching for food, the Wendigo has been known to devour its victims while they are still alive, though for larger foes it may take a few bites to completely consume them.

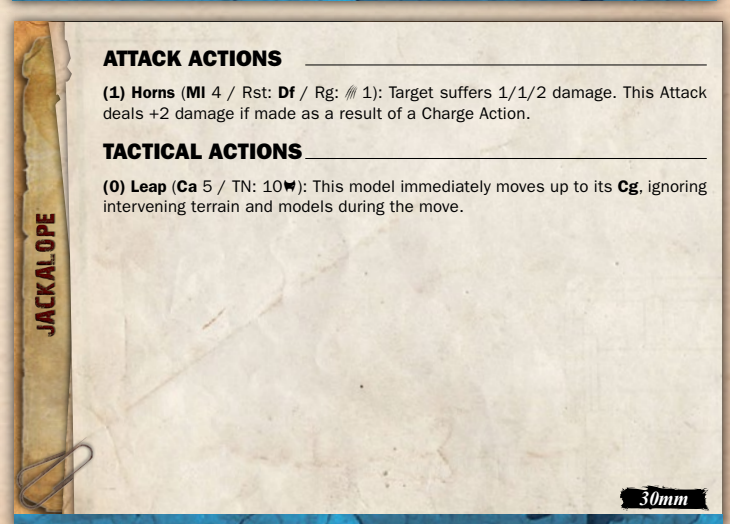
Its natural habitat is in the mountains, where a cult of tribal Decemberists is located, so the Wendigo's connection to Rasputina is not unlikely: but is the creature a pet? An ally? A manifestation of December himself? These questions become less relevant when its jaws are snapping in the air and its breath is blowing hot across its enemies' faces, and so no one has bothered to discover the answers.



Jackalope

With the body of a small rabbit, the Jackalope does not appear to be intimidating. Even with razor-sharp teeth and a set of dangerous horns, there is little reason to fear Marcus's little pet, except for the fact that it will not die. Even when it is beaten in battle and lying lifeless on the ground, it will rise up again as good as new. With rabbit-like speed, it will return from the edges of battle, all but forgotten by its enemies, to strike again or to sacrifice its life once more for its master.

The creature's ability to come back from the dead again and again is one that has taken up more of Marcus's time than any other project. It was not an ability that he designed and he has still been unable to replicate it. Even given the longevity provided by his abilities, to die and return would mean perfect immortality for him and his mate, which is his ultimate goal.



Brass Arachnid

Ramos has the ability to create nearly anything out of whatever scraps happen to be on hand. Why he has chosen the spider for his model is a question for the man himself, but there is little doubt that he is successful in their imitation. The Brass Arachnid was the first construct that worked perfectly for Ramos, opening the door for him to create dozens of other versions, and eventually craft the large machinery that he is famous for. This small construct is bulky and its weapon is a simple saw, though its real benefit lies in its ability to restart other constructs, allowing the stronger machines to do the hard work damaging their enemies.

To this day, Ramos will keep a copy of a Brass Arachnid by his side, barely modified from the original version, to remind him of the struggle behind it and the device that made him the man he is today.

BRASS ARACHNID — COST 4

Peon, Construct, Totem (Ramos)

M&SU

Df	Wp	Wd	Wk	Cg	Ht
6	4	4	4	7	1

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Insignificant: This model may not take Interact Actions.

BRASS ARACHNID

ATTACK ACTIONS

(1) Buzz Saw (**MI** 4 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/3/3 damage.

TACTICAL ACTIONS

(1) Stoke (**Ca** 4▭ / TN: 14▭▭ / Rg 6): Target non-Leader Construct receives the **Reactivate** Condition.

(1) Rewire: This model adds an additional ▭ to all of its **Ca** Actions for the remainder of the Turn.

30mm

Essence of Power

The power inherent in Malifaux can manifest itself in unique ways, one of which is when it has been given form, resembling a living creature. These spirits have been named Essences of Power by the Arcanists who tame them, a name coined because of their ability to enhance any spell that is cast near it. Since it is power that forms its core, any strength that has been borrowed by an Arcanist wounds the spirit directly, but there is little it can do to escape the hands of a powerful mage.

Like Soulstones, finding an Essence of Power is rare, but there are places where they are more likely to appear: in locations of ancient battles, in the ruins of deserted cities, or in the deep mines that were once carved by the ancients. There is a small division of the Miners and Steamfitters Union that is dedicated to seeking out such sites, and guarding them against outsiders.

ESSENCE OF POWER — COST 3

Peon, Totem

SPIRIT

Df	Wp	Wd	Wk	Cg	Ht
2	4	4	6	-	1

ABILITIES

Insignificant: This model may not take Interact Actions.

Empower: Friendly models in ❶5 which spend one or more Soulstones during a duel receive a ↯ to the duel.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

ESSENCE OF POWER

ATTACK ACTIONS

(1) Shock (**MI** 3 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/1/3 damage.

TACTICAL ACTIONS

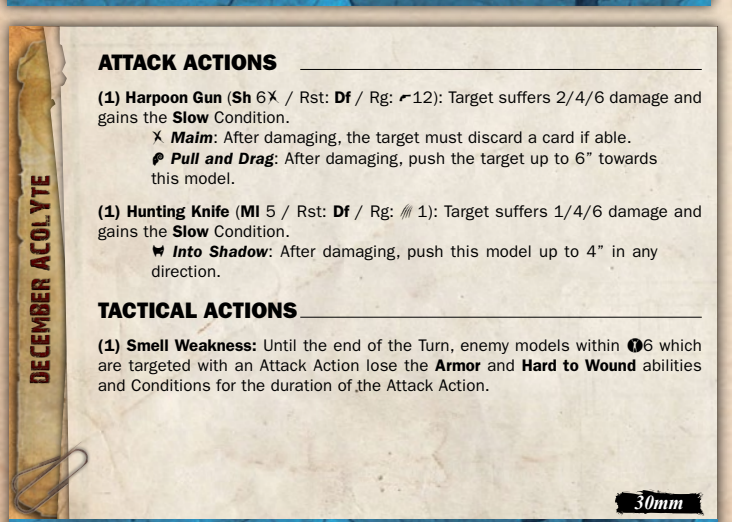
(2) Amplify: Until the end of the Turn, friendly models in ❶3 receive +1 **Ca**.

30mm

December Acolyte

December was searching for followers long before his prize arrived in Malifaux. Once the Breach reopened, it was a simple matter to lure men and women out of the city and into the mountains. There, they found themselves growing cold of heart and body, practicing macabre ceremonies at the behest of the strange power. Given these sacrifices, December began to grow, preparing for Rasputina's arrival.

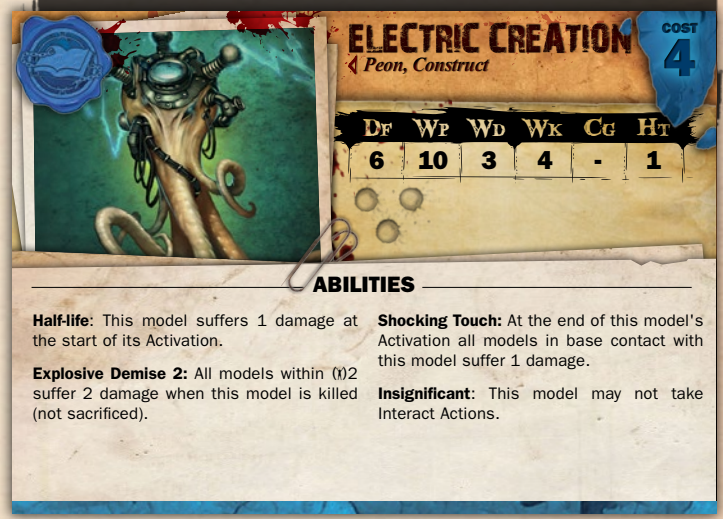
When she did arrive, the acolytes who once worshiped December found in her a new leader and, through her, an alliance with the Miners and Steamfitters Union. Adept at hiding in the shadows and willing to wait for hours on end, they can set masterful ambushes, often taking out caravans even when they are facing poor odds. Anyone trying to flee will be impaled upon their harpoon guns and often dragged back to be killed last as a bloody sacrifice to the source of their power.

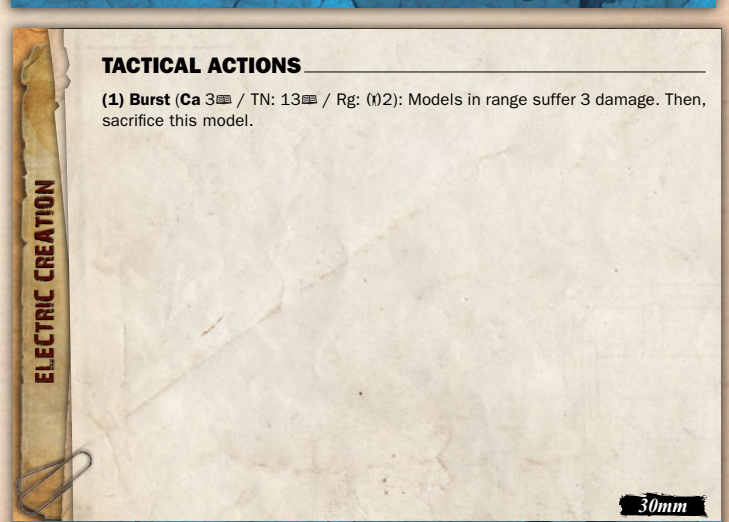


Electric Creation

Not every construct that Ramos creates is designed to survive. Some have simpler tasks: to move into enemy lines and cause as much damage as possible. Often created from spare parts that are too worn or broken to fit in more stable constructs, they are one of Ramos's few weapons that bears only a passing resemblance to his favorite eight-legged creature.

With electricity flowing over every surface, these creations are utterly unstable. The slightest contact with it will result in a minor shock and it is only a matter of time before the bonds holding it together are shattered by the current, sending shrapnel in every direction. Every time Ramos activates one in combat, there is the chance that it will malfunction and explode too close to the rest of his creations, but, more often than not, they end up in the middle of enemy lines, cutting into them and leaving destruction in their wake.





Hoarcat Pride

Hoarcats are tiny creatures living in the mountainous regions of Malifaux. Alone, they are rarely a threat, more likely to flee a battle rather than take on an enemy. It is only with their pride that they will stand and fight. Experts at hunting together, the pride will often approach a target from different directions, splitting his attention and allowing at least one cat to get close.

Food is hard to come by in the mountain ranges and if a larger creature approaches to challenge them, the pride will be forced to flee. Without the advantage of surprise, they know they are better off finding meek creatures to kill.

Hoarcats are among the easiest creatures for a skilled Arcanist to control. While beast masters such as Marcus find them laughably easy to control, even sorcerer's with other talents can bend the pack mentality to attack as ordered.

HOARCAT PRIDE

Minion, Living
BEAST, SWARM

COST 5

Df	Wp	Wd	Wk	Cg	Ht
5	5	6	5	6	1

ABILITIES

Pass Through: This model may ignore other models while moving.

Manipulative 12: If this model has not yet activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 12 **Wp** duel or the Action immediately fails.

Eat Your Fill: After killing or sacrificing an enemy model, this model may choose to heal all damage it has suffered and end its Activation.

Small Target: **Sh** Attack Actions that target this model suffer ⊟.

ATTACK ACTIONS

(1) Fangs and Claws: (**MI** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/4 damage. This Attack deals +1 damage if this model has 3 or more Wounds remaining.
Rip Throat: The damage flip receives ⚅⚅.

(1) Devour (**MI** 4🖃 / TN: 13🖃✕ / Rst: Df / Rg: ⫻ 1): Sacrifice target Living model. The target must be **Ht** 1 or have the **Paralyzed** Condition.

HOARCAT PRIDE

40mm

Howard Langston

Deep within the ruins of Malifaux are ancient documents describing forgotten magics that are just waiting to be discovered. When ancient blueprints fell into Ramos's hands, there was little doubt that he could twist them to serve his own purposes.

Howard Langston was a miner injured while Ramos happened to be visiting a work site. Given that he had no family, Ramos whisked him to his lab for a special project. A few weeks later, Langston emerged with the mechanical legs of a spider and massive pneumatic claws in place of his hands. The modifications were from the schematic, but Ramos put his own unique flavor into the design.

Langston is a powerful killing machine that fights for the Arcanists. Between his human mind and metal claws, few can survive combat with him.

HOWARD LANGSTON

Enforcer, Construct, Living, Rare 1,
M&SU

COST 12

Df	Wp	Wd	Wk	Cg	Ht
5	6	11	5	6	3

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Nimble: This model generates 1 additional AP which may only be used to take Walk Actions.

Terrifying (Living) 12: Enemy living models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

ATTACK ACTIONS

(1) Executioner Claws (**MI** 7✕ / Rst: **Df** / Rg: ⫻ 2): Target suffers 4/5/6 damage.
Decapitate: After damaging, immediately kill the target unless it discards two cards or two Soulstones.

TACTICAL ACTIONS

(1) Steam Cloud: Until the start of this model's next Activation, the area ❶4 around this model is considered **Ht** 5 soft cover terrain for the purposes of drawing LoS.

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

HOWARD LANGSTON

50mm

Ice Gamin

Smaller versions of the terrifying Ice Golem, Ice Gamin are similarly constructed from the snow and ice. This magic is unstable, and when a Gamin is wounded unto death, it reacts violently, expelling the ice and hardened snow in an angry swirl which injures anyone who is standing too close. Though small, their skin is unnaturally hard, turning aside even the toughest blows with little more than a crack to show for the enemy's effort.

Gamin also mimic some of December's abilities, though they are not nearly as apt as Rasputina herself. When they are near, the air becomes just a little colder, the wind a little bit more likely to sting as it blows against unprotected skin. They can also control the ice that forms them, freezing particles in the air and sending them flying at their targets, causing dozens of small wounds which can add up to great injury.

ABILITIES

Explosive Demise 2: All models within (↑)2 suffer 2 damage when this model is killed (not sacrificed).

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Frozen Heart: This model is immune to Horror Duels and **Paralyzed**.

ATTACK ACTIONS

(1) Icy Claw (**MI** 5 / Rst: **Df** / Rg: 1): Target suffers 1/3/4 damage.
Chill: After damaging, the target gains the **Slow** Condition.

(1) Ice Blast (**Sh** 4 / Rst: **Df** / Rg: 8): Target suffers 1/3/4 damage.

TACTICAL ACTIONS

(0) Bite of Winter: This model may discard a card. If it does, until the end of the Turn, friendly models with **Frozen Heart** within 6 inflict +1 damage with Attack Actions. This effect does not stack.

ICE GAMIN

30mm

Metal Gamin

Though their skin is hard as steel, metal gamin move with a grace usually reserved for skin and bone creatures. At the core of their beings is a sliver of power strong enough to animate them, though not strong enough to make them more intelligent than the average dog. They can be given commands, but if told to attack, they are more likely to use an improvised weapon rather than the blade they carry as part of their arms. Despite their lack of wit, they show a loyalty to their masters, often following just a few feet behind them.

The metal gamin are the smallest creatures that Mei Feng brought to Malifaux, proving her ability to manipulate metal was comparable only to Victor Ramos's ability to control constructs, which has led to a loose alliance with the Miners and Steamfitters Union. The secrets of Metal Gamin animation are known only to a few, but Mei Feng long ago traded that secret to Ramos, but for what only they know.

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

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.

Stand Ground: This model does not need to discard a card when taking Defensive Stance Actions.

ATTACK ACTIONS

(1) Fierce Head Butt (**MI** 4 / Rst: **Df** / Rg: 1): Target suffers 1/2/3 damage. If the target is engaged with a friendly model that has the **Metal Protection** Condition, the target gains the **Burning +2** Condition.

(0) Magnetism (**Ca** 8 / Rst: **Df** / Rg: 16): Push this model 6" directly towards target Construct, then the target suffers 2 damage which ignores **Armor**.

TACTICAL ACTIONS

(1) Protection of Metal: Target friendly model within 3" gains the following Condition until this model takes this Action again: "**Metal Protection**: This model has **Df** 6. This model's **Df** may not be altered by other Abilities, Actions, Upgrades, or Conditions. Remove this Condition immediately if there are no friendly Metal Gamin within 3"."

METAL GAMIN

30mm

Moleman

There have been many fusions between humans and animals, but few are as strange as the molemen. Part man and part burrower, these creations of Marcus's have served the Arcanist cause in ways that no other creature can. A moleman is adept at burrowing beneath the ground and is nearly the size of a human, their tunnels can be used by many minions to approach a target in secret.

While they are unarguably useful, the decision to create a moleman is never an easy one, since it also involves the loss of an M&SU asset. Often older men and women who are nearing retirement are given the option to sacrifice their memories and identities for the good of the cause, and a stipend for their family. Reports of young miners disappearing have always been pinned down to secret Guild raids, though the process of creating a moleman makes a sacrifice's face completely unrecognizable...

MOLEMAN
Minion, Living
BEAST

COST 4

Df	Wp	Wd	Wk	Cg	Ht
4	5	4	4	4	1

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Evasive: This model is immune to damage caused by (↯) effects.

Df (⌨) Burrow: This model's Armor may reduce damage to 0 for the duration of this Action.

MOLEMAN

ATTACK ACTIONS

(1) Tunneling Claws (**MI** 4 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/4 damage.
Rake: After damaging, take this Action again against a different target.

TACTICAL ACTIONS

(0) Tunneling: Place this model in base contact with a target friendly Scheme Marker within 8".

(0) Dug In: This model may discard a card to gain the following Condition until the start of its next Activation: "**Dug In:** This model gains +1 **Df** and may not be moved or pushed."

30mm

Rail Golem

Though made of the same flexible metal as the Gamin, the Rail Golem is much larger and requires a greater source of fuel to continue functioning. It is both utilitarian and martial: assisting with the construction of the railroad, but also stepping up to defend the crew if the need arises. Its power comes from the large furnace built into its torso, and with nearly every action it takes that furnace will burn hotter, requiring more fuel. The Golem can do the work of several men, so it is still more effective than having those men working on the rail themselves.

Mei Feng has agreed to supply the Arcanist movement with Golems, though it is not a simple process to create a construct with self-awareness, and so they are still a rare asset to be found. Ramos knows that each one is a valuable tool and places them were they can best serve his needs.

RAIL GOLEM
Enforcer, Construct, Rare 1
M&SU, FOUNDRY

COST 11

Df	Wp	Wd	Wk	Cg	Ht
4	5	10	4	6	4

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Forged in Fire: At the end of the Turn, this model does not end its **Burning** Condition and it does not suffer damage from the **Burning** Condition.

Stoked Fury: This model gains the **Burning +1** Condition at the beginning of its Activation.

Df (✊) Fiery Determination: After resolving, this model gains **Burning +1**.

RAIL GOLEM

ATTACK ACTIONS

(1) Rail Bash (**MI** 5⌨ / Rst: **Df** / Rg: ⫻ 2): Target suffers 3/4/6 damage. This Action gains ✊ to the Attack flip.
⌨ ***Redline***: After succeeding, this model gains the **Burning +1** Condition.
Knock Aside: After damaging, push the target 4" in any direction.

TACTICAL ACTIONS

(0) Locomotion (**Ca** 6 / TN: 10): Lower this model's **Burning** Condition by 1 to immediately take a Walk or (1) **MI** Action. **MI** Actions taken in this way deal 2 additional damage if this model has the **Burning** Condition.
⌨ ***Momentum***: After succeeding and resolving any resulting Action, take this Action again.

(0) Vent Boiler: All models within (↯)3 must succeed on a TN 12 **Wk** duel or gain the **Burning** Condition with half the value of the **Burning** Condition on this model. Then, remove the **Burning** Condition from this model.

50mm

Razorspine Rattler

Despite its name, the Razorspine Rattler often moves in near silence. It is only when it comes out of the boggy water that the spines on its back tap against each other, creating a staccato rhythm. On land or in the water, it can charge at several times its traveling speed, closing the distance to its prey before they have even had a chance to flee. Once caught, the Rattler will encircle its victim and strike with its fangs, pumping poison into their blood. Several autopsies on Razorspine Rattler deaths show that the potent toxin causes fewer deaths than the bite itself, due to the beast's massive teeth.

When Marcus first saw a Razorspine Rattler, he knew that such a creature would be perfect for his experiments, and for standing next to him in combat, even without modification. Since discovering it, he is rarely seen without one nearby, waiting in the shadows to ambush a target whose intentions are not wholly in line with his own.

RAZORSPINE RATTLER

COST 7

Minion, Living
BEAST

Df	Wp	Wd	Wk	Cg	Ht
6	5	9	5	7	2

ABILITIES

Constriction: This model gains to disengaging strikes.

Terrifying (Living) 11: Enemy living models must pass a TN 11 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Unimpeded: This model ignores penalties for severe terrain when moving.

Wicked: This model's disengaging strikes deal damage.

RAZORSPINE RATTLER

ATTACK ACTIONS

(1) Fangs (**MI** 5 / Rst: **Df** / Rg: 2): Target suffers 2/3/6 damage and gains the **Poison +2** Condition.

Reposition: After succeeding, push this model up to 3" in any direction.

TACTICAL ACTIONS

(2) Slither: Move this model up to 9" ignoring severe terrain during the move. Then, this model may take a 1 AP **MI** Attack Action.

40mm

Sabertooth Cerberus

The sabertooth tiger is a terrifying creature. Its body is long, sinuous, and strong, and its fangs are sharp as blades. With feline hunting instincts, it was already difficult to escape before Marcus modified it to have three heads. Three heads means three minds, making this one of the most difficult creatures for Marcus or Myranda to control, though dangerous to their enemies.

This creature has been known to settle in for a hunt, one of the few times when all three heads act in concert with one another. The other time they can all agree is when they are feeding on a kill, though even then one head might decide that another head took its piece of meat and a new fight will break out, leading to snapping and growling, though rarely self injury. Not even three minds together have figured out that they still share a single stomach, and any meat consumed by one head will benefit them all.

SABERTOOTH CERBERUS

COST 9

Enforcer, Living
BEAST

Df	Wp	Wd	Wk	Cg	Ht
5	5	10	5	7	2

ABILITIES

Three Headed: This model gains to Attack and damage flips it makes when it has 5 or more wounds remaining.

Unimpeded: This model ignores penalties for severe terrain when moving.

Terrifying (Living) 11: Enemy living models must pass a TN 11 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

SABERTOOTH CERBERUS

ATTACK ACTIONS

(1) Bite (**MI** 6 / Rst: **Df** / Rg: 1): Target suffers 3/4/6 damage.

Maul: After damaging, take this Attack Action again against the same target.

TACTICAL ACTIONS

(0) Leap (**Ca** 5 / TN: 10): This model immediately moves up to its **Cg**, ignoring intervening terrain and models during the move.

(0) Stalk: This model may discard a card. If it does, target enemy model within LoS gains the following Condition until this model takes this Action again: "**Stalked**: At the end of any Activation in which this model took a Walk or Charge Action, one opposing model with the **Stalk** Action may take a Walk Action that must end the move as close to this model as possible."

50mm

Steam Arachnid

After finding a design that worked for his arachnids, Ramos set about perfecting it. These new versions are sleeker than their brass cousins and the original saw has been replaced with tiny claws. Instead of killing their opponents, their goal is to get close enough to an enemy to latch onto them, slowing them and distracting. Due to their small size, they can also be sent ahead of the main force, scouting out locations.

While they may be weak on their own, they are also programmed to move in a deadly swarm. When they are in a pack, they become more powerful, acting as a single mind but also able to repair each other using scraps that have been abandoned nearby. When they attack, the arachnids will swarm over each other, creating a wave of tiny claws that can wound an opponent more deeply than a single focused strike would.

Ipsorum Lor... obtrusus. Ekpar nobot, lortar naroush. Echato gamoot, kor bien dol ru

STEAM ARACHNID — COST 4

Minion, Construct

M&SU

Df	Wp	Wd	Wk	Cg	Ht
6	6	4	5	6	1

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

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

Evasive: This model is immune to damage caused by (ɤ) effects.

Unimpeded: This model ignores penalties for severe terrain when moving.

STEAM ARACHNID SWARM — COST 8

Minion, Construct

SWARM, M&SU

Df	Wp	Wd	Wk	Cg	Ht
5	6	9	5	6	1

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Evasive: This model is immune to damage caused by (ɤ) effects.

Strength in Numbers: While this model has 4 or more wounds remaining, damage flips it makes gain .

STEAM ARACHNID

ATTACK ACTIONS

(1) Iron Claw (**MI** 4 / Rst: **Df** / Rg: 1): Target suffers 1/2/3 damage.
Overheat: After resolving, all models in (ɤ)2 suffer 2 damage. Then, sacrifice this model.

TACTICAL ACTIONS

(1) Swarm Together: Sacrifice this model and two friendly Steam Arachnids in base contact with this model. These models do not count as killed for Encounter purposes. If this happens, summon a Steam Arachnid Swarm within 3" before removing this model.

30mm

STEAM ARACHNID SWARM

ATTACK ACTIONS

(1) Sea of Claws (**MI** 5 / Rst: **Df** / Rg: 1): Target suffers 2/4/5 damage.
Overwhelm: After damaging, take this Action again against the same target, this Attack suffers **MI** -1. This Trigger may only be declared if the Attack which triggered it is **MI** 2 or higher.
Carry Away: After damaging, push the target 4" directly away, then push this model into base contact with the target.

TACTICAL ACTIONS

(0) Devouring Swarm: Discard every Scheme Marker within (ɤ)4 of this model.

(0) Self Repair: This model may discard target Scrap Marker or sacrifice target friendly Steam Arachnid within 6" to heal 2/3/5 damage.

40mm

General Arcanist Upgrades

Imbued Protection

Cost: 2 SS

If this model's printed **Df** is less than 4, increase this model's **Df** to 4. If this model's printed **Df** is 4 or more, this model increases its **Df** by +1.

- The model gains the following Ability:

  Salvation: When this model suffers damage, it may discard this Upgrade to reduce the damage by 2.

Restrictions

Rare 3

Imbued Energies

Cost: 1 SS

- The model gains the following Abilities:

  Imbued Energies: When this model is killed or sacrificed, draw four cards.

  Desperation: This model may discard this Upgrade at the start of its Activation to gain **Fast**.

Restrictions

Rare 3

The Philosopher's Stone

Cost: 1 SS

- This model gains the follow Ability**:**

  Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

- This model gains the following Tactical Action:

  (0) Moment of Insight: This model may discard this Upgrade to draw two cards.

Restrictions

Leader

Arcane Reservoir

Cost: 2 SS

- This model gains the following Ability:

  Arcane Reservoir +1: While this model is in play, increase this Crew's Hand Size by +1.

Restrictions

Leader

RECHARGE SOULSTONE

Cost: 1 SS

- The model gains the following Ability:

  Siphon Souls: When a living model with a Soulstone Cost of 4 or more is killed within 3" of this model, this model adds 1 Soulstone to its Soulstone Pool (ignoring the normal Soulstone Pool limit).

RESTRICTIONS

Master or Henchman, Rare 2

December Upgrades

December's Pawn

Cost: 2 SS

- Rasputina gains the following Ability:

  December's Pawn: This model may treat the Black Joker as the Red Joker.

Restrictions

Rasputina

Cold Nights

Cost: 1 SS

- Rasputina gains the following Tactical Action:

  (1) Ice Pillars (**Ca** 7🕮 / TN: 10🕮 / Rg: 12): Place two Ice Pillar Markers touching each other within 12" of this model and at least 1" from any model or Marker. These Ice Pillar Markers are 50mm bases with **Ht** 5 and the blocking and impassible traits. At the start of this model's next Activation, or when this model is removed from play, remove these Ice Pillar markers. This Action may only be taken once per Activation.

  🕮🕮 **Surge:** After succeeding, draw a card.

- Rasputina gains the following Ability:

  Ice Shield: After Rasputina is declared as the target of an Attack Action, she may increase her **Df** by 4 for the remainder of the Action. Afterward, discard this Upgrade.

Restrictions

Rasputina

Child of December

Cost: 1 SS

- Rasputina gains the following Attack Action:

  (0) Shatter (**Ca** 7🕮 / TN: 10🕮 / Rst: **Wp** / Rg 10): Target a **Paralyzed** model. The target suffers ⊟⊟ to all duels for the remainder of the Turn.

  🕮 **Splinter:** After succeeding, the target suffers 4 damage.

  🕮 **Demolish:** After succeeding, the target suffers 3 damage for each Upgrade it has attached.

- Rasputina gains the following Ability:

  Bearskin Armor: This model may ignore damage from (ᛉ) and 💀 effects.

Restrictions

Rasputina

Shattered Heart

Cost: 3 SS

- Rasputina exchanges her **Ice Mirror** for the following Ability:

  Shattered Mirror: When taking a **Ca** Action, this model may draw LoS and range from a friendly model with **Frozen Heart** within 10" and LoS that is not engaged. If the **Ca** Action was generated by a Trigger, it receives -2 **Ca**.

Restrictions

Rasputina, Limited

ARMOR OF DECEMBER

COST: 1 SS

- This model gains the following Tactical Action:

  (1) Guarded Advance: Push this model up to 3" in any direction. This model gains the following Condition until the end of the Turn: "**Armor +1:** Reduce all damage suffered by this model by +1, to a minimum of 1."

RESTRICTIONS

Frozen Heart, Limited, Rare 2

SUB ZERO

COST: 1 SS

- Friendly minions with the **Frozen Heart** Ability within 8 of this model gain the following Ability:

  Df (📖) Sub Zero: After this model suffers damage from a **MI** Attack, immediately end the Attacker's Activation.

RESTRICTIONS

Frozen Heart, Rare 1

Bestial Upgrades

Feral Instincts

Cost: 1 SS

- Marcus gains the following Ability:

  Instinctual: This model may take two (0) Actions during its Activation, so long as they are both different.

- Marcus gains the following Attack Action:

  (0) Feral (**Ca** 7📖/ TN 12📖/ Rst **Wp**/ Rg 12): Target gains the following Condition until the end of the Turn: "**Primal:** This model gains the Beast characteristic."

Restrictions

Marcus

The Hunger Cry

Cost: 1 SS

- Marcus gains the following Tactical Actions**:**

  (1) Howl: All models in (Y)8 gain the following Condition until the end of the Turn: "**Hear the Call:** If this model is a Beast, it gains +2 **Wp**. If this model is not a Beast, it suffers -2 **Wp**."

  (0) Domesticate: Until the end of the Turn, enemy Beasts receive ⊟ on all duels while this model is in their LoS.

Restrictions

Marcus

The Trail of the Gods

Cost: 1 SS

- Marcus gains the following Ability:

  Voracious Heart: At the beginning of this model's Activation it may gain one of the following Conditions until the beginning of its next Activation. When choosing a Condition from this Upgrade, this model may discard any number of cards and, for each 📖 discarded in this way, the model may gain one additional Condition from the list below:

  Strength of the Bear: This model's **Shillelagh** Attack Actions gain +2 damage.

  Agility of the Hare: This model gains **+**3 **Wk**.

  Fury of the Tiger: This model gains one additional AP when it Activates that may only be spent on **Ml** Attack Actions.

Restrictions

Marcus, Limited

The God's Domain

Cost: 1 SS

- **Marcus** gains the following Abilities:

  Regeneration +1: When this model Activates it heals 1 damage.

  Keen Heart: At the beginning of this model's Activation it may gain one of the following Conditions until the beginning of its next Activation. When choosing a Condition from this Upgrade, this model may discard any number of cards and, for each 📖 discarded in this way, the model may gain one additional Condition from the list below:

  Precision of the Eagle: This model's **Shillelagh** Attack and damage flips receive +1.

  Wisdom of the Fox: This model gains +2 **Df**.

  Speed of the Serpent: Charge Actions taken by this model cost 1 AP.

Restrictions

Marcus, Limited

SKINWALKER

Cost: 1 SS

- Myranda gains the following Abilities:

  Walkabout: Instead of being deployed as normal, this model may begin the game buried.

  Skinwalk: Whenever a Beast model is killed, sacrificed, or buried while this model is buried, this model may be unburied in base contact with the Beast model before it is removed from play.

RESTRICTIONS

Myranda

PACK LEADER

Cost: 1 SS

- This model and all friendly Beast models within LoS of this model gain the following Ability:

  Smell Fear: Once per Turn, when an enemy model within 6" loses a **Wp** duel, this model may immediately take a **(1) MI** Action after resolving the current Action.

RESTRICTIONS

Beast, Rare 1

Scrapyard Upgrades

Field Generator

Cost: 2 SS

- Ramos gains the following Tactical Action:

  (1) Arcing Screen (**Ca** 7 / TN: 15 / Rg 6): Until the start of this model's next Activation, friendly models gain + to **Df** duels while within 6.

Restrictions

Ramos

Combat Mechanic

Cost: 2 SS

- Ramos gains the following Ability:

  Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

- Ramos gains the following Tactical Action:

  (1) Combat Mechanic (**Ca** 7 / TN: 10 / Rg 6): This model may discard a Scrap Marker within 6" to make target Construct heal 1/3/4 damage.

Restrictions

Ramos

Electric Summoning

Cost: 1 SS

- Ramos gains the following Tactical Action:

  (0) Electrical Creation (**Ca** 8 / TN: 15): Summon one Electrical Creation within 6".

Restrictions

Ramos

Under Pressure

Cost: 2 SS

- Ramos gains the following Abilities:

  Counterspell: Enemy **Ca** Actions which target this model lose all suits printed in the **Ca** for the duration of the Action.

  Overdrive: Other friendly Constructs within 8 of this model gain + to all **MI** Attack Actions.

Restrictions

Ramos

OPEN CURRENT

COST: 1 SS

- Joss gains the following Tactical Action:

  (0) Open Current (Ca 6📖 / TN: 13📖 / Rg (Y)5): All non-Construct models in range must succeed on a TN 15 **Wp** duel or gain the following Condition until the end of the Turn: "**Conductor:** This model suffers ⍈ on all **Df** duels."

RESTRICTIONS

Joss

BLEEDING EDGE TECH

COST: 1 SS

- The model gains the following Tactical Action:

  (0) Disruption Field: This model gains the following Condition until the beginning of its next Activation: "**Disruption Field**: Other models performing **Ca** Actions within (Y)3 of this model receive ⍈."

- The model gains the following Ability:

  New Research: While within (Y)8 of this model, friendly Minion Construct models gain the following Condition: "**Regeneration +1:** When this model Activates it heals 1 damage."

RESTRICTIONS

M&SU, Rare 1

Blood and Fears

Fate is a fickle creature. There are some who can sense her, who can run their fingers through the weave of her design and even change outcomes completely. Some may use a deck of cards which have been exposed to the very aethers of the world. The youthful woman at the table established an order onto a shuffled deck, pushing her will into the cards, forcing them to obey. She would impose her order on the universe through these cards.

“So, you're really going to do it?” Candy stood by the fireplace where a small blaze was still heating a pot. A riffle of cards echoed through the small room, despite steady croaking of bayou toads and the buzzing of mosquitoes outside.

Candy couldn't think of anyone who would want to live this far away from the city, especially if it meant eating gruel. She had tasted it and it made her gag. “Zor won't be happy with you peepin' at the future.”

Pandora cut the deck and folded the two halves together again, bridging them until they lay even. “I'm not looking into the future. I'm looking into the now. Go get some water.”

The little girl stood and put one hand on her hip. The other hand brandished the cracked wooden porridge spoon, dropping globs of pasty meal on the floor. “Get the water yourself. I'm not-”

There was a look in Pandora's eyes that scared her into silence. Candy flicked the spoon, splattering gruel on the wall in thick gray-brown blobs. But with her protest lodged, she took up the old metal bucket by the door.

She skipped out the door, bounding deftly over the corpse of the shack's owner. His face had been locked into terror, and his hands were clutched over his chest. Small rivers of blood seeped from his eyes and onto the floor around his head, forming an odd dark red halo. Candy hummed an old nursery rhyme to herself.

It didn't take long before the deck felt truly shuffled, and Candy had returned with just enough water in the bucket to fill a bowl. Pandora focused her mind and the clear water turned foggy. It wouldn't give them the quicksilver clarity of Zoraida's portents, but she would be able to see the subject of her augury.

The blade sliced nicely, slipping through the lungs of the archer without resistance or sound. He tried to alert his fellows, but the dark rooftop, and his mad spasms, failed to be heard amidst the revelry below. Lilith twisted the blade upwards, and pulled it through the top of his body, leaving only unrecognizable meat and a long bow on the sloping clay tiles behind her.

Her quarry hadn’t covered his tracks well, his penchant for the depredations of the Honey Pot saloon gave her a place to start. Lynche’s associates were helpful, as always, and she had intended to wait for Mr. Rivers to return. She had grown impatient with waiting after a week. Few stayed away from the Honey Pot for that long. Graves and Tannen had agreed to hold him there if he returned, and she had continued the long hunt.

The trail had gone cold a few days ago. Lilith had been forced to walk among the filth for far longer than she wanted. Everywhere she looked the sweaty, entitled, and willfully ignorant marched through her streets. They came and went, assuming ownership of a city they had no right to, and she had been forced to speak to them with words instead of violence.

But now she had him. He was down there in the crowd, someplace amongst the floating paper lanterns. She twisted around to look at Barbaros and his brothers. They were kneeling over the archer, quietly digging into his belly with claws and shoving fistfuls of meat into their mouths. The blood coated Barbaros’s fore-arms, and glistened on the plates of the steel sleeve he wore.

He shrugged at her, and Lilith shook her head at him. The Nephilim all stopped their feast and waited for her orders. The others stretched their wings, in a sign of readiness, but Barbaros nodded. His tendons had been magically severed by the vermin in the Pits, and despite the ancient sorceries that Lilith could find, he would never fly again, or grow in size. She did not pity him, however. He was her knight.

"Kill them all," she said, "but if you find Rivers, leave him able to talk. He might not have it on him."

"Are we there yet?" Candy hung her head out the window to yell up to the coach driver. They clattered along the cobblestone street towards the Little Kingdom.

"No, little miss, and if you keep asking that same question, it will take longer." The gentleman with the reigns laughed as he spoke. Pandora hated that sound.

Candy sat back down, plopping herself onto the cushioned leather seat. "I don't like him."

Pandora nodded and said, "neither do I."

The coach pulled to a stop and the coachman yelled down. "There looks to be trouble ahead ladies. I'll have to turn back here. Where would you like me to take you?"

"To our destination," said Pandora.

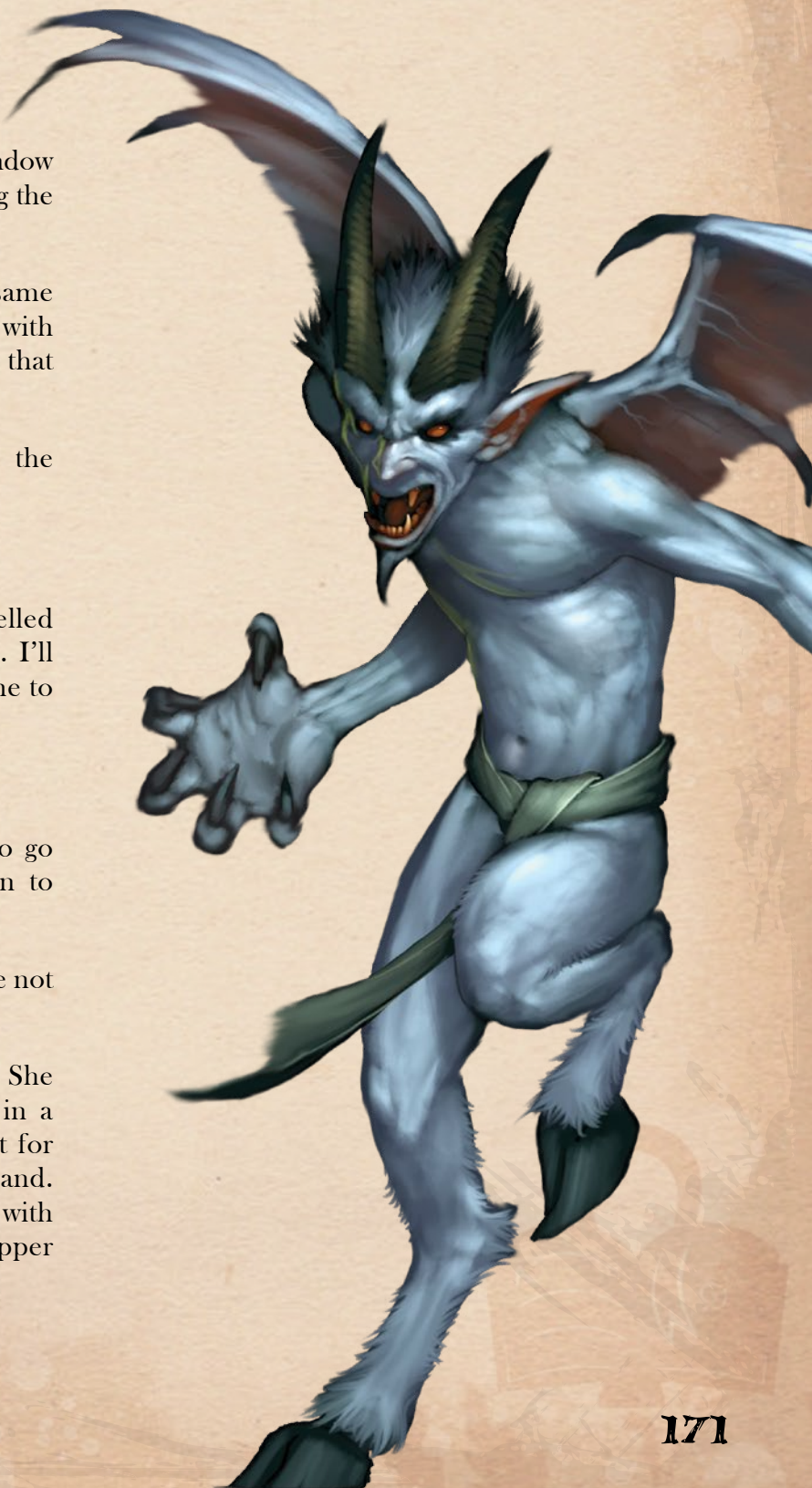
"Looks like a riot up ahead. I wouldn't want to go there if I was you." The coachman had begun to wheel the horses around.

Pandora spoke as she opened the door. "You are not me. Stop the coach, we will walk from here."

Candy bounded up to him with his payment. She handed him the scrip note and a hard candy in a bright blue wrapper. "I added a sour candy just for you!" She squealed as she pressed it into his hand. He thanked her politely, and flicked the reigns with one hand as he squeezed the candy from the wrapper and into his mouth with the other.

The night carried the sounds of screams. Pandora sighed. "That's Lilith's song."

As the two made their way towards the cacophony Pandora looked in the eyes of everyone who fled past them. They all fell as they ran, weeping and begging.



Lilith moved through the crowd with reckless abandon, chopping down the terrified crowd two, sometimes three, at a time. Barbaros herded them toward her. She shouted with each stroke, counting each death.

"Twenty-two. Twenty-two lives on your head, Rivers. Twenty-four. I can do this all night!" Barbaros moved behind her, raising his armored fist in front of him. She twisted in time to see the small man standing no more than a dozen paces from her. He held up the small gatling-derringer and turned the thumb crank. It consumed the small chain of bullets in an instance. Some peppered on the plates of Barbaros's armor, and others bit into his flesh. He grinned wide at the manling.

By human standards he might have been considered handsome. A broad jaw with cleft in his chin sat below a crooked grin and sparkling blue eyes. He took a step forward, pushing a paper lantern that bobbed in the air aside. "I'm here, Lilith. But you'll never find it. I've taken it beyond your reach."

"If it's so far beyond my reach, why don't you just tell me where it is, and Barbaros here will kill you quickly. Otherwise, I'll have to let him have some fun." Barbaros raked his Macuahuitl along the ground, sparking it on the stones.

Rivers looked around as the crowd began to disperse. Barbaros charged him, rushing headlong with his brutal serrated weapon above his head. Rivers shouted a word, and in a puff of black smoke he vanished. Lilith spun around, searching the crowd and the high roofs for him. But the only trace he left was a mocking laugh.

“I’ll start killing again, Rivers.” Lilith shouted into the night, turning as she spoke.

River’s voice came from nowhere, and everywhere, bouncing off the stone and wood around them. “Oh, you’d start killing the second I gave you what you want. I won’t fall for that bargain.”

Pandora could hear Lilith shouting. Candy held a deck of cards up to her, both hands serving as a table. Pandora took the top card from the deck and knelt before a bowl of cloudy water. She dropped it in, and it landed face up, the Jack of Masks. Candy threw the rest of the deck into the gutter.

The card dissolved, and she could see the handsome man with the troublesome future. He was standing in the sewer right below Lilith, grinning like an idiot. They japed at each other. He threw idle threats at Lilith, she made promises in return.

“She’s thinking at him in straight lines. His magic will frustrate her all night. He is certain of his victory, and he is right to be. Let’s disavow him of that notion.” Pandora reached into her jacket and removed an intricate wooden box. Green mist seeped from the line where lid met base. She opened it slowly, and her Sorrows spilled forth.

The ghastly creatures flickered in and out of reality, flowing down into the sewers through the street. Pandora turned her attention back to the bowl. She watched as one materialized behind Rivers. He stopped talking mid-sentence and sighed, visibly shaken. Another Sorrow slipped up beside him, and slowly put its hand on his wrist. A single black tear trickled down his cheek.

He shook himself and muttered something while drawing a symbol in the air. A burst of red lightning crackled out from him, and the Sorrows dissipated. He looked up, and through the augury he locked eyes with Pandora. Then he ran.

Lilith spun around and shouted, "I can feel your Sorrows. Why must you drive my quarry to ground, Pandora?"

There was no sense in denying it now. Pandora stepped around the corner. The streets had cleared of the living, but corpses wet the cobblestones with blood, forcing Candy to hop over pools of ichor as they approached.

"He isn't just your quarry. There is something in his head that I require." Pandora spoke with a serious tone, but she did not chide Lilith as she did Candy.

"He has something I want. He hid it somewhere. I just need to give Barbaros some time with him." Lilith squared her stand, and her Nephilim moved to protect her flank.

Screaming came from a nearby house. It was dark inside. Pandora nodded, "He's in there, and he doesn't know it yet, but that's a dead end. Whatever he has that you want, it's on his person."

Lilith squinted at Pandora, her mouth tightening into a thin, disbelieving, line.

"He thinks he's more clever than he is. If he told you he hid it, then it's in his pocket." Pandora waved her hand as she elaborated.

"Good," said Lilith, "then he is mine."

Candy looked up at the two of them and said, "Can't you drive him mad," she pointed at Pandora, "while you tear him up?" she moved her hand to indicate Lilith.

Pandora nodded. "If you kill him slow enough to let me get what I need. Yes."

Barbaros grinned as Lilith spoke, "An equitable solution, agreed."

Candy clapped her hands. "Hooray! Sharing!"

Chapter 9: The Neverborn

The city of Malifaux is a dangerous place, but it seems as cozy as a hearth when it is compared to the horrors that roam the Badlands. Every nightmare in every monster story ever told has its counterpart in a Neverborn creature that lives somewhere beyond the relative safety of the city's walls. The abilities of these horrors are as terrible as any nightmare, since many spawn from the same dark thoughts that are mother to such dreams.

When the Breach closed the first time, no one Earthside knew what had happened, but many scholars agreed that the Neverborn had something to do with it. When it reopened, the Guild set a hard blockade around, suspecting an attack. When none came, they began tentative moves to create a safe haven in Malifaux before they allowed anyone outside of their special forces through. After a few months, they eased back their control, and they thought they would be safe.

They were wrong.

Unlike humans, Neverborn are not limited to a familiar shape. Many begin life as small creatures, barely larger than a child, and grow to become large beasts, terrifying in their capacity to cause harm. Others might seem like little more than children, but bear no greater desire than to cause pain and suffering upon any who are taken in by them.

Some tales tell of creatures who can assume any likeness, not only fitting into a crowd, but impersonating their victim in the midst of horrible crimes. Just because the Guild could not see any Neverborn within their cordon didn't mean that they weren't there. Many lives were lost to this unseen threat, and the Guild is certain that there are still Neverborn hiding within their ranks. At the higher levels, there is a complex screening process that employees go through to convince members of the Neverborn Hunter Task Force that they are human, though the accuracy of these tests is questionable, since they have never uncovered a doppleganger.

Neverborn draw their strength from the primal magic that flows through Malifaux, rather than the surface magic that the Arcanists twist to their devices. It is a magic born of blood and sacrifice, allowing those who can access it a power greater than any humans might wield. It is through this power that some of the more skilled creatures can twist fate to their own designs, for this magic flows through everything in Malifaux. Where emotion runs powerfully enough, this magic may even be given form, growing yet more powerful.

There are many cults that have been dedicated to reaching this magic, though the blood rituals performed by ignorant humans serve only to strengthen the power, rather than draw it under their control. To this end, some of the more clever Neverborn foster human worship, and convince mankind to deprave themselves in the service of darker forces.

The Guild has grown desperate in their fight against the Neverborn, hiring just about anyone who is willing to join their Neverborn Hunter's Task Force, though most of these men and women have little clue as to the caliber of enemy they face. Rare is the person who returns after his first hunt, and rarer still are those who return unchanged. Living through an encounter may seem like a stroke of luck, but there is no way to unsee what has been seen. The depths of horror at a Neverborn's disposal can turn even the hardest men into children and the strongest minds into jelly.

Indeed, no two Neverborn need ever use the same tools. While some lash out at humanity with bloodshed, others drink deep of mankind's emotions. Others still twist the ephemeral strands of fate, or touch upon the madness in every man's heart. To prepare oneself to fight all of the Neverborn is a lifelong task, which is often very short.

One thing remains constant, however. Malifaux is theirs, and they do not appreciate guests.

Lilith

Lilith is the first of the Neverborn. Lilith's emotions are frighteningly mercurial, a calm and cunning leader one moment, a frenzied creature of pure hatred and malice the next. She remembers the end days of Old Malifaux as fleeting memories, impressions of a crueler, but better, time. She will not abide humanity's incursion into what Lilith sees as her domain. When the Breach first opened over a century ago she was curious, inquisitive to see what these creatures were like in numbers. She was aware that humans had, from time to time, slipped through the walls of reality – the hag, Zoraida, being one such individual. What she learned from her observations convinced her that humanity was a canker to be excised.

Lilith is concerned, as she sees the potential for the Neverborn to fracture into sects, much as it had been in the early days, before she and her sisters brought them together. For now, Lilith is content to plot on a short term basis, slowing but not thwarting humanity's expansion beyond the City's walls. Her steady hit and run tactics have earned her prominence on the Guild's Most Wanted list, the bounty growing with each successful attack.

For her time is not a limitation, but a resource she will continue to put to good use. Her patience can span centuries if need be, until her planning and maneuvering once again places her in the position to end humanity's presence in Malifaux.

LILITH
Master, Living
NEPHILIM

CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
7	5	10	6	6	2

ABILITIES

Black Blood: All models without **Black Blood** within (↑)1 suffer 1 damage when this model suffers damage.

Master of Malifaux: This model is not affected by severe or hazardous terrain and does not need LoS to target models with Charge or **Ca** Actions.

Df (❤) Disappear: After another model misses this model with a **MI** Action, the Attacker receives -2 **MI** against this model until the end of the Turn.

Rush of Magic: During the Draw Phase draw an additional card and then discard a card.

LILITH

ATTACK ACTIONS

(1) Greatsword (**MI** 7❤ / Rst: **Df** / Rg: ⫻ 2): Target suffers 3/4/6 damage. This damage flip gains ↯ if this model did not Charge during this Activation.
❤❤ ***Bloody Fate***: After target suffers damage, draw one card. If the Defender was not killed by this Attack Action, discard a card.

(1) Wicked Vines (**Ca** 6❤ / TN: 12❤ / Rst: **Df** / Rg: 12): Target model suffers 1 damage and gains the following Condition until the end of the Turn: "**Rooted**: This model may not take Walk or Charge Actions. If this model is pushed, remove this Condition and this model suffers 3 damage."

(1) Tangle Shadows (**Ca** 5❤ / TN: 14❤❤ / Rst: **Wp** / Rg: 12): Select a friendly model within 6" of this model and place it into base contact with the target model. If the friendly model can be placed, then place the target model in base contact with this model.

TACTICAL ACTIONS

(0) Sudden Darkness: For the remainder of this Activation, if this model moves through terrain during a Charge Action, all **MI** Actions made as a result of the Charge gain +1 damage.

30mm

Pandora

The Neverborn take on many guises, but none are so at odds with their true nature as Pandora's glamorous appearance. Pandora uses her youthful and genuine demeanor to walk the City's streets undisturbed, thus enabling her to pursue her dark and terrible agendas without molestation. She carries with her an ancient box which remains firmly sealed until she is ready to release its contents. Even while the box is closed Pandora sometimes whispers to it, cocking her head to one side to listen to voices no one else can hear. Opening the box unleashes pandemonium, twisting sanity until the lines of reality blur into in-consequence.

Pandora became a thrall of the box for a short time, serving as a conduit. Her previously shaky sanity was further compromised by her experience. Her maliciously mischievous side has warped into a sadistically cruel streak which can rear its ugly head at any time. Even her pet Woes know better than to stay too close to their mistress when the mood strikes her. They have seen firsthand the damage the box is capable of wreaking on even their sullied existence.

Now Pandora is a force of suffering in all of Malifaux. Walking the edges of consciousness and feeding upon the terrible anguish of the populace. Unlike Lilith, she has little desire to see humanity cast from Malifaux, as they are delicious treats for her macabre whims.

Where Pandora walks, hope dies.

PANDORA
Master, Living
WOE

CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
3	7	10	4	4	2

ABILITIES

Misery: When an enemy model within ❶6 of this model fails a **Wp** duel, it suffers 1 damage after resolving the current Action.

Martyr: When another Woe within ❶6 suffers damage, after any other damage reduction, this model may suffer 1 damage to reduce the damage being suffered by the Woe by 1.

Expose Fears: This model may resist with **Wp** instead of **Df** in any opposed duel. This model considers the duel a **Wp** duel.

Fading Memory: When this model wins an opposed **Wp** duel against an enemy model, immediately push this model up to 4" in any direction.

PANDORA

ATTACK ACTIONS

(1) Self Loathing (**Ca** 7 / Rst: **Wp** / Rg: 3): Select a (1) AP Action on the target. Apply the printed damage results of the chosen Action to the target, no other effects or Triggers from the chosen Action are applied. The accuracy modifier is determined by the result of this duel.

(1) Self Harm (**Ca** 6 / Rst: **Wp** / Rg: 10): Select a (1) AP Action on the target. Apply the damage results of the chosen Action to the target, no other effects or Triggers from the chosen Action are applied. The accuracy modifier is determined by the result of this duel.

(0) Incite (**Wp** 7 / Rst: **Wp** / Rg: 12): Target gains the following Condition until the start of its next Activation: "**Mood Swing:** When this model's controller has an opportunity to Activate a model, the opponent may choose for this model to Activate instead if it is available to Activate."

Mass Hysteria: After succeeding, immediately take this Action again. This Action may not declare Triggers.

TACTICAL ACTIONS

(1) Inflict: Enemy models in ❶4 must succeed on a TN 14 **Wp** duel or suffer 1 damage.

30mm

Zoraida

Desperation drives men and women from the relative safety of the City into the Bayou, in search of the elusive swamp hag, Zoraida. Those individuals who do not fall prey to gremlins or the other creatures eventually reach her demesne. The impossibly old woman they encounter inside the rickety shack knows their names and why they have come. Her bargain is always a game of cards for whatever information they seek. They win, she answers their questions. They lose and she collects the unique ante she has demanded. Most never see the City's lights again.

This is the Zoraida most residents of Malifaux know, the hag with second sight. The true Zoraida who hides behind this persona is a different entity. Centuries old, Zoraida is not truly a Neverborn, but is instead a human who traversed the inbetween and reached Malifaux long before the first opening of the Great Breach. Over time she became one of the Neverborn. She knows more about the weaving's of fate and where to pluck at its threads than any other creature in Malifaux.

Zoraida interweaves her own designs into fate's plan, masterfully blending her intentions with that of the cosmic will. She manipulates people and events slowly, maneuvering hundreds of disparate elements together to achieve her desired results. To Zoraida it is an art form, she is spinning an ever moving dance of beauty into reality... even if only she can appreciate it.

ZORAIDA
Master, Living
SWAMPFIEND

CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
5	10	10	5	-	2

ABILITIES

Proper Manners: All Attack flips performed by enemy models targeting this model receive ☐ unless they benefit from **Focus**.

Enthrall: This model's Crew may hire any Living model with a **Wp** 4 or less as if they had the Mercenary characteristic.

Df (🗡) Regret: After inflicting moderate or severe damage on this model, end the Attacker's Activation.

ZORAIDA

ATTACK ACTIONS

(1) Voodoo Pins (**Ml** 4 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/5 damage. A model damaged by this weapon also receives the **Poison +2** Condition.
⚔ ***Puncture***: The damage flip from this Attack receives ☐.

(1) Obey (**Ca** 7🗡 / TN: 14🗡 / Rst: **Wp** / Rg: 12): Target non-Leader model immediately performs a (1) Action chosen and controlled by this model's controller. A model which performed an Attack due to **Obey** may not be targeted by **Obey** again during the same Activation.

(1) Bewitch (**Ca** 7🗡 / TN: 12 / Rst: **Wp** / Rg: 12): Target enemy model gains the following Condition until the end of its next Activation: "**Bewitched:** Every time this model declares a Walk, Charge, or Attack Action which was not generated by a Charge, the model which applied this Condition may draw two cards."

TACTICAL ACTIONS

(2) You Remind Me of the Babe: Summon 1 Voodoo Doll within 6" of this model. Immediately sacrifice all other friendly Totems.

(1) Repulsive: Enemy models within (↑)6 of this model must pass a TN 17 **Wp** duel or be pushed away from this model until they are no longer within 6".

30mm

Barbaros

Barbaros is an odd creature, as terribly violent as any other Nephilim, but far less reliant on his natural physical gifts. His fierce will helped him survive his maiming, and now he exacts revenge, not just on his captors, but on all of mankind.

When Barbaros was just a Terror Tot, he was captured and enslaved by the owners of the Pits. Many came to see the illegal fights, and to bet against the Neverborn. After his first night of bloodshed, his captors realized that they could not contain him if he continued to grow in power. They paid handsomely for powerful magic that permanently atrophied the muscles in his wings, and bound him to his current form.

Barbaros would never grow in physical power, nor would he ever fly. They drove him to master combat as no Nephilim had ever done before, on mankind's terms... and they would suffer for the mistake.

BARBAROS

Henchman, Living, Rare 1

NEPHILIM

COST 10 CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
6	7	9	4	8	2

ABILITIES

Black Blood: All models without **Black Blood** in ❨1 suffer 1 damage when this model suffers damage.

Nimble: This model generates one additional AP when it Activates which can only be used to take Walk Actions.

Armor +1: Reduce all damage taken by +1, to a minimum of 1.

Df (🗡) Knock Aside: After a model misses this model with a **MI** Action, it suffers 2 damage and is pushed 4" directly away from this model.

ATTACK ACTIONS

(1) Macuahuitl (**MI** 6🗡 / Rst: **Df** / Rg: 2): Target suffers 2/3/4 damage. Push target model up to 4" away from this model.

🗡 ***For the Brood:*** After killing the target, the target heals 1 damage and is not killed. Push the target up to 8" in any direction and it gains the **Paralyzed** Condition.

(2) Bull Rush (**MI** 6 / Rst: **Df** / Rg: 2): Target suffers 4/5/6 damage. Push target model up to 6" away from this model, then push this model into base contact with the target model.

TACTICAL ACTIONS

(0) Challenge: Until the end of the Turn enemy models within ❶8 of this model must pass a **Wp** 14 duel when declaring a model other than this model as the target of an Action, or the Action fails.

BARBAROS

30mm

Candy

This little girl has forgotten much of what occurred during the Event and now begrudgingly heeds Pandora's instructions once again. She is more interested in offering strangers sweets from her goody bag than dreaming of dominating Malifaux and crushing all of humanity beneath her heel. However, there are many who remember this once petulant youth, and watch Candy carefully.

Candy's change of attitude is not without lapses, where the little girl suddenly begins ranting about past events, spewing anger until her little face is red with exertion. She is most lethal after these outbursts, finding new and more creative ways to turn her victims' darkest desires against them. More than once her rage has nearly betrayed her, fleeing the sites of her murders mere seconds before the arrival of Guardsmen. These glimpses of her broken psyche have Pandora, Mistress of Insanity, wondering how far down the rabbit hole the murderous girl will slide.

CANDY

Henchman, Living, Rare 1

WOE, MIMIC, LOST

COST 9 CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
6	5	9	5	6	1

ABILITIES

Manipulative 12: If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 12 **Wp** duel or the Action immediately fails.

Sours: If an enemy model Activates within ❶3 of this model, and it is the last model in its Crew to Activate this Turn, it immediately suffers 3 damage.

Sweets: When an enemy model within ❶3 of this model Activates, it gains the **Paralyzed** Condition if it is the first enemy model to Activate during the Turn.

Casting Expert: This model gains 1 additional AP which may only be used to take **Ca** Actions.

ATTACK ACTIONS

(1) Self Loathing (**Ca** 5🗡 / Rst: **Wp** / Rg: 3): Select a (1) AP Action on the target. Apply the printed damage results of the chosen Action to the target, no other effects or Triggers from the chosen Action are applied. The accuracy modifier is determined by the result of this duel.

(1) Wail (**Ca** 5🗡 / Rst: **Wp** / Rg: 8): Target suffers 1/2/3 damage.

🗡 ***Alright already!:*** After damaging, target gains the following Condition until the start of its next Activation: "**Mood Swing:** When this model's controller has an opportunity to Activate a model, the opponent may choose for this model to Activate instead if it is available to activate."

TACTICAL ACTIONS

(1) Goody Basket (**Ca** 5🗡 / TN: 9 / Rg: 2): Target model heals 1/2/3 damage.

CANDY

30mm

Bad Juju

The legend of the Bad Juju, the Mire Golem, is a somber reminder that actions have consequences extending much further than one's mortal life span. Deep in the Bayou lives a creature that has dwelled there for centuries. It is comprised of muck, twigs, stone, and moss and wears a particular fetish around its constantly reshaping neck. The small fetish depicts a roughly hewn figure of a man encased in what appears to be swamp muck, prisoner of the Bayou for all time.

The stories tell that a once proud man had entered into an agreement with the old woman of the swamp, but reneged on his end of the bargain. For his treachery she cursed him with what he had sought from her, eternal life. But not as a man, as a creature of the swamp, eternally reforming from the muck and mire to do her bidding, and serve as a reminder to those who might consider betraying their agreements as well.

BAD JUJU
Henchman, Rare 1
SWAMPFIEND

COST 8
CACHE 5

Df	Wp	Wd	Wk	Cg	Ht
3	5	9	4	6	3

ABILITIES

Regeneration +2: When this model Activates it heals +2 damage.

Terrifying (Living) 13: Enemy Living models must pass a TN 13 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Hard to Wound +1: Damage flips against this model suffer ⍈.

BAD JUJU

ATTACK ACTIONS

(1) Dirty Claws (**Ml** 6🗡 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/5/7 damage.
✕ ***Quicksand***: After damaging, the target must succeed on a TN 16 **Wp** duel or gain the **Paralyzed** Condition.

TACTICAL ACTIONS

(2) Flurry: This model may discard a card. If it does, this model may make 3 **Ml** Attack Actions with an AP cost of 1 against a single target.

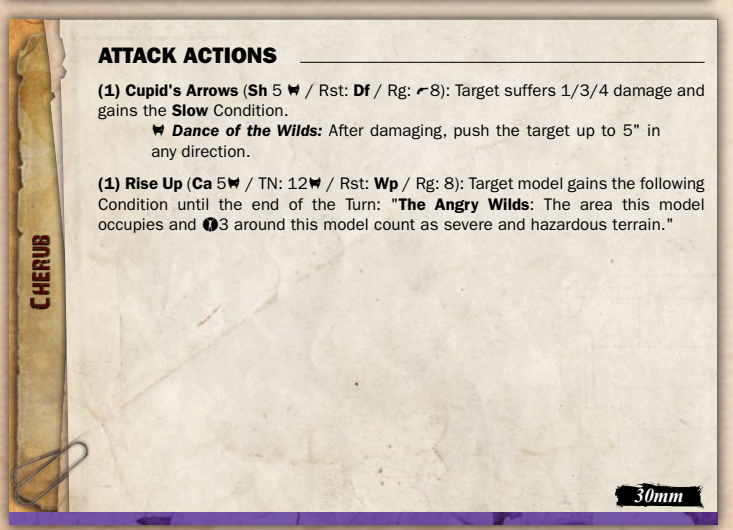
(0) Landslide (**Ca** 6🗡 / TN: 14🗡 / Rg: (r)3): All models in range must pass a TN 13 **Wp** duel or receives the **Slow** Condition and suffer 2 damage.

50mm

Cherub

Lilith's Cherub is an embodiment of the raw emotional power that exists in all Nephilim. A Nephilim's wellspring of emotional energy fuels its superhuman strength and endurance, using violence as an outlet. The Cherub's emotions are an embodiment of Lilith's convictions to protecting Malifaux from those who would plunder it for their own uses.

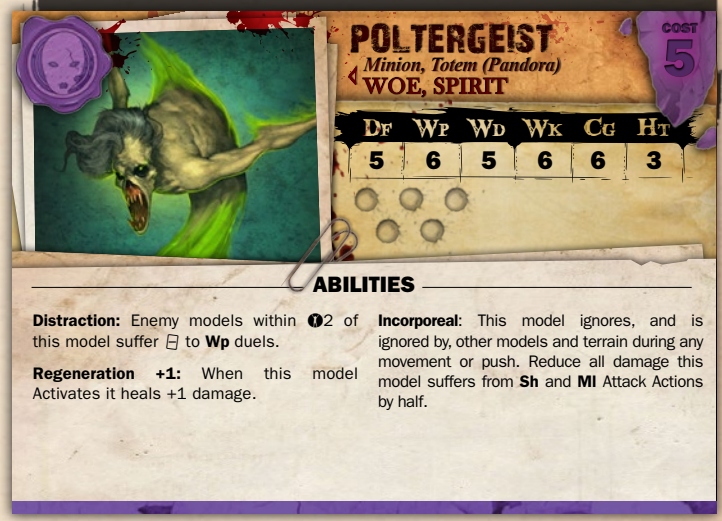
Humans who encounter the Cherub note the creature's close resemblance to the Earthside legend of Cupid, complete with small bow. The Cherub's arrows and its gaze carry a powerful enchantment, fogging the target's mind with a yearning to give up and side with the Nephilim in defending their homeland. So intense are the Cherub's territorial emotions that nearby allies experience a rush of euphoria, which amplifies their speed many times and allows the Nephilim to perform feats undreamed of by their enemies.

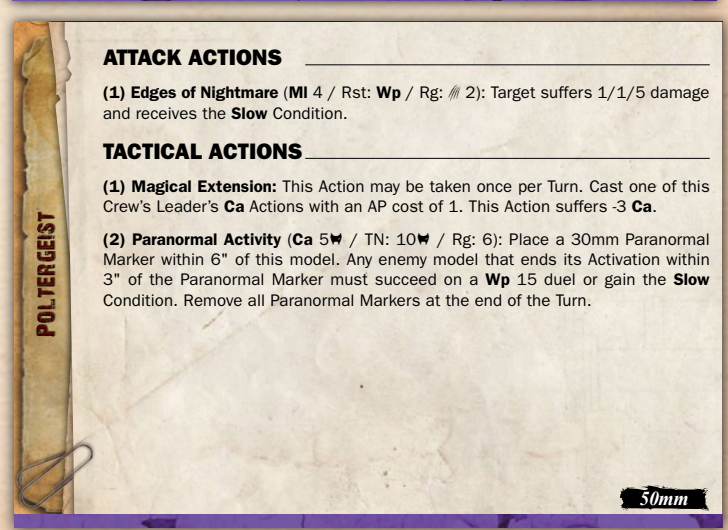


Poltergeist

In any world, it's not easy to be dead. In Malifaux, it's worse. At times, the death of a powerful entity can lead to the remnants of a spirit, a lingering essence that can then be tapped by a powerful mortal to lurk the planes of the living. These spirits are distinctly less powerful than they were in life, but they can serve a small purpose for whomever has chosen to manifest them. The power needed is minimal compared to the power expended in controlling greater beasts, but the payoff is questionable.

Poltergeists, being little more than ghosts, can cause very little physical damage, but they can inspire mental anguish so severe that their opponents might be disabled. At times, the terror they can inspire has driven a victim into fits where they pull out their hair or gouge at their own eyes. Most of the time however, their role is limited to causing small amounts of distraction and allowing their more powerful allies the chance to accomplish their goals.





Voodoo Doll

Burlap skin, button eyes, crookedly stitched lips. There is little to fear from this childish representation of a person, unless it is in the hands of Zoraida. Under her skilled touch, each small wound becomes an injury on its counterpart. In addition to this connection, the doll has the ability to move around on its own, causing mischief while furthering Zoraida's cause.

It is no simple matter to create a voodoo doll. In addition to the physical restrictions (a lock of hair or a drop of blood is required to secure a connection), there is the matter of taking a person's fate and altering it. By having such a tactile effect on a person's health and actions, Zoraida can change an individual path and decide a strand of the future. Only she can see the far-reaching effects of her plans, and decide what sacrifices are worthwhile and which will be wasted.

VOODOO DOLL

COST 3

Peon, Construct, Totem (Zoraida)

PUPPET

Df	Wp	Wd	Wk	Cg	Ht
1	4	6	3	6	1

ABILITIES

Fate Woven: When this model is summoned, it may immediately take the **Hem** Action.

Bound: Friendly Master models within ❶6 gain ✋ to all duels with a model with the **Sewn Fate** Condition.

Dance, Puppet: Master models within ❶1 may make a **(1) Interact** Action with this model to push any model with the **Sewn Fate** Condition up to its **Wk** in any direction.

Insignificant: This model may not take Interact Actions.

ATTACK ACTIONS

(1) Pins (**MI** 3 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/3 damage.

(1) Hem (**Ca** 7🎀 / TN: 15🎀 / Rst: **Wp** / Rg: 10): Target non-Master model gains the following Condition until this model takes this Action again or leaves play. "**Sewn Fate:** Whenever an enemy Voodoo Doll suffers damage, this model suffers the same amount of damage (damage suffered in this way may not exceed the Voodoo Doll's current remaining Wounds). Whenever an enemy Voodoo Doll gains a Condition, this model gains the same Condition."

Voodoo Doll

30mm

Primordial Magic

Any Arcanist will admit that there is magic in Malifaux, that there was magic flowing through the entire world and that it can be harnessed. Many Arcanists use a superficial form of magic. Their abilities allow them to form fire or control metal, but beneath that reservoir is a deeper well of magic from which the Neverborn draw power.

Some can manifest this power in the form of a totem which allows access to the very fates. While many possess the ability to harness these creatures, few can use them to their full potential. Even in a weakened state, this magic can tear holes in the fabric of destiny, though the results of such actions are never known. Every Neverborn knows how to keep such a creature strong: they must feed it through ritual and sacrifice. Magic always comes with a price, and too often that price takes the form of human blood.

PRIMORDIAL MAGIC

COST 2

Peon, Totem

SPIRIT

Df	Wp	Wd	Wk	Cg	Ht
4	4	3	4	6	1

ABILITIES

Essence of Malifaux: Once per game, when calculating VP (during or after a game) this model may count as one of its Crew's Scheme Markers. If the Scheme Marker is removed, Sacrifice this model.

Rush of Magic: During the Draw Phase draw an additional card and then discard a Card.

Insignificant: This model may not take Interact Actions.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

ATTACK ACTIONS

(1) Magical Touch (**MI** 3 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/3 damage.

(1) Nullify (**Ca** 5🎀 / TN: 10🎀 / Rst: **Wp** / Rg: 10): Target model gains the following Condition until this model is killed or sacrificed. "**Insignificant**: This model may not take Interact Actions."

Primordial Magic

30mm

Baby Kade

The Woe known as Baby Kade embodies the spirit of betrayal so many have fallen victim to in Malifaux. Although Kade appears as an innocent child, the Woe is a master manipulator, drawing in his marks by mimicking childlike innocence up until the instant he plunges the knife both literally and figuratively into someone's back.

Kade is a competent fighter, and his talents are typically underestimated by his enemies, but he feels more secure when accompanied by a massive Teddy, relying on the demonic toy to keep him safe from overt harm. Kade is able to play parents off against one another, turning their most innocent and honest of emotions on themselves, clouding perceptions with mistrust and deceit. He is happiest, cooing and giggling, the moment the realization of his betrayal dawns on his victims' faces.

BABY KADE — COST 7

Enforcer, Living, Rare 1

WOE, LOST

Df	Wp	Wd	Wk	Cg	Ht
7	5	6	5	8	1

ABILITIES

Manipulative 11: If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 11 **Wp** duel or the Action immediately fails.

Pounce: When an enemy model ends a push or move within this model's engagement range that is not part of a Walk or Charge Action, this model may immediately take a (1) AP **MI** Attack Action against the model without spending AP.

ATTACK ACTIONS

(1) Carving Knife (**MI** 7 / Rst: **Df** / Rg: 1): Target suffers 1/2/4 damage. If the target is engaged with at least one other friendly model, deal +2 damage.

Flay: The damage flip resulting from this Attack may be cheated if it suffers one or more .

Sweetbreads: When damaging the target, this Attack deals +2 damage and the target gains the **Slow** Condition.

(1) Lure (**Ca** 5 / TN: 12 / Rst: **Wp** / Rg: 18): Move target model its **Wk**. The target must end the move as close to this model as possible.

TACTICAL ACTIONS

(2) Where's Teddy?: Place this model into base contact with a friendly Teddy within 15". Then, push Teddy up to 6" in any direction.

30mm

Teddy

The Widow Weaver's darkest creations, Teddies are the stuff of nightmare made real. The creation of such a monstrosity is her carefully held secret, but rumors among the Neverborn suggest that a Teddy requires at least one murder to create. Once her creation is complete, the Widow turns a Teddy loose upon the world, delighting in the fear and destruction it sows.

A Teddy's actions are cruel mockeries of a child's love. It gives wonderful hugs until its playthings break and are cast aside. It can devour smaller creatures, pushing them whole into the massive toothy maw torn across its face. The malicious grin a Teddy wears never wavers, a cruel grimace born out of a desire to cause terror and death rather than spread joy. The Woe known as Baby Kade has formed a peculiar bond with these Constructs, seeking out one and befriending it until it reaches its violent demise.

TEDDY — COST 11

Enforcer, Construct

NIGHTMARE

Df	Wp	Wd	Wk	Cg	Ht
3	5	11	5	7	3

ABILITIES

Impossible to Wound: Damage flips against this model suffer . Damage flips against this model may not be cheated.

Smell Fear: Once per Turn, when an enemy model within 6" loses a **Wp** duel, this model may immediately take a **(1) MI** Action after resolving the current Action.

Terrifying (All) 13: Enemy models must pass a TN 13 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Regeneration +2: When this model Activates it heals +2 damage.

ATTACK ACTIONS

(1) Hug (**MI** 7 / Rst: **Df** / Rg: 2): Target suffers 3/4/6 damage.

Peekaboo!: After damaging, push the target 4" in any direction, then push this model into base contact with the target.

(0) Gobble You Up... (**Ca** 4 / TN: 12 / Rst: **Wp** / Rg: 8): Push this model into base contact with target enemy model. For the remainder of this Activation, this model's Attack Actions and damage flips receive against the target.

...and Swallow You Whole: After succeeding, this model gains the following Condition for the rest of the Activation: "**Delicious:** After killing an enemy model, no Corpse or Scrap Markers are placed. This model heals 1/2/3 damage."

TACTICAL ACTIONS

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

50mm

Beckoner

Before Jakob Lynch entered into a strange partnership with Mr. Graves and Mr. Tannen, the whores at the Honeypot were typical. It was a higher class place than some of the other brothels, so they were all pretty and had most of their teeth. After the new arrangement, something changed. Ask any of the patrons what had changed and they wouldn't be able to answer. All they knew was that they went in one day, paid their scrip, and the next day they couldn't get that girl out of their mind.

The trick to their new attraction was not in a new hairstyle or a new perfume. The ladies of the Honeypot had become carriers for the Hungering Darkness's Brilliance. The men would smell it on their skin and maybe have a little taste in their drink. Each lady has crossed over and is filled with raw ephemeral need. A perfect tool for the Neverborn, and an able recruit.

ABILITIES

Don't Bite the Hand: Models with the Brilliance characteristic suffer ⍈ on Attack duels against this model.

The Sweetest Fare: If a model with the Brilliance characteristic is killed within ❶3, this model heals 1/2/3 damage.

The Party Never Ends: While within ❶3 of this model, enemy models may not remove the **Under the Influence** Condition.

BECKONER

ATTACK ACTIONS

(1) Lure (**Ca** 6✕🜏 / TN: 12✕🜏 / Rst: **Wp** / Rg: 18): Move target model its **Wk**. The target must end the move as close to this model as possible.

✕ ***Not that Kind of Girl***: After succeeding, push this model up to 4" in any direction.

(1) Despicable Promises (**Ca** 6✕🜏 / TN: 12✕ / Rst: **Wp** / Rg: 10): Target suffers 1/3/4 damage.

🜏 ***Sales Pitch***: After succeeding, the target gains the following Condition until the end of the Turn: "**Under the Influence:** This model has the Brilliance characteristic."

TACTICAL ACTIONS

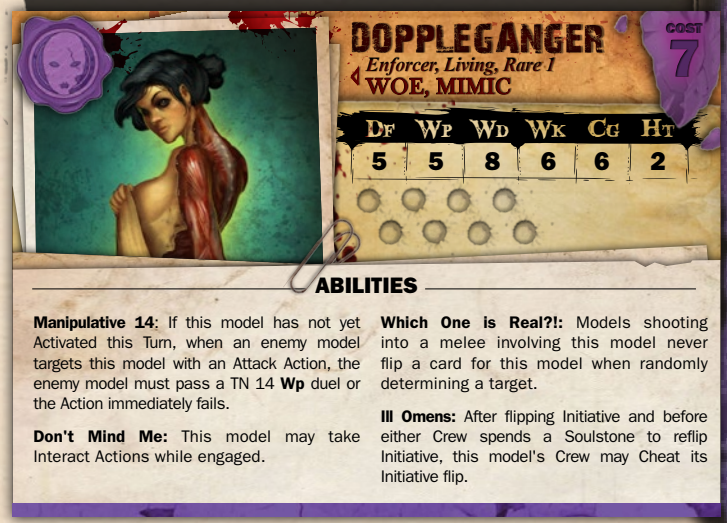
(1) A Pleasant Distraction: Until the end of the Turn, enemy models with the Brilliance characteristic may not take Interact Actions while within LoS of this model.

30mm

Doppleganger

Always counterfeiting another creature, it is a point of scientific debate about what a doppelganger really looks like. Most people are more concerned with how they can destroy it before it decides to take their place in the world. Many Neverborn possess the ability to imitate another being, but there are a rare few whose forgeries are near-perfect representations, and these are the ones who cause the most concern and earn the title of Doppelganger. There have been more than a few cases of crimes committed within Malifaux proper by men with air-tight alibis.

Stronger Neverborn will often ally with a doppleganger, sending them ahead to scout. Their true value lies in their ability to go undetected. The Guild has created a complicated screening system for some of their high-profile members, seeking to rout any infiltration-in-process, but their effectiveness has yet to be tested.



ABILITIES

Manipulative 14: If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 14 **Wp** duel or the Action immediately fails.

Don't Mind Me: This model may take Interact Actions while engaged.

Which One is Real?!: Models shooting into a melee involving this model never flip a card for this model when randomly determining a target.

Ill Omens: After flipping Initiative and before either Crew spends a Soulstone to reflip Initiative, this model's Crew may Cheat its Initiative flip.

DOPPLEGANGER

ATTACK ACTIONS

(1) Fists (**Ml** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/1/2 damage.

TACTICAL ACTIONS

(0) Blend In (**Ca** 8🜏 / TN: 15🜏): Gain one of the following Conditions until the end of the Turn:

Chameleon: **Sh** Actions taken against this model receive ⍈.

A Familiar Face: **Ml** Actions taken against this model receive ⍈.

(0) Mimic (**Ca** 8🜏 / TN: 15🜏 / Rg: 8): Select a (1) Action printed on target non-Leader model's stat card or Upgrades that does not list a model by name. For the remainder of this Activation, this model may take the selected Action as if it were printed on this model's card. Actions taken in this way may not declare Triggers.

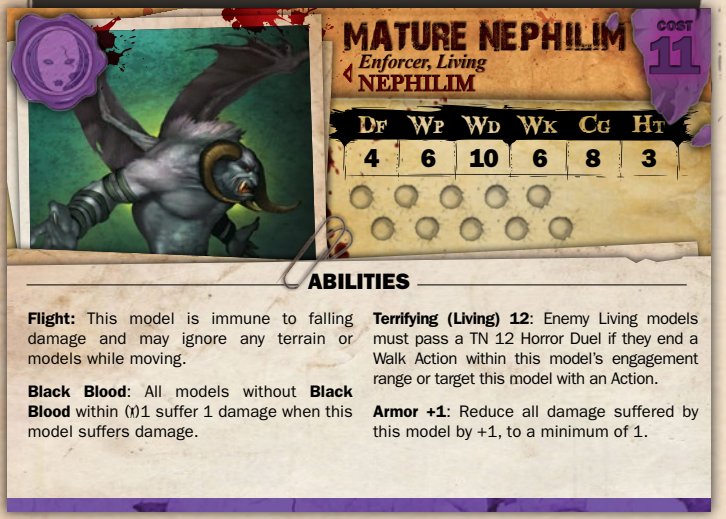
🜏🖃 ***Perfect Blend:*** After succeeding, immediately take the selected Action.

30mm

Mature Nephilim

At the apex of the Nephilim's life cycle stands the Mature Nephilim. Standing nearly nine feet tall, a Mature Nephilim is a thing of magnificence to behold. Massive wings unfold from its back, capable of quickly carrying it into battle against its enemies. Powerfully muscled arms and legs end in the claws and talons it uses to rend flesh from bone, and then crush that bone to powder.

These creatures worship strength above all else, fighting amongst themselves for the role of Alpha. A Mature Nephilim is only willing to acquiesce to the most revered of Nephilim, begrudgingly giving those beings its respect. Humans are rightfully seen as lesser beings, and are afforded nothing but a brutally quick death. The Nephilim were able to drive the cancer of humanity from the face of Malifaux once before, and are ready to do so again.



MATURE NEPHILIM

COST 11

Enforcer, Living

NEPHILIM

Df	Wp	Wd	Wk	Cg	Ht
4	6	10	6	8	3

ABILITIES

Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

Black Blood: All models without **Black Blood** within (↧)1 suffer 1 damage when this model suffers damage.

Terrifying (Living) 12: Enemy Living models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

ATTACK ACTIONS

(1) Monstrous Talons (**MI** 6🗡 / Rst: **Df** / Rg: ⫻ 2): Target suffers 4/5/6 damage. This Action gains 🃏 to the Attack flip.

🗡📖 ***Charge Through:*** After succeeding against an enemy model, instead of dealing damage, push the target 4" away from this model, then this model takes a Charge Action against a different target if it is not engaged.

🗡✕ ***Rip in Half:*** After killing the target, all enemy models within (↧)6 immediately perform a TN 12 Horror Duel.

TACTICAL ACTIONS

(1) Wing Buffet: All enemy models within (↧)4 are immediately pushed 3" away from this model.

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

MATURE NEPHILIM

50mm

Silurid

The deeper one travels into the Bayou, the stranger and more otherworldly its inhabitants become. In the deepest recesses thrive creatures with no care as to how Malifaux fares, beyond providing them with food. However, on rare occasion these creatures will slither out from their lairs to hunt and feed on the other denizens before returning to their shadows.

For those who are able to communicate on a primal level, the Silurid make powerful allies. They are consummate hunters, using their natural speed and camouflage to drown or dismember their prey. Repeated contact with outsiders has sparked a primal curiosity in many of the Silurid, who now come to visit the swamp's shallows more often, watching the comings and goings of the Cityfolk from beneath the water's still surface.

SILURID

COST 7

Minion, Living

BEAST, SWAMPFIEND

Df	Wp	Wd	Wk	Cg	Ht
5	4	6	5	7	2

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Silent: Models cannot ignore LoS or cover when targeting this Model.

Perfect Camouflage: Attacks generated by the Charge Action and **Sh** Actions receive ⍈ while targeting this model if this model has not yet Activated this Turn.

ATTACK ACTIONS

(1) Talons (**MI** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/3/4 damage.

🗡 ***Bite:*** After damaging, the target receives the **Poison +1** Condition.

Blood Frenzy: After damaging, take this Attack Action again against the same target.

TACTICAL ACTIONS

(0) Leap (**Ca** 5🗡 / TN: 10🗡): This model immediately moves up to its **Cg**, ignoring intervening terrain and models during the move.

SILURID

30mm

Sorrow

Most numerous of the Woes, Sorrows embody their namesake, subsisting on the sadness and depression of others. They appear to be drawn to despair, almost as if they can smell suffering on the air. The dolorous aura these beings give off is stronger than the generally oppressive atmosphere Malifaux is known for, turning the cheeriest of dispositions into a depressive spiral of self-loathing and inadequacy. From that spiral the Sorrow leeches its sustenance, perpetuating emotions of hopelessness and self-loathing until even the desire to live vanishes.

Even when a soul is brave enough to face a Sorrow head on, the individual often finds herself wondering at the senselessness of it all, reactions slowing down as her weapon becomes a leaden weight of remorse that she is more than ready to set on the ground.

SORROW — COST 5

Minion

WOE, SPIRIT

Df	Wp	Wd	Wk	Cg	Ht
3	4	4	3	6	2

ABILITIES

Misery: When an enemy model within ❶6 of this model fails a **Wp** duel, it suffers 1 damage after resolving the current Action.

Life Leech: Enemy models beginning their Activation within ❶1 of this model suffer 1 damage.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **Ml** Attack Actions by half.

ATTACK ACTIONS

(1) Doleful Grasp (**Ml** 4🜁 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/1/4 damage.

(2) Doldrums (**Ca** 5🜁 / Rst: **Wp** / Rg: 6): Target gains the **Paralyzed** Condition.

TACTICAL ACTIONS

(1) Misery Loves Company (**Ca** 5🜁 / TN: 10🜁 / Rg: 8): Place this model into base contact with target model.

SORROW

30mm

Terror Tot

The Terror Tot is the lowest of the creatures that make up a Nephilim's growth cycle. A Terror Tot's life is painfully short in a culture where strength and power are respected. Only when the Tot begins to grow into its adult form does it begin to be afforded any respect from the other Nephilim around it. The more it bullies Tots younger than it, the more respect it is granted by its immediate elders, eventually growing into the next stage of its evolution, the Young Nephilim.

Individually, Terror Tots are more comical than dangerous. Their squeaking cries and oversized claws are a mockery of the fiendish beasts they will become as they age. Dealing with a single Terror Tot is a simple task, but where there is one Tot there are usually dozens more. Encountering a horde of these creatures is often fatal, leaving nothing of the unfortunate soul beyond a bloody pile of bones and torn clothing.

TERROR TOT — COST 4

Minion, Living
NEPHILIM

Df	Wp	Wd	Wk	Cg	Ht
6	5	4	5	6	1

ABILITIES

Black Blood: All models without **Black Blood** in (↯)1 suffer 1 damage when this model suffers damage.

Brood: When this model is killed, all friendly Nephilim within 6" and LoS of it may immediately take a Walk Action directly toward the model that killed this model.

Pounce: When an enemy model ends a push or move within this model's engagement range that is not part of a Walk or Charge Action, this model may immediately take a (1) AP **MI** Attack Action against the model without spending AP.

TERROR TOT

ATTACK ACTIONS

(1) Blackened Claws (**MI** 5🗲 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/3/4 damage.

TACTICAL ACTIONS

(1) Sprint: This model may immediately performs a Walk Action and then flips a card from its deck which may be cheated. If the card is a 🗲, this model may immediately perform another Walk Action.

30mm

Waldgeist

In Malifaux, the phrase "the trees have eyes" is not a metaphor. At times, the trees do have eyes, hungry mouths, and sharp claws. Waldgeists exist where once peaceful forests have been devastated by humans. Typically non-violent, these living trees often choose to tie up their assailants, making it difficult for them to move forward with their own tasks.

Though it is rare for them to side with any of the Neverborn for the sake of alliances or other political concerns, they will be quick to assist when they are threatened. Their more violent neighbors will be quick to take advantage of any distraction, offering up living flesh to the ancient magics that flow through their home. Though unwilling to commit such deeds themselves, the Waldgeists do not object, returning to their stoic forms after the danger has passed.

WALDGEIST — COST 6

Minion, Living
BEAST, SWAMPFIEND

Df	Wp	Wd	Wk	Cg	Ht
5	5	7	4	6	2

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Unimpeded: This model ignores penalties for severe terrain when moving.

Perfect Camouflage: Attacks generated by the Charge Action and **Sh** Actions receive ⊟ while targeting this model if this model has not yet Activated this Turn.

WALDGEIST

ATTACK ACTIONS

(1) Tangling Roots (**MI** 5🗲 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/3/4 damage. While this model's base is touching severe terrain, increase the range of this Attack to ⫻ 4.

🗲🗲 ***Entangle:*** After damaging, the target receives the **Slow** Condition.

🗲⊟ ***Entrench:*** After damaging, the target gains the following Condition until the end of the Turn: "**Rooted**: This model may not take Walk or Charge Actions. If this model is pushed, remove this Condition and this model receives 3 damage."

TACTICAL ACTIONS

(0) Germinate (**Ca** 5🗲 / TN: 12🗲 / Rg: 8): Place two 50mm Tree Markers touching each other, within 8" of this model. These Markers are **Ht** 5, severe, soft cover terrain. These Markers may not be placed over any other Markers or models. Remove these Markers when this model leaves play, moves, is pushed, or takes this Action again.

40mm

Young Nephilim

The Young Nephilim is the adolescent form in the Nephilim's life cycle. Although much larger than the infant Terror Tot, the Young Nephilim is still dwarfed by the horrifying magnificence of the Mature Nephilim.

A Young Nephilim is somewhat taller than a human, but bears many of the cherubic features of a Terror Tot. Young Nephilim are in almost constant pain thanks to their rapid growth cycle, as limbs elongate, bones gain in density, and its wings burst forth from beneath their stretched skin.

The Nephilim seeks out raw meat to fuel their growth and help mitigate the pain, if only for the brief time between feedings. Such is the pain they can experience that most do not wait for their meals to stop thrashing before they begin to consume them.

YOUNG NEPHILIM — COST 6

Minion, Living
NEPHILIM

Df	Wp	Wd	Wk	Cg	Ht
5	5	7	5	8	2

ABILITIES

Black Blood: All models without **Black Blood** in (↑)1 suffer 1 damage when this model suffers damage.

Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

Thirst for Blood: This model receives **Fast** when a non-Construct model within 3" is killed by another friendly model.

YOUNG NEPHILIM

ATTACK ACTIONS

(1) Talons (**MI** 6🗡 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/4/5 damage.
- 👂 ***Blood Frenzy:*** After damaging, take this Attack Action again against the same target.
- 🗡 ***Flush Out:*** After damaging, push the target 4" in any direction.
- 🗡 ***For the Brood:*** After killing the target, the target heals 1 damage and is not killed. Push the target up to 8" in any direction and it gains the **Paralyzed** Condition.

(2) Feast (**MI** 6🗡 / Rst: **Df** / Rg: ⫻ 1): Target suffers 3/6/7 damage. If the target is killed, heal all damage on this model.

40mm

General Neverborn Upgrades

Pact

Cost: 1 SS

- This model gains the following Ability:

  Obscene Pact: Flipping the Black Joker does not prevent this model from being able to Cheat Fate.

Restrictions

Rare 3

Fears Given Form

Cost: 1 SS

- This model gains the following Ability:

  Fear Given Form: Models that begin their Activation within this model's engagement range must succeed on a **Df** 14 duel or suffer 3 damage.

Restrictions

Master or Henchman, Rare 2

Stone of Tyrant Echoes

Cost: 1 SS

- This model gains the following Ability:

  Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

- This model gains the following Tactical Action:

  (0) Tyrant Call: This model may discard this Upgrade to gain the **Defensive +1** Condition.

Restrictions

Leader

Aether Connection

Cost: 1 SS

- This model gains the following Ability:

  Draw Aether: When this model spends a Soulstone for a prevention flip, it prevents 1 additional damage.

Restrictions

Leader

NEXUS OF POWER

COST: 1 SS

- This model gains the following Ability:

  Nexus: Friendly models within 6 that spend a Soulstone heal 2 damage after the current Action is resolved.

RESTRICTIONS

Henchman or Enforcer, Rare 1

Nephilim Upgrades

Beckon Malifaux

Cost: 1 SS

- Lilith gains the following Ability:

  Instinctual: This model may take two (0) Actions during its Activation, so long as they are both different.

- Lilith gains the following Tactical Action:

  (0) Illusionary Forest (**Ca** 5 / TN: 12 / Rg: 16): Place two 50mm Illusionary Forest Markers within range and touching each other. These Markers are treated as **Ht** 4 terrain with the dense, severe & soft cover traits. Remove these Markers the next time this Crew takes this Action.

RESTRICTIONS

Lilith

Living Blade

Cost: 2 SS

- Lilith gains the following Ability:

  Thirsty Mandrake: If any model ends a push within 1" of this model, this model may take a (1) **MI** Attack Action against the pushed model without spending AP after resolving the current Action.

- Lilith gains the following Attack Action:

  (1) Alraune the Living Blade (**MI** 7 / Rst: **Df** / Rg 3) Target suffers 3/4/6 damage. This Attack Action and damage flip gain + if this model did not Charge during this Activation.

  Bloody Fate: After target suffers damage, draw one card. If the Defender was not killed by this Attack Action, discard one card.

RESTRICTIONS

Lilith

Wicked Mistress

Cost: 1 SS

- Lilith gains the following Attack Action:

  (1) Transfixing Gaze (**Ca** 8 / TN: 12 / Rst: **Wp** / Rg: 12): Push target model its **Cg** towards this model. If this push ends with the target model in base contact with impassable or severe terrain, it suffers 1/2/3 damage and gains the **Slow** Condition.

RESTRICTIONS

Lilith

Summon the Blood

Cost: 1 SS

- Lilith gains the following Tactical Action:

  (1) Black Blood Pustule (**Ca**: 8 / Tn: 15 / Rg: 12): Target friendly model with the **Black Blood** Ability suffers 1 damage, ignoring the **Black Blood** Ability. Enemy models within (↑)1 of the target model suffer 2 damage.

RESTRICTIONS

Lilith

NEPHILIM GLADIATUS

Cost: 1 SS

- Barbaros gains the following Tactical Action:

  (0) Cyclone Crash: All non-Nephilim models within (↑)2 must succeed on a **Wk** 14 duel or suffer 1/2/3 damage that cannot be cheated and be pushed 3" directly away from this model. Models that end this push in base contact with other models or impassable terrain gain the **Slow** Condition.

RESTRICTIONS

Barbaros

OBSIDIAN TALONS

Cost: 1 SS

- All friendly Nephilim models in play gain the following Trigger to all **MI** Attack Actions:

  Flay: The damage flip resulting from this Attack may be cheated if it suffers one or more ⊟.

RESTRICTIONS

Nephilim, Rare 1

RAPID GROWTH

Cost: 1 SS

- This model gains the following Abilities:

  Grow: If a friendly Terror Tot model within 12" (regardless of LoS) kills a non-Peon enemy model with an Attack Action, summon a Young Nephilim in base contact with the Terror Tot. Then, sacrifice the Terror Tot.

  Mature: If a friendly Young Nephilim model within 12" (regardless of LoS) kills an enemy Enforcer, Henchman, or Master model with an Attack Action, summon a Mature Nephelim in base contact with the Young Nephilim. Then, sacrifice the Young Nephilim.

  Feed the Brood: When this model kills an enemy model, a friendly model within 2" may count as having killed the model for the purposes of the **Grow** and **Mature** abilities.

RESTRICTIONS

Nephilim, Rare 1

Sorrowful Upgrades

Fugue State

Cost: 2 SS

- Pandora gains the following Ability:

  Monotony: Enemy models within 8 which declare an Interact Action must succeed on a TN 15 **Wp** duel after resolving the Action or suffer 1 damage.

- Pandora gains the following Attack Action:

  (1) Nullify (**Ca** 6 / TN: 10 / Rst: **Wp** / Rg: 10): Target model gains the following Condition until this model is killed or sacrificed. "**Insignificant**: This model may not take Interact Actions."

Restrictions

Pandora

Cry For Me

Cost: 2 SS

- Pandora gains the following Attack Action:

  (1) Project Emotions (**Ca** 7 / Tn: 14 / Rst: **Wp** / Rg: 10): Target model gains the following Condition until the end of the Turn: "**Pity:** This model suffers on all **Wp** duels."

  Dark Thoughts: After succeeding, place a Blast Marker in base contact with the target. All models touching the Marker except the target must succeed on a TN 14 **Wp** duel or gain the **Pity** Condition until the end of the Turn.

Restrictions

Pandora

The Box Opens

Cost: 2 SS

- Pandora gains the following Ability:

  Terrifying (All) 13: Enemy models must pass a TN 13 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

- Pandora gains the following Attack Action:

  (1) Those Who Dwell Within (**Ca** 6 / Rst: **Df** / Rg: 6): Target suffers 1/3/4 damage.

  The Lurking Fear: After damaging, the target must perform a TN 13 Horror Duel.

  Obscene Knowledge: After damaging, the target gains the following Condition until the end of the Turn: "**Obscene Knowledge:** This model loses all Immunities to Horror and **Paralyzed**, including Immunity gained by passing a Horror Duel.

Restrictions

Pandora, Limited

Voices

Cost: 1 SS

- Pandora gains the following Ability:

  There Is No Shelter Here: Enemy models within 6 may not reduce damage which was dealt with the **Misery** Ability.

- Pandora gains the following Trigger to **Self Loathing** and **Self Harm**:

  Mental Anguish: After succeeding, reduce all damage dealt by this Attack to 0 and the target gains the **Paralyzed** Condition.

Restrictions

Pandora, Limited

DEPRESSION

COST: 1 SS

- This model gains the following Action:

  (0) Delight in Despair: This model may discard a card to add the suit of the discarded card to the duel total of all duels this model performs for the remainder of this Activation.

- Other friendly Woes within LoS of this model gain the following Attack Action**:**

  (1) Melancholy (**Ca**: 5🐱 / Tn: 10🐱 / Rst: **Wp** / Rg: 12): Target model gains the following Condition until the end of the Turn: "**Nobody Likes Me:** This model may not Activate while there are any other models in its Crew without the **Nobody Likes Me** Condition which may still Activate."

RESTRICTIONS

Woe, Rare 1

BEST BEHAVIOR

COST: 1 SS

- Candy gains the following Actions:

  (3) Charm (**Ca**: 5🐱 / Tn: 12🐱): This model gains the following Condition until the end of the Turn: "**Bat Eyelashes:** Enemy models which target this model with an Action suffer ⊟⊟ to the Action."

  (0) Run Away Home: Bury this model. During the next Draw Phase, unbury it anywhere in its controller's Deployment Zone.

RESTRICTIONS

Candy

Swampfiend Upgrades

Animal Shape

Cost: 2 SS

- Zoraida gains the following Action:

  (2) Raven Form: Place this model anywhere on the table within 15". This model may not take Interact Actions for the rest of this Activation.

Restrictions

Zoraida, Limited

Crystal Ball

Cost: 2 SS

- This model gains the following Ability:

  Glimpse: At the start of this model's Activation, choose and perform one of the following:

  Crystal Ball: Look at up to three random cards from target player's hand.

  Bog Whispers: Target player discards a random card.

  Visions: Draw a card.

Restrictions

Zoraida, Limited

Tarot Reading

Cost: 2 SS

- Zoraida gains the following Tactical Actions:

  (2) The Fickle Winds of Fate (**Ca** 7 / TN: 14): Remove all Scheme Markers within 4" of this model and place them anywhere within 6" of this model at least 1" away from another Scheme Marker.

  (1) Mend: Heal all damage on target friendly Voodoo Doll within 6".

- Zoraida gains the following Ability:

  Bayou Servants: Crews containing this model may hire Swampfiend models regardless of Faction.

Restrictions

Zoraida

Hex Bag

Cost: 1 SS

- Zoraida gains the following Action:

  (0) Hex (**Ca**: 7 / Tn: 11 / Rst: **Wp** / Rg: 6): Target a model. This Action must declare a Trigger if able.

  : **Prick:** After succeeding, the target suffers 2 damage.

  : **Feet to the Flames:** After succeeding, the target gains the **Burning +2** Condition.

  : **Just a Drop:** After succeeding, the target gains the **Poison +4** Condition.

  : **Curse:** After succeeding, until the start of this model's next Activation the target gains the following Condition: "**Blind to the Aether:** This model may not use Soulstones."

Restrictions

Zoraida

ETERNAL FIEND

COST: 2 SS

- This model gains the following Ability:

  Eternal: This model may begin the game buried instead of being deployed. When this model is killed (not sacrificed), it is not killed. Instead, bury this model. Remove all Conditions and heal all damage on this model.

  Mud Calling: Whenever a Swampfiend model is killed, sacrificed, or buried while this model is buried, this model may be unburied in base contact with the Swampfiend model before it is removed from play.

RESTRICTIONS

Bad Juju

HEXED AMONG YOU

COST: 1 SS

- This model gains the following Ability:

  Eyes in the Woods: Up to three friendly Swampfiend Minion models may be deployed anywhere on the board that is at least 6" away from the enemy Deployment Zone. These models may not take Interact Actions on the first Turn.

RESTRICTIONS

Swampfiend, Rare 1

Upon Reflection

Leveticus stroked his chin as he examined the dilemma in front of him. His next move could end him, and he was going to take his time. Finally, he knew what must be done.

"Check," he announced, placing his rook on the same square as Alyce's bishop.

As the piece touched the square a mechanical buzzing filled the air and the piece whirred to life. It was a very lifelike, although miniature version of Sebastian, the clumsy Guild morgue assistant. The piece raised its saw into the air and brought it down on the head of Alyce's miniature Death Marshal, cutting it in half.

"Rats." Alyce mumbled, wiping the scraps off of the board.

"You are too focused," Leveticus said, raising an eyebrow, "you don't see all of your options."

"Too focused?! I've been sitting here looking at these silly pieces with you for hours! I could be out doing target practice!"

"I'm not talking about your patience. I'm talking about the game itself. You pick a course of action and then see it through to the end, like a dog who has his victim by the throat. It's effective if your opponent lets you do it, but things never stay the same."

"What do you mean?" Alyce huffed in annoyance.

"With every move the game changes. When I moved my rook where I did, everything started over. With the move of a single pawn, we are playing an entirely different game on an entirely different board. You have to see it with new eyes and adapt to the changes around you. Does that make sense?"

Alyce squinted at the board for a moment before her face broke out into a wide, toothy grin. Her hand whipped out from under the table, bringing her Clockwork Seeker with it. She squeezed the trigger and the weapon spat out a bullet with a loud crack.

Leveticus sighed and shook his head as he gazed down at the giant, smoking hole in the middle of the game.

"Oh look," Alyce smirked. "It's an entirely new game, on an entirely new board."

The tiny Douglas McMourning, which had been Leveticus's king, fell over with a thump.

"And I think that's check mate," Alyce said with a giggle.

There was a knock on the door. Leveticus sighed. "Captivating Salvage and Logistics is closed, come back tomorrow."

There was a pause and then another knock. Probably some rookie Guild Guard who still thought gun shots were worth investigating. Leveticus shook his head, cursed under his breath, and then went to open the door.

A tall woman with raven black hair stood before him. A wide-brimmed rancher's hat kept the sun off her face, and her long, brown, leather duster flapped in the wind. For the most part, there was nothing particularly remarkable about her. Except for the gaping hole through her chest.

"Pardon the time," she said, tipping her hat. "Got a bit of business to discuss with you, and I can pay well."

Leveticus eyed the woman suspiciously for a moment. The walking dead were nothing new to him, but being hired by them was. Even so, business was business. He gestured for the woman to come in.

She smiled and stepped into the room.

Alyce came over to greet the visitor and her eyes went wide. "Whoa. Neat. Can I...can I put my arm through it?"

Leveticus winced. "Please, have a seat." He said, gesturing to a chair, purposefully ignoring Alyce. "What sort of business did you have in mind?"

The woman remained standing. If Alyce had caught her off guard, it didn't show. "I need a man found, his name is Guild Rifleman Hawkins. I heard you would be capable of helping me."

"That I am," Leveticus nodded. "Do you have anything of his?"

The woman produced a length of cloth and handed it to Leveticus. "I recovered this from a site where he had camped. Once you find him, you will need to retrieve an item for me. A small, black chip of obsidian. You will know it when you see it."

Leveticus knew better than to question her further, finding items he could do. What they were, he didn't much care. "And...payment?"

The woman smiled and withdrew a pouch from her duster. She opened it, and it was full to the brim with Soulstones. The stones had very little opacity, the mark of high quality.

Leveticus raised an eyebrow. "I think I will be able to help you."

"If not, I have a backup plan. Have the item I seek here by tomorrow night. What happens to Hawkins once you have it is no concern of mine." She tilted her head and winked. "Good luck, hun."

"Do you have a name?" Leveticus ventured.

"Tara," the woman said, smiling. With that, she spun on her heel and was gone.

"Alyce, get the Hunter ready. We're leaving now. No sense in staying in; looks like our game is finished."

Alyce grinned and went in the back while Leveticus dissolved the cloth he had been given in a mild acid solution. By the time he was done, Alyce appeared from the back with the Hunter trodding after her. The Hunter was of Guild make; gleaming metal claws supported a sturdy frame with a feline head and a large harpoon mounted on the back. Hunters were generally used for tracking down criminals by the lawful authorities, but Leveticus thought turnabout was fair play.

Leveticus unscrewed a small access point near the thing's snout and poured the solution he had created in. "There." He smiled. "That should be enough to pick up a scent."

The hunter whirred to life and sat up, heading for the door.

"The hunt begins!" Alyce shouted with a gleeful smile.

Leveticus sighed. "Every time. Every damn time..."

Within a few hours the Hunter had lead them out of the city, heading towards the Badlands. As they came over a ridge, the Hunter lowered its body to the ground and let out a low, mechanical growl.

Alyce held up her hand, signaling Leveticus to stop. They were coming up on on a low ravine. A ragged tent which had seen better days was pitched haphazardly near the entrance to a yawning cave mouth near the bottom of the ravine. The two continued slowly, down towards the campsite, lonely wind whistling in their ears.

Alyce flicked two fingers as they approached, signaling him to go right with the Hunter while she approached from the other side. She may have been awkward at times, but Leveticus knew better; the woman knew how to handle a situation.

As Leveticus approached the campsite, a low groaning sound escaped the cave. The groan turned into a wail, and Guardsmen began pouring out of the cave. Their uniforms were ragged and torn; weapons held in broken, twisted hands; flesh rotting from their faces; undead guardsmen.

The Hunter reacted immediately, its harpoon impaling the first zombie to come shambling out of the cave before it leapt into the fray, metallic claws spilling putrid organs on the ground as it opened the corpses up like sacks of flour.

Leveticus held out a hand and gathered his will as he began to tap into his power. He could feel the energy being sapped from his body, his bones creaking as he channeled the spell. The closest zombie fell to the ground and then simply crumbled away, silently slipping into oblivion. Many practitioners enjoyed the explosive power that accompanied magic. Leveticus saw no use in that, so long as the job was done. The flap of the tent flung open and a man stepped out. He wore a Guild uniform, a rifle slung over his left shoulder. Hawkins, Leveticus guessed.

"Obliteration is mine!" The man snarled, looking Leveticus in the eye. "He has whispered to me. His power is mine to wield, mine alone!"

"Whatever you say, buddy." Alyce said, stepping from the shadows behind Hawkins as she unloaded her Clockwork Seeker into his back. Her weapon thundered across the valley as Hawkins's body jerked with each shot.

But the man did not fall. He turned to Alyce with cold determination in his eyes, blood seeping from his wounds. He held out his right arm and black, obsidian scales suddenly covered the limb, twisting his fingers into claws. He swung the clawed hand at Alyce's head, but she ducked and rolled to the side, firing her last shot into the man's chest as she came to a stop. It didn't faze him.

Leveticus held out his hand once more, focusing on Hawkins. This time, something stopped him. The clawed arm seemed to be deflecting his power, somehow.

A groaning heralded the arrival of more zombies. Some continued to spill from the mouth of the cave, others rising out of the sand, chunks of ragged flesh hanging from their decaying bodies. Leveticus gritted his teeth and thought about all those Soulstones.

Suddenly the air filled with a battle cry and two women jumped into the fray. They looked like identical twins, but Leveticus knew better. Blond hair topped their heads, one side shaved. They danced through the zombies, taking limbs as they went.

Tara said she had a backup plan. Leveticus grinned, the game had changed. "Viktoria!" he shouted. Both women snapped their heads around to look at him at exactly the same time. "Take off that arm and I'll finish him. We'll split the bounty."

"Sixty/fourty." They both said at the exact same time as the one with two swords lopped the head off of a zombie.

Leveticus winced, he hated when they did that. “Fine, fine!” he shouted. “Let’s get on with this.”

The twins smiled, and Viktoria grabbed her sister’s wrist, flinging her into the horde of undead before jumping in after her. Backs together, they twirled, blades flashing in the fading sunlight.

Alyce sprinted over to Leveticus. “I thought it was probably best to stay away from the tornado of dismemberment,” she panted.

Leveticus nodded.

The Hunter leapt at Hawkins, its jaws open, ready for the kill. But Hawkins simply lifted his clawed hand, and all of a sudden the Hunter was gone. There was no explosion, no smoke. The metallic beast had simply disappeared.

Leveticus frowned. “I can respect power like that.”

Suddenly, the Viktoria with one sword leapt out of the mass of mangled zombies. Covered in blood and gore, her face held a frantic grin as her blade arched and fell on Hawkins’s shoulder. The man let out a feral shriek as blood sprayed from the wound, and he turned towards Viktoria.

Leveticus was ready. To say that he unleashed his power would not be entirely accurate. He simply set the world the way that it should be. Everything trended towards entropy, and sometimes all that was needed was a little push in the right direction. As Hawkins leapt towards Viktoria, his body began to crumble to dust, blowing into the wind. When he was gone, a tiny chip of obsidian fell to the ground.

Viktoria scooped it up with the flat of her sword, inspecting it before dropping it into a leather pouch. She nodded to Leveticus and casually walked over to her sister to finish off the zombies.

Leveticus turned and began walking back to the city. He knew he would get his share. Mercenaries valued their reputation highly; it was what kept getting them work. The sisters would make good on their end.

Alyce followed him, wiping the dust from her clothes. “I don’t know how they do it,” she mumbled, shaking her head.

“That kind of swordsmanship takes practice,” Leveticus shrugged.

“Oh, not that. I’ll stick with a gun, thank you,” Alyce said, wrinkling her nose.

“Then what?”

“Fight wearing those clothes!” Alyce said, exasperated. “Do you know how many times something has tried to claw me, or maim me, or gnaw on me and just gotten a mouthful of hard leather? They’re not even completely covered.”

“Ah.” Leveticus said, nodding with comprehension.

“And I saw you looking at them.” She glared, loading a round into her gun.

Leveticus started to chuckle, but his voice stopped short when he saw the look in her eye. There had been enough murder for one day.

Chapter 10: Outcasts

At first glance, the politics of Malifaux seem simple: the Guild controls the Soulstone supply and protects the city against attack, the Arcanists run the Miners and Steamfitters Union and enjoy a lucrative Soulstone smuggling business. Resurrectionists and Neverborn have their own schemes, but their threat is straightforward: they want either bodies or blood. But to think that these broad titles cover all of the players in Malifaux would be naive. There are men and women who, for one reason or another, have shunned (or been shunned by) other affiliations for a more roguish lifestyle.

Many Outcasts have their roots within the Guild. Convicts, the desperate, and even exiled practitioners can find themselves on the outskirts of Malifaux society. At times, a person may choose to leave of their own accord, deciding that their methods might benefit from the lawlessness outside of the city walls. These people often create safe havens of their own. Without fear of judgment from their fellows, they can persue plans that can only be compared to the Neverborn or Resurrectionists.

There are always those have managed to escape from their sentence within the mines or hanging from the noose, becoming fugitives. For them the only safe place is where it is too dangerous for the Guild to follow. Once they have gone too far outside the city, the trackers often let them go: there is every chance that they will be killed by the resident nightmares, and pursuit is a waste of resources.

Those who have been outcast may still choose to stay within the confines of the city, making a living for themselves as mercenaries. With the Resurrectionist and Neverborn threat still strong even withing the city limits, it is easy for anyone who can point a gun to earn a job as a mercenary-for-hire, on one side of the conflict... or the other.

While there are lone mercenaries by the score, few can compare to the training of a stable mercenary outfit. Though lacking any higher affiliation, Von Schill, for instance, has created one of the most elite teams of mercenaries available, often hiring out full squads to support a client's goal. Acceptance into his ranks is based purely on skill, and a person's previous affiliations mean little as long as he is dedicated to his new position.

Other mercenary companies exist as well, such as Viktoria and her gang of misfits. While her hiring restrictions are far more strict, none can argue her results, especially when close quarters work is required.

There is a third type of person. One who has never had an affiliation, and is outcast because he has been born into it. These are people who have never learned to play well with others, or who have learned to live by a different set of rules. They are the wild children living in harmony with the dangers of the land. Others have fallen under the sway of someone more powerful, turning into little more than puppets to their new Master's bidding and losing any option they ever had to turn back to civilized society.

No matter what the reason, all Outcasts have something in common: an Outcast's fate is in their own hands. While this can be a boon to them, setting them free to do what they want, they also lack the built-in support that comes from having a formal association. However, they have learned how to survive rubbing elbows with the worst that Malifaux has to offer, and minor human terrors pale in comparison.

Von Schill

When there is a task that needs to be done, few groups are more versatile and trustworthy than Von Schill's Freikorps. Earthside, Von Schill made a name for himself as a brave soldier, showing an uncanny ability to read his enemy and place his team members in key positions. That was a skill he meant to transfer to his career Breachside. In the first days after the Breach reopened, he proved to be an invaluable asset to the Guild, exterminating several Neverborn single handedly.

Destined for leadership within the Guild, Von Schill made an enemy of the one person who could send his career into the dirt: the Governor-General. It was a minor conflict of personalities, but they disagreed on several major points of security, and as a minor member of the military, Von Schill was on the losing end of every argument. He tendered his resignation within a few days of their meeting.

As a loner, Von Schill could have decided to lend out his services to settlers heading out into the Badlands, but he was too ambitious to be a gun for hire. Instead, he found a base just outside of the Guild's control and began to build a team of mercenaries called the Friekorps. With his experience and a singular deal with the Miners and Steamfitters Union, they are the most capable hired guns to be found this side of the Breach. The first few members were those who also disagreed with the Governor-General's plans for the city, but, once they were established, specialists and soldiers alike found kinship within the Freikorps' compound.

VON SCHILL
Master, Living
FREIKORPS

CACHE 1

Df	Wp	Wd	Wk	Cg	Ht
6	7	12	5	8	2

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Augmented Jump: This model ignores terrain and other models when moving during a Charge Action. This model may declare a Charge Action when engaged.

Freikorps Suit: This model may ignore damage from (1) and ☠ effects.

A Legend to Live Up To: All other friendly Freikorps models within ❶6 and LoS have +1 **Wp** and may not be reduced below 1 Wound by a single damage source while they have 2 or more Wounds remaining.

VON SCHILL

ATTACK ACTIONS

(1) Jack Knife (**MI** 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/6 damage. This damage ignores **Armor**.

⚔ ***Can Opener***: After succeeding, target model gains the following Condition for the rest of the game: "**Cracked -1**: This model has -1 **Df**."

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

(1) Clockwork Seeker (**Sh** 6 / Rst: **Df** / Rg: 12): Target suffers 3/4/5 damage. This damage ignores **Hard to Wound**.

Reposition: After succeeding, push this model up to 3" in any direction.

TACTICAL ACTIONS

(3) Stand and Shoot: Make a **Clockwork Seeker** Attack Action against every enemy model in range and LoS. This Action may not be taken while engaged in melee. These Attack Actions may not declare Triggers.

(0) Finish the Cur (**Ca** 7 / TN: 11 / Rg: 12): Target Friendly model immediately takes a 1 AP **MI** Attack Action against a model with 2 or fewer Wounds remaining.

30mm

Tara

Orphaned at a young age, Tara had to learn to survive on her own. She never knew exactly what it was that killed her parents, but she learned to survive. Eventually, she found that the skills she had learned could be useful: first as a guide making small money, then as a gun for hire. Killing came to her as easily as breathing. It was a small step to take her skills to Malifaux, where the dangerous country promised only profits for the young woman.

After briefly considering the Freikorps, Tara decided to strike out on her own, gaining a reputation for her uncanny ability to sense when Neverborn were around – and then being able to dispose of them quickly. Then she met Obliteration.

Obliteration invited her inside his prison where she claimed a piece of him, bringing him out into the world. At the crest of her power, when the world was standing before her, a sniper took aim and she was left for dead. It was only through the quick thinking of Karina, a woman she had also brought out of Obliteration's prison, that she was able to recover. It was not the recovery she was hoping for. Karina had raised Tara in death rather than healing her back to health. Either through Karina's skill or Tara's connection to Obliteration, she maintains complete autonomy from her master, able to act in death as she had in life.

Tara
Master, Undead

Cache 4

Df	Wp	Wd	Wk	Cg	Ht
5	5	12	4	7	2

Abilities

Heartless: This model is immune to Horror Duels and gains +2 **Df** and **Wp** while defending against **Ca** Attack Actions.

Df (🜏)Through the Hole: After failing against a **Sh** Attack Action, the Attack deals no damage to this model.

Stutter Time: This model may choose to reflip the results of flips made to end the Encounter.

Tara

Attack Actions

(1) Soulstone Sword (**Ml** 6🕮 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/5 damage.
⚔⚔ ***Sympathetic Echoes***: After succeeding, all other models with the same name as the target in (↟)8 suffer 2 damage ignoring **Armor**.
🕮 ***Glimpse the Void***: After damaging, if no other models are buried, the target must pass a TN 13 **Wp** duel or become buried. The next time a model in play is killed, unbury the target in base contact with the killed model before removing it.

(1) Peacebringer (**Sh** 5 / Rst: **Df** / Rg: ⌐10): Target suffers 2/3/5 damage.

Tactical Actions

(1) Temporal Shift: All models in (↟)6 gain **Fast**. Then, this model discards three cards, or its whole hand. This action may only be taken if at least one enemy model would gain **Fast** from this Action.

(0) Eternal Moment: This Action may only be taken if this was the first friendly model to Activate this Turn. This model gains the following Condition until the end of the Turn: "**Eternal:** Once all other friendly models have Activated, this model gains the **Reactivate** Condition."

(0) Lost Instants: Until the end of the Turn, enemy models within ❶6 may not take Interact Actions.

30mm

Viktoria of Ashes

There is a lure within Malifaux that inevitably draws certain people to the city. Some go because of the power that can be gleaned from the Soulstones, others to find lost information. Viktoria went because she received a message from one of her contacts suggesting that there was a treasure greater than any she had sought before. Already a seasoned adventurer and treasure hunter, it was too good an offer to refuse.

Heading to the great city, Viktoria quickly found herself in the middle of a web of conflicting plots and powerful players. Part of a Neverborn scheme left her with a perfect double – a doppleganger. Though they dress differently, and the real Viktoria carries the storied Masamune, many cannot tell the two apart. They bonded as sisters and have been inseparable ever since.

While they are willing to hire themselves out as mercenaries, their real goal is to find artifacts which they can sell Earthside or within the city proper for profit. The land is scattered with artifacts from the first settlement just waiting for someone to come in and take them. The only thing stopping most people are the Neverborn natives. Luckily, the doppleganger provides insight and information on what is in the area and how to best fight or avoid them, giving Viktoria an edge on any competition. This secret is carefully held between them and a few others who happened to learn the truth, allowing the mystery of the 'sisters' to gain more and more momentum among the public.

Viktoria of Ashes

Master, Living
SISTER

CACHE 1

Df	Wp	Wd	Wk	Cg	Ht
5	6	7	5	8	2

Abilities

Blood Lines: While within LoS of this model, other friendly Sister models gain the following Ability: "**Melee Expert**: This model gains 1 additional AP which may only be used to take **MI** Actions."

Fate's Chosen: While this model's controller has three or fewer Cards in hand, it gains ↑ to all **Wp** and **Df** duels.

Fates Entwined: Whenever this model makes a healing flip, all other friendly Sister models in play may heal the flipped amount.

Viktoria of Ashes

Attack Actions

(1) Masamune Nihonto (**MI** 7 / Rst: **Df** / Rg: 2): Target suffers 3/4/6 damage.
Whirlwind: After damaging, take this Attack Action against every enemy model in range except the target. These Actions may not declare Triggers.

(1) Clockwork Pistol (**Sh** 6 / Rst: **Df** / Rg: 12): Target suffers 2/3/5 damage.

Tactical Actions

(0) The Setting Sun: This model gains the following Condition until the end of the Turn: "**Twisting Dragon:** While this model is within 2" of at least one other friendly Sister model, all Sister models in 2 gain +1 **Df**."

(0) East and West: This model gains the following Condition until the end of the Turn: "**Soaring Dragon:** While this model is not within 6" of another friendly Sister model, this model gains ↑ to its Attack flips."

(2) Dragon's Bite (**Ca** 6 / TN: 14 / Rg: 6): Target an enemy model. Place all friendly Sisters within 6" of the target into base contact with the target. Each Sister placed in this way may make an immediate (1) **MI** Action against the target which receives ↑ to the damage flip.

30mm

Hannah

Hannah is the chief librarian of the Freikorps, and Von Schill's second in command. Her meteoric rise within the outfit is attributed to her astounding magical skills.

On Earth she was the head archivist at the Oxford University in Mississippi. Her academic fascination with magical lore, combined with access to resources usually reserved for professors (such as Soulstones and magical tomes) allowed her to construct a powerful steam-powered harness, which she used for the simple purpose of reaching books on higher shelves.

When it was discovered that a lowly librarian had out performed the mystical feats of the school's elite graduates, she was shamed into turning in her resignation. It took very little for her to decide to travel to Malifaux, and even less for her to refit her harness for the Freikorps "unique" needs.

HANNAH

Henchman, Living, Rare 1, Mercenary

FREIKORPS

COST 10 | CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
5	8	9	5	5	3

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Freikorps Suit: This model may ignore damage from (1) and ☗ effects.

Arcane Reservoir +1: While this model is in play, increase this Crew's Hand Size by +1.

Counterspell: Enemy **Ca** Actions which target this model lose all suits printed in the **Ca** for the duration of the Action.

Nether Flux: Enemy models within ❶4 of Hannah ignore any suits associated with their **Ca**, **Sh**, and **Mi** stats.

ATTACK ACTIONS

(1) Ghost Censer (**Mi** 6🕮 / Rst: **Df** / Rg: ⫻ 3): Target suffers 2/4☗/6☗☗ damage.

🕮🕮 ***Visions of the Void***: After damaging, each model damaged must perform a TN 13 Horror Duel.

(0) Make a New Entry (**Ca** 8🕮 / TN: 14🕮 / Rst: **Wp** / Rg: 8): Select one of the target's (1) **Ca** Actions which does not list a model by name. This model immediately takes that Action, but may not declare Triggers. This Action may not target friendly Leaders unless the target has the Freikorps characteristic.

🕮 ***Willing Subject***: After succeeding, if the target has the Freikorps characteristic, any (0) Action may be selected instead, regardless of whether it is a **Ca** Action.

HANNAH

50mm

The Nothing Beast

While visible to intelligent beings, the Nothing Beast does not actually exist. Quite literally, it is a void in space where nothing exists. The creature's ties to the Obliteration entity grant it near perfect control of its "body", although "boundary" is likely a better description.

The creature is only visible because it chooses (thanks to its connection to Tara) to not destroy certain strands of light, much like a sentient (and willful) prism. Those who witness this creature are not truly seeing it, but rather the illusion made from what it chooses to not destroy.

Likewise, its speech, on the rare instance it chooses to communicate, is not sound. Rather, it destroys all noise that isn't the words it wishes to create. This effect is rather unnerving, and has been known to cause at least one stampede.

THE NOTHING BEAST

Enforcer, Rare 1

COST 10

Df	Wp	Wd	Wk	Cg	Ht
9	6	7	6	6	3

ABILITIES

Pure Nothingness: At the start of every duel this model suffers -1 **Df** for each card in its hand for the remainder of the duel.

Terrifying (All) 10: Enemy models must pass a TN 10 Horror Duel if they end a Walk action within this model's engagement range or target this model with an action.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **Mi** Attack Actions by half.

Casting Expert: This model gains 1 additional AP which may only be used to take **Ca** actions.

ATTACK ACTIONS

(1) Obliterate (**Ca** 7🕮 / Rst: **Wp** / Rg: ⫻ 3): Target suffers 2/5/7 damage.

🕮 ***Glimpse the Void***: After damaging, if no other models are buried, the target must pass a TN 13 **Wp** duel or become buried. The next time a model in play is killed, unbury the target in base contact with the killed model before removing it.

TACTICAL ACTIONS

(1) Truth in Nothingness (**Ca** 7✗ / TN: 12✗ / Rg: (1)6): This Action may only be taken once per Turn. Enemy models with the **Fast** Condition within (1)6 must suffer 2 damage or gain the following Condition until the end of the Turn: "**Revelation:** This model suffers ⍈ on all **Wp** duels."

(0) Void: This model may discard a control card to gain the following Condition until the end of the turn: "**Voided**: After another model resolves a successful **Mi** Attack Action against this model, this model may immediately take an Obliterate Attack Action against the attacking model."

THE NOTHING BEAST

30mm

Viktoria of Blood

There is much debate about which of the two twins is the "real" Viktoria. Sometimes, this debate comes from the Viktorias themselves, although it is likely that they simply find the confusion a useful tool.

What cannot be debated however, is that the two are intrinsically linked, both temporally and mystically. When both appear, one is always wielding a pair of swords and the other a sword and pistol. When one is found on a battlefield, it could be either... and it is unlikely that the same one wields the same weapons each time.

Purely for their own communication, the Ronin have begun referring to them by their chosen weaponry, labeling the Viktoria who carries a pair of swords as "of Blood" because of the bloodshed that follows her, and the other "of Ashes" for the gun smoke of her pistol.

Viktoria of Blood

Henchman, Living, Rare 1
Sister

Cost 0 | Cache 3

Df	Wp	Wd	Wk	Cg	Ht
6	5	7	5	8	2

Abilities

Fates Entwined: Whenever this model makes a healing flip, all other friendly Sister models in play may heal the flipped amount.

The Uninvited: This model may only be hired by Crews if this model or Viktoria of Ashes is the Crew's Leader.

Fate's Pariah: While this model's controller has four or more cards in hand, it gains ↯ to all **Wp** and **Df** duels.

Into the Fray: The first time this model kills another model during its Activation, this model may heal 1/2/3 damage.

Attack Actions

(1) Paired Masamune Nihonto (**MI** 7 / Rst: **Df** / Rg: 2): Target suffers 3/4/6 damage. This Action gains a ↯ to the Attack flip.

Whirlwind: After damaging, take this Attack Action against every enemy model in range except the target. These Actions may not declare Triggers.

Tactical Actions

(0) The Falling Star: This model gains the following Condition until the end of the Turn: "**Enraged Dragon:** While this model is within 2" of at least one other friendly Sister model, all Sister models in 2 gain +1 **MI**."

(0) The Lonely Path: This model gains the following Condition until the end of the Turn: "**The Last Dragon:** While this model is not within 6" of another friendly Sister model, this model gains ↯ to its damage flips."

(2) Flight of Dragons (**Ca** 6 / TN: 14 / Rg: 6): Target an enemy model. All friendly Sister models within 2" and LoS of the target may immediately take a (1) **MI** Action against it which receives ↯ to the damage flip. Then, push all Sister models within 2" and LoS of the target up to 6" in any direction.

30mm

Taelor

Taelor's penchant for drinking and carousing are well-known in most of the City's taverns. Her boisterous nature at the bar is both entertaining and annoying, but only a stranger to Malifaux would call her out for behaving in such a way. The well-used hammer she carries with her has caved in more than one skull, both while employed and when settling an argument in a brawl.

Taelor's constant stream of banter and insults serves to distract her foes until she can reach out with the relic hammer and dispatch them with a bone-shattering crash. She wades into her enemies whirling the weapon in dazzling arcs, the hammer's magic being most apparent when it is wielded against constructs. The hammer has begun to thrum with power in recent months, striking fear into automatons that are usually without emotions. This has proven useful to the Viktorias, who regularly make use of her services.

Taelor

Henchman, Living, Mercenary, Rare 1

Cost 10 | Cache 3

Df	Wp	Wd	Wk	Cg	Ht
5	7	9	4	6	2

Abilities

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 +1: Damage flips against this model suffer ↧.

Relentless: This model is Immune to Horror Duels.

Pneumatic Arm: When this model Charges it may choose to take a single (2) Attack Action instead of two (1) Attack Actions.

Attack Actions

(1) Relic Hammer (**MI** 7 / Rst: **Df** / Rg: 3): Target suffers 3/4/6 damage. If the target is a Construct or Tyrant the damage flip gains ↯↯.

Knock Back: After damaging, push the target model 3" away from this model.

Crushing Blow: After succeeding, this Attack ignores **Armor** and **Hard to Kill**.

From the Heavens: After succeeding, damage from this Attack may not be prevented using Soulstones.

(2) Hammer Fall (**MI** 7 / Rst: **Df** / Rg: 3): Target suffers 3/4/6 damage. All other enemy models within 3" of the target model must succeed on a TN 14 **Df** duel or suffer 3 damage and be pushed 3" directly away from the target.

Tactical Actions

(0) "Welcome to Malifaux!": This model gains the following Condition until the end of the Turn: "**Welcome to Malifaux:** If an enemy model is summoned in LoS and within range to be Charged, this model may immediately Charge the summoned model. This Charge may be made even if this model is engaged. If more than one model is summoned within range and LoS at the same time, this model may only Charge one of them."

30mm

Steam Trunk

A simple construct, the Steam Trunk has proven invaluable to Von Schill and his mercenary Freikorps. Little more than an armored steamer trunk on a pair of interlocking chain-treads, the Steam Trunk can carry a variety of useful equipment, loaded heavier than any mule or cart.

Each Freikorpsmann, and anyone else who happens to be accompanying Von Schill on a job, is trained to use any item in the trunk that is likely to have combat applications. The Steam Trunk also carries more mundane items as well, such as shovels and tents. However, by regulation, those items that are more useful in an emergency are stored at the top.

This mechanical mule, as some of the men have begun calling it, is often treated as a member of the team. Some have claimed that it has even begun to show pet-like intelligence...

STEAM TRUNK

Peon, Construct, Totem (Von Schill)

COST 3

Df	Wp	Wd	Wk	Cg	Ht
6	5	4	4	-	1

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Insignificant: This model may not take Interact Actions.

Armory: Friendly models within ❶4 of this model may use this model's (0) AP Actions as if they were their own.

TACTICAL ACTIONS

(0) Fire Extinguisher: Discard a card to remove the **Burning** Condition from target model within 3".

(0) Disaggregator Solution: Destroy all Corpse and Scrap Markers within (𝔯)4.

(0) Emergency Syrette: This model may discard a card to heal 1/2/3 damage and remove the **Poison** Condition.

STEAM TRUNK

30mm

Karina

It is very possible that Karina came to Malifaux for reasons that are utterly unique. When she first read about the city that was discovered on the other side of the Breach, it was described as an empty city, everything pristinely in its place, with no people.

Her disappointment at what she found drove her nearly mad. But not as mad as the tome she found. Soon, she was dabbling in the necromantic arts.

On the heels of new discoveries, she too entered Obliteration's realm. Unlike Tara, the near eternity of solitude drove her quite mad. Tara looks after this shell, waiting for Karina's mind to heal, if indeed it can.

In return, Karina looks after Tara, as best she can. She returned Tara to life, and heals her undead body, using Obliteration fueled magics.

KARINA

Enforcer, Living, Totem (Tara)

COST 5

Df	Wp	Wd	Wk	Cg	Ht
5	4	6	4	5	2

ABILITIES

Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately.

Price of Eternity: Enemy models with **Fast** beginning their activation within ❶6 must pass a TN 14 **Wp** duel or suffer 2 damage.

Shattered Memories: If another living model is killed within 4" of this model, this model may discard the Red Joker. If it does, summon a Death Marshal within 4" of this model. The summoned Death Marshal permanently exchanges the Living characteristic for the Undead characteristic.

ATTACK ACTIONS

(1) Bash (**Ml** 3 / Rst: **Df** / Rg: ⫻ 1): Target suffers 0/1/2 damage.
⚔ ***...in the head with a rock***: After damaging, immediately kill the target unless it discards two Control Cards or two Soulstones.

(1) Peacebringer (**Sh** 5 / Rst: **Df** / Rg: ⌐10): Target suffers 2/3/5 damage.

(1) Energies of the Void (**Ca** 5 / Rst: **Wp**): Before performing the duel, choose **Fast** or **Slow**. Target enemy model gains the chosen Condition. This action may only target buried models and does not require LoS or range

TACTICAL ACTIONS

(1) Flames of the Void: Every buried model must pass a TN 14 **Wp** duel or gain the **Burning +2** Condition. This Action may only be taken once per Turn.

KARINA

30mm

Student of Conflict

Investigator Artanyan once believed that the Student of Conflict was of magical origin, a creature made manifest by powerful sorcery amidst battle. This error nearly cost him his sanity, if not for a moment's hesitation before pulling the trigger.

The mistake is understandable, as the Student of Conflict is closely associated with the Viktorias, who often manifest distinctly Neverborn aspects. This girl is, in many ways, representative of their power. However, she is a product of her own ignorance, capable of such feats because she does not understand that she should not be so deadly.

Cared for, sometimes, by the Viktorias, they are the only family this nameless girl has ever known. In her quest to emulate her big sisters, she even hires herself out as a mercenary... a deadly and adorable mercenary.

STUDENT OF CONFLICT — COST 4

Peon, Living, Totem, Mercenary

SISTER

Df	Wp	Wd	Wk	Cg	Ht
4	5	5	6	6	1

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Insignificant: This model may not take Interact Actions.

ATTACK ACTIONS

(1) Training Blade (**Ml** 4/ Rst: **Df**/ Rg: 1): Target suffers 2/3/4 damage.

TACTICAL ACTIONS

(2) Assist: Target model within 3" receives the **Fast** Condition.

(1) Sisters in Spirit: Target a friendly Sister model within 6", place the target into base contact with this model.

STUDENT OF CONFLICT

30mm

Malifaux Child

In Malifaux the innocence of childhood is quickly stripped away by the realities of living in an environment where death lurks around every corner. Families come to the new world seeking fame, fortune, or at the very least the opportunity to better their Earthside state. What most find is terror, suffering, and an early grave.

The magic that infuses Malifaux seeps into the children that come through the Breach, their growth forever altered by the fickle energies. If left to their own devices they would likely be capable of great magics in time. However, many follow powerful entities around (sometimes from the shadows) and engage in an odd type of hero worship, rushing to aid and copy them, even in the heat of battle.

Some turn this adulation into something dark and useful, while others find it an annoyance.

MALIFAUX CHILD — COST 2

Peon, Living, Totem, Mercenary

LOST

Df	Wp	Wd	Wk	Cg	Ht
4	5	4	5	-	1

ABILITIES

Disguised: This model may not be the target of the Charge Action.

Insignificant: This model may not take Interact Actions.

Manipulative 15: If this model has not yet Activated this Turn, when an enemy model targets this model with an Attack Action, the enemy model must pass a TN 15 **Wp** duel or the Action immediately fails.

ATTACK ACTIONS

(1) Pair of Daggers (**Ml** 4 / Rst: **Df** / Rg: 1): Target suffers 1/2/3 damage. This Attack Action receives .

TACTICAL ACTIONS

(1) Misplaced Trust (**Ca** 3 / TN: 10 / Rg: 6): Target model heals 1/2/3 damage.

(1) Just Like You!: This Action may be taken once per Turn. Cast one of this Crew's Leader's **Ca** Actions with an AP cost of 1. This Action suffers -3 **Ca**. This Action receives a and any resulting damage flips receive a .

MALIFAUX CHILD

30mm

Bishop

Bishop was once the best fighter the owners of the Pits had ever seen. He was adaptable, fearless, talented, and ruthless. His only weapons were the chains they kept him in between matches. He never once forgot they were both the key to his salvation and the means by which he was kept his owners' slave. This proved to be a fatal error for his captors.

After his bloody escape, he enlisted his talents as a bounty hunter, pursuing the most lucrative of targets across the City and into the Badlands, watching the wanted posters for faces he remembered from his days as a fighter. His owners had not escaped justice that night, and there were others out there who needed to be punished. Criminals, dishonest businessmen, and those who stood by and let cruelty happen. They must all pay in blood for each link in his chains.

BISHOP — *Enforcer, Living, Mercenary, Rare 1* — COST 10

Df	Wp	Wd	Wk	Cg	Ht
6✕	6	10	4	7	2

ABILITIES

Swift: When this model Activates it generates 1 additional general AP.

Adaptive: At the beginning of this model's Activation, choose a suit. This model adds the suit to all of its duel totals until the end of its Activation.

Study Opponent: When declaring an Attack Action this model may force the target to resist the Attack Action with **Wp** instead of **Df**.

DF (✕) Cage Fighter: After an **MI** Attack fails against this model, this model deals damage 1/2/4 to the Attacker.

BISHOP

ATTACK ACTIONS

(1) Chain Wrapped Fist (**MI** 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/4 damage.
- ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each in the final duel total.
- ***Choke Out***: After damaging, target gains the **Slow** Condition.
- ***Penetrating Blow:*** This Attack ignores **Armor**, **Hard to Kill**, and **Incorporeal**.
- ***Knock Around:*** After damaging, push target 3" in any direction.

(2) Haymaker (**MI** 7 / Rst: **Df** / Rg: 1): Target gains the **Paralyzed** Condition.

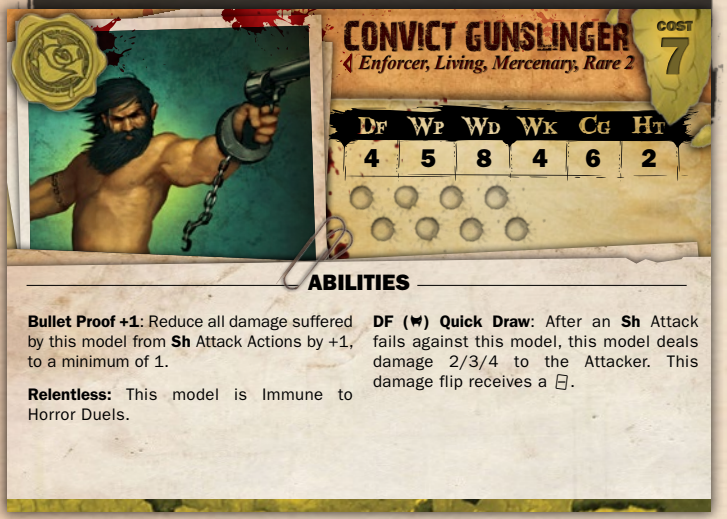
(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

30mm

Convict Gunslinger

Any escaped convict with a gun fancies himself a gunslinger. Most see making their way in Malifaux on the run from the Guild as a preferred alternative to sitting in a cold cell Earthside or sweating at backbreaking labor in the Guild's numerous mines in Malifaux. If they can keep their identity hidden, they might even manage a fresh start through the Breach.

Armed with as many guns and rounds as he can carry, the gunslinger knows his fate as it was read by an Earthside judge long ago. He lives on borrowed time, life tasting all the sweeter for it, each town he enters may be the one where he finds a gunpowder welcoming party. But until that day arrives the convict gunslinger is content to move from town to town, job to job, dealing violence when necessary to live... but to live free.



Convict Gunslinger

Enforcer, Living, Mercenary, Rare 2

Cost 7

Df	Wp	Wd	Wk	Cg	Ht
4	5	8	4	6	2

Abilities

Bullet Proof +1: Reduce all damage suffered by this model from **Sh** Attack Actions by +1, to a minimum of 1.

Relentless: This model is Immune to Horror Duels.

DF (♥) Quick Draw: After an **Sh** Attack fails against this model, this model deals damage 2/3/4 to the Attacker. This damage flip receives a ⍈.

Attack Actions

(1) Collier Pistol (**Sh** 6◆ / Rst: **Df** / Rg: ⌐10 or ⫻ 2): Target suffers 2/3/4 damage. This Attack Action gains ⍈.

◆♥ ***Trigger Happy***: After damaging, immediately perform a **Collier Pistol** Attack against the same target. This Action may not declare Triggers.

✕ **Aim Low:** After damaging, the target gains the **Slow** Condition.

Tactical Actions

(2) Rapid Fire: This model may discard a card. If it does, this model may make 3 **Sh** Attack Actions with an AP cost of 1 against a single target.

Convict Gunslinger

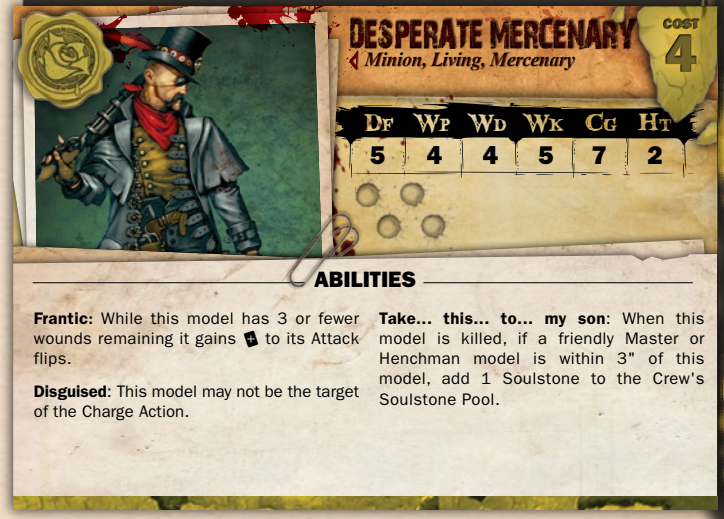
30mm

Desperate Mercenary

The daily trains arriving in Malifaux bring cattle of all persuasions, even human. They all come to Malifaux seeking their fame and fortune. Many have come with a debt to the Guild that must be paid off before they can go back through the Breach. All have been led to believe that, in this land of riches, their debts will be paid quickly. All have been lied to.

For all but a rare few fame and fortune are nothing more than dreams. For some, being content with what they have is not enough. Malifaux is a harsh and unforgiving mistress. These desperate individuals must turn to a life of mercenary work to repay the Guild.

Lacking any formal training or a full mercenary contract these desperate souls take on the jobs for a fraction of the standard pay. All in the hopes that they won't pass their debt on to their heirs.



Desperate Mercenary

Minion, Living, Mercenary

Cost 4

Df	Wp	Wd	Wk	Cg	Ht
5	4	4	5	7	2

Abilities

Frantic: While this model has 3 or fewer wounds remaining it gains ⍈ to its Attack flips.

Disguised: This model may not be the target of the Charge Action.

Take... this... to... my son: When this model is killed, if a friendly Master or Henchman model is within 3" of this model, add 1 Soulstone to the Crew's Soulstone Pool.

Attack Actions

(1) Brahk'blade (**Ml** 4 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/3/4 damage.

◆ ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each ◆ in the final duel total.

(1) Refurbished Collier (**Sh** 4 / Rst: **Df** / Rg: ⌐8): Target suffers 2/3/4 damage.

Tactical Actions

(1) Wild Firing: This model may immediately make two **Refurbished Collier** Attack Actions. These Attack Actions must have different targets and suffer a -2 **Sh**.

Desperate Mercenary

30mm

Freikorps Specialist

Wielding the dreaded flammenwerfer takes not only skill but, as other Freikorpsmenn joke, more than a just a touch of insanity. However, those same jokesters will be the first to thank whatever deities they pray to that their flamethrower-wielding brothers are there when a horde of hungry zombies comes down a tight corridor.

It takes months of training to become a specialist, and many Freikorpsmenn wash out of the course before its completion. Many are unable to reconcile the fact that they are rushing toward danger with canisters of volatile chemicals strapped to their back. Those who are able to complete the training are a fearsome sight to behold on the battlefield however, directing thin, long-ranged sprays, or wide but shorter streams of flame, where it is best needed.

FREIKORPS SPECIALIST COST 8

Living, Enforcer, Mercenary

FREIKORPS

Df	Wp	Wd	Wk	Cg	Ht
4	6	8	4	4	2

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Clear the Area: At the end of this model's Activation, it may remove all Corpse and Scrap Markers in (↑)4.

Freikorps Suit: This model may ignore damage from (↑) and ☠ effects.

Punctured Tanks: When this model is killed, all models in (↑)3 gain the **Burning +2** Condition.

FREIKORPS SPECIALIST

ATTACK ACTIONS

(1) Hunting Knife (**Ml** 6 / Rst: **Df** / Rg: ⫽ 1): Target suffers 1/3/4 damage.

(1) Flammenwerfer (**Sh** 6● / Rst: **Df** / Rg: ⌐10): Target suffers 2/3☠/4☠☠ damage. This Attack ignores cover.

- ● ***You're Flammable***: After damaging, all models damaged by this Attack gain the **Burning +1** Condition for each ● in the final duel total.
- 🕮 ***Flush them Out***: After damaging, all models damaged by this Action must perform a TN 12 Horror Duel.
- ✕ ***Wildfire***: After damaging, discard all Scheme Markers in (↑)4 of the target.

TACTICAL ACTIONS

(1) Move or Burn: Friendly models in (↑)10 with the **Paralyzed** or **Slow** Conditions suffer 1 damage and lose the **Paralyzed** and **Slow** Condition.

30mm

Freikorpsmann

Since its arrival in Malifaux, the Freikorps has grown in size and influence. Its ranks have swelled in number. Only the best of the best are recruited into Von Schill's service. Whether it was coming to Malifaux along with Von Schill initially to work for the Guild, or joining up with the Freikorps when the band's contract was cut short by the Governor General, no Freikorpsmann regrets the decision. Although facing certain death is often part of their missions, the Freikorps are paid an honest wage for perils faced.

A Freikorpsmann is not just a warm body filling the ranks until he is killed and another nameless face takes his place. Each signs their contract of service with Von Schill himself and swears an oath of commitment in front of his brothers and sisters. It is their duty to protect one another and ensure whatever mission they are tasked with is completed.

FREIKORPSMANN COST 5

Living, Minion, Mercenary

FREIKORPS

Df	Wp	Wd	Wk	Cg	Ht
5	6	5	5	7	2

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Freikorps Suit: This model may ignore damage from (↑) and ☠ effects.

Unimpeded: This model ignores penalties for severe terrain when moving.

FREIKORPSMANN

ATTACK ACTIONS

(1) Hunting Knife (**Ml** 6 / Rst: **Df** / Rg: ⫽ 1): Target suffers 1/3/4 damage.

- 🕮 ***Duck & Weave***: After succeeding, this model receives the following Condition until the end of the Turn: "**Weaving**: This model gains +2 **Df**."
- ● ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each ● in the final duel total.

(1) Clockwork Pistol (**Sh** 5 / Rst: **Df** / Rg: ⌐12): Target Suffers 1/2/5 damage.

- ✖ ***Reposition***: After succeeding, push this model up to 3".
- ● ***Critical Strike***: When damaging the target, this Attack deals +1 damage for each ● in the final duel total.

TACTICAL ACTIONS

(0) Reference the Field Guide: This model discards a card. Add the suit of the discarded card to all of this model's duel totals for the rest of this Activation.

30mm

Hans

An assassin for hire on Earth, Hans was serving multiple life sentences with plenty of enemies who could reach him in prison. When the offer came for him to serve out his sentence in Malifaux, he was all too glad to volunteer.

Hard labor and the threat that his Earthside enemies would eventually find a way to reach him pushed Hans to escape his mining gang not long after arriving. In those early days the Guild could not spare enough manpower to pursue its escapees and instead relied on the wild surroundings to eliminate a foolish fleeing prisoner.

Hans was no fool. His criminal past long lost in the bureaucracy of the Governor's office, he now sells his sniper rifle to the highest bidder.

HANS — COST 8

Enforcer, Living, Mercenary, Rare 1

Df	Wp	Wd	Wk	Cg	Ht
6	5	5	3	-	2

ABILITIES

Disguised: This model may not be the target of the Charge Action.

Goggles: This model may ignore any ❶, (1), or Markers which affect LoS.

Ruthless: This model is Immune to **Wp** duels during its Activation.

To the Highest Bidder: After this model targets an Enemy Leader with an Action, the target may discard two cards to make the Action fail immediately.

HANS

ATTACK ACTIONS

(1) Sniper Rifle (**Sh** 6 / Rst: **Df** / Rg: ⌐18): Target suffers 2/3/5 damage. This Attack does not randomize a target when shooting into melee. When this Attack Action gains the benefits of the **Focus** Condition, increase its range to ⌐36.

- ✕ ***Kneecap***: After damaging, this model may discard a card to make the target gain the **Slow** Condition.
- ***Disarm***: After damaging a Minion, this model may discard a card to make the target gain the following Condition until the end of the Turn: "**Disarmed:** This model may not take **MI** Actions."
- 🕮 ***Armor Piercing***: After succeeding, this Attack ignores **Armor**.
- ***Curse Breaker***: After succeeding, this Attack ignores **Incorporeal**.

TACTICAL ACTIONS

(0) Reference the Field Guide: This model discards a card. Add the suit of the discarded card to all of this model's duel totals for the rest of this Activation.

(1) Smile, You Son of a... (**Ca** 5 / TN: 16✕): This model gains the following Condition for the rest of this Activation: "**Ping!:** This model's **Sh** Actions deal no damage. After succeeding with an **Sh** Attack Action, discard one Upgrade from the target."

30mm

Johan

Although it turns a blind eye to the occasional prospector or wildcatter, nearly every mining or industrial facility in Malifaux is required to use Miners and Steamfitters Union labor. This lucrative and powerful contract between the leadership of the M&SU and the Guild has served both parties well for years. When a small operation becomes too lucrative, M&SU troubleshooters are employed. This tactic has only failed on one occasion.

The only operative to return brought the name Johan. The operative could not confirm for certain, but he was convinced the weapon Johan used to dispatch the rest of the team was one of the legendary relic hammers previously only seen in Taelor's hands. The animosity between Johan and the M&SU continues to this day, and The Union is quick to blame Johan for any act of sabotage.

JOHAN — COST 6

Enforcer, Living, Mercenary, Rare 1
M&SU

Df	Wp	Wd	Wk	Cg	Ht
5	5	8	4	6	2

ABILITIES

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.

Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

Solidarity: This model's Attack flips gain ❶ while within 3" of another friendly M&SU model.

JOHAN

ATTACK ACTIONS

(1) Relic Hammer (**MI** 6 / Rst: **Df** / Rg: /// 3): Target suffers 3/4/6 damage. If the target is a Construct or Tyrant the damage flip gains ❶❶.

- ***Knock Back***: After damaging, push the target model 3" away from this model.

(1) Rebel Yell (**Ca** 6🕮 / TN: 10🕮 / Rst: **Wp** / Rg: 10): End all Conditions on target model.

TACTICAL ACTIONS

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

(2) Open Revolt: All friendly M&SU models within 6" heal 1/2/3 damage that cannot be cheated.

30mm

Killjoy

Cursed by its own kind for crimes it no longer remembers, the undead Neverborn creature known only as Killjoy has wandered the Badlands for centuries. It seeks a way to lift the curse of undeath placed upon it, but without remembering why it was cursed the creature is unlikely to ever find the means. As it futilely searches, Killjoy slays travelers it encounters, seeking to quench the ever burning desire for death within. The right promise of blood and slaughter will secure Killjoy's aid, but only the most desperate or deranged would attempt to enter into a pact with such an abomination.

Once Killjoy has committed to a pact it follows through on its word, slaying with impunity. So powerful is the creature's bloodlust that once its oath is fulfilled it is more than likely to turn on its own allies.

KILLJOY — COST 12

Enforcer, Undead, Mercenary, Rare 1

HORROR

Df	Wp	Wd	Wk	Cg	Ht
4	5	12	4	6	3

ABILITIES

Blood Sacrifice: This model may begin the game buried. When a model in this Crew is killed or sacrificed, this model may unbury in base contact with the model before it is removed.

Black Blood: All models without **Black Blood** within (↕)1 suffer 1 damage when this model suffers damage.

Terrifying (All) 13: Enemy models must pass a TN 13 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

Blood Price: When this model Activates, if it is not engaged, its first Action must be a Charge Action if there is a legal target available. Charges made in this way are (1) Actions.

KILLJOY

ATTACK ACTIONS

(1) Cleaver (**MI** 6 / Rst: **Df** / Rg: 2): Target suffers 4/5/7 damage. After killing a model with this Attack, this model heals 2/3/4 damage.

Onslaught: After damaging, immediately take another (1) **MI** Attack Action against the same target. This Attack Action may not declare Triggers.

(1) Hooked Chain (**Sh** 5 / Rst: **Df** / Rg: 8): Target suffers 2/3/4 damage.

Drag: After damaging, push the target 4" towards this model.

TACTICAL ACTIONS

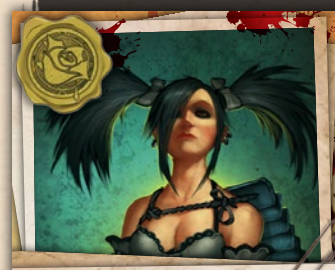
(0) Gorge: This model may discard a card to heal 2/3/4 damage.

50mm

Ronin

Ronin roam Malifaux as masterless mercenaries. Their contracts expired, failed, or forfeit for some other reason, these unfortunate souls lack the resources to return Earthside. Many become outlaws and are content to live off the hard work of others, while some take on whatever clandestine mercenary work they can, typically taking a fraction of a legitimate contract's fee for highly dangerous work.

But the future for some is not as bleak as it may first appear. Many have heard of a sister mercenary team and have located and taken up with the Viktorias, swelling the ranks of their mercenary band. Although a few of the Ronin do not appreciate trading one master for another, and elect to remain wandering and masterless, enough have pledged their swords to the Viktorias' bloody cause that the band is becoming a concern for those in power.



RONIN — COST 6

Minion, Living, Mercenary

Df	Wp	Wd	Wk	Cg	Ht
5	5	6	5	6	2

ABILITIES

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.

Disguised: This model may not be the target of the Charge Action.

Stand Ground: This model does not need to discard a card when taking Defensive Stance Actions.

RONIN

ATTACK ACTIONS

(1) Daito (**MI** 5 / Rst: **Df** / Rg: 1): Target suffers 2/3/5 damage. This Action ignores **Armor**.

Next Target: After damaging, push this model up to 4" in any direction.

Twist the Blade: The damage flip gains .

(1) Collier Pistol (**Sh**: 4 / Rst: **Df** / Rg: 10): Target suffers 2/3/4 damage.

TACTICAL ACTIONS

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

(0) Seppuku: Sacrifice this model to add two Soulstones to the Crew's Cache or draw two cards.

30mm

Void Wretch

As reality chips away at the Nothing Beast, bits simply fall off, wounds that must be regenerated by proximity to the Obliteration symbiote.

These bits serve without question, just as the Nothing Beast does, but they lack the creature's silent understanding of reality. They simply wish to destroy, rendering nothings from existence. It is only Tara's will that keeps them in check, although they will obey her even when she is nowhere to be seen.

These little creatures have a relatively short lifespan, perhaps a few hours. In that time, however, Tara can safely send them with her associates, knowing full well that in time they will begin to exist, being refilled by reality with the air, dirt, and grime of Malifaux. This makes them excellent bargaining chips, and an endless, if not very intelligent, resource.

Void Wretch — *Minion* — Cost 4

Df	Wp	Wd	Wk	Cg	Ht
8	5	4	5	5	1

Abilities

Pure Nothingness: At the start of every duel this model suffers -1 **Df** for each card in its controller's hand for the remainder of the duel.

Time is Meaningless: This model gains on all duels with models with the **Fast** Condition.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **MI** Attack Actions by half.

Void Wretch

Attack Actions

(1) Siphon Existence (**MI** 4 / Rst: **Wp** / Rg: 1): Target suffers 2/3/4 Damage.
Glimpse the Void: After damaging, if no other models are buried, the target must pass a TN 13 **Wp** duel or become buried. The next time a model in play is killed, unbury the target in base contact with the killed model before removing it.

(2) Void Maw (**MI** 4 / Rst: **Df** / Rg: 1): Target buried model suffers 2/3/4 damage. This Attack may only target buried models, and does not require LoS or range. This Attack may not be used to make disengaging strikes.

(0) The Hectic Glow (**Ca** 5 / TN: 10 / Rst: **Df** / Rg: 4): Before performing the duel, choose **Fast** or **Slow**. Target enemy model gains the chosen Condition.

Tactical Actions

(2) Satiating Void (**Ca** 4 / TN: 12): Choose a buried model. Remove all Conditions on the chosen buried model and heal it 2/3/5 damage.

30mm

General Outcast Upgrades

Scramble

Cost: 2 SS

This model increases its **Wk** and **Cg** by 1.

This model gains the following Ability:

Unimpeded: This model ignores penalties for severe terrain when moving.

Restrictions

Limited, Rare 3

Tally Sheet

Cost: 1 SS

- This model gains the following Ability:

  Body Count: This model may draw one card whenever it kills a model.

Restrictions

Master or Henchman, Rare 2

The Traveler's Stone

Cost: 1 SS

- This model gains the follow Ability:

  Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

- This model gains the following Tactical Action:

  (0) Take Cover: This model may discard this Upgrade to gain the following Condition until the end of the Turn: "**Hunker Down**: **Sh** Attack Actions targeting this model suffer [-] to the Attack flip."

Restrictions

Leader

Survivalist

Cost: 1 SS

- This model gains the following Abilities:

  Survivalist: This model's healing flips gain [+].

  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.

Restrictions

Leader

OATH KEEPER

Cost: 1 SS

- This model gains the following Ability:

  Finish the Job: When this model is killed, it may place a Scheme Marker in base contact with itself before it is removed.

  Desperation: This model may discard this Upgrade at the start of its Activation to gain the **Fast** Condition.

RESTRICTIONS

Rare 3

Freikorps Upgrades

Paid in Blood

Cost: 2 SS

- This model gains the following Ability:

  He's Everywhere!: This model may be deployed anywhere on the board that is at least 14" away from the enemy Deployment Zone. This model may not take Interact Actions on the first Turn.

Restrictions

Von Schill

Hard & Relentless

Cost: 1 SS

- This model gains the following Ability:

  Relentless: This model is Immune to Horror Duels.

  "Anyone else?": When Von Schill kills a model all friendly models within (↑)12 and LoS of Von Schill gain the following Condition until the end of the Turn: "**Relentless**: This model is Immune to Horror Duels."

Restrictions

Von Schill

Engage at Will

Cost: 1 SS

- This model gains the following Ability:

  "Engage at will": Friendly models within ⓨ8 may take two (0) Actions during their Activation, so long as they are both different.

Restrictions

Von Schill

The Shirt Comes Off

Cost: 1 SS

- Von Schill gains the following Tactical Action:

  (0) He's Mad Now...: This model heals 2/3/4 damage and all enemy models in (↑)8 must immediately perform a TN 12 Horror Duel. Discard this Upgrade.

Restrictions

Von Schill

ANCIENT TOMES

COST: 2 SS

- Hannah gains the following Attack Action:

  (1) Void Record (**Ca**: 6 / Tn: 14 / Rst: **Wp** / Rg: 8): Place a 30mm Void Marker in base contact with target model. The target is then buried. At the end of the Turn, unbury the target in base contact with the Void Marker, then remove the Void Marker from play. This Action cannot be taken while a Void Marker is in play.

RESTRICTIONS

Hannah

SPOILS OF WAR

COST: 1 SS

- This model gains the following Ability:

  Spoils of War: Friendly Freikorps minions within LoS of this model may add two Soulstones to this Crew's Soulstone Pool or draw two cards whenever they kill an enemy Enforcer, Henchman, or Master model with an Attack Action.

RESTRICTIONS

Freikorps, Master or Henchman, Rare 1

Void Upgrades

Eternal Journey

Cost: 1 SS

- Tara gains the following Tactical Actions:

  (0) Eternal Journey: Place this model anywhere within its Deployment Zone, not in terrain. This Action may only be taken if this model is the first friendly model to Activate during the Turn.

  (1) Whispers From Darkness (**Ca**: 5📖 / TN 13📖): Select a (1) Action from any buried model which does not list a model by name. This model immediately takes that Action, but may not declare Triggers.

Restrictions

Tara

Knowledge of Eternity

Cost: 2 SS

- Tara gains the following Ability**:**

  Knowledge of Eternity: This model's Crew gains +1 to initiative flips.

- Tara gains the following Attack Action**:**

  (1) Pull the Void (Ca 7📖 / TN: 14📖 / Rst: **Wp** / Rg: 8): Before performing the duel, choose **Fast** or **Slow**. Target model gains the chosen Condition and suffers 1 damage. This Action cannot be taken if there are no other friendly models left to Activate.

  📖 ***Glimpse the Void***: After damaging, if no other models are buried, the target must pass a TN 13 **Wp** duel or become buried. The next time a model in play is killed, unbury the target in base contact with the killed model before removing it.

Restrictions

Tara

Obliteration Symbiote

Cost: 2 SS

- Tara gains the following Attack Action:

  (2) Echoes of the Void (**Ca** 7📖 / TN 14📖✕ / Rst: **Wp**): Unbury target buried enemy non-Leader model into base contact with this model. The target activates immediately after this model's Activation ends. This model controls the target during this Activation. This Activation does not count as the target's Activation this Turn, but does count as a Chain Activation for this model's Crew.

- Tara gains the following Tactical Action:

  (1) Faces in the Void (**Ca** 7📖 / TN 14📖✕): Unbury target buried friendly model into base contact with this model. If the target is eligible to Activate this Turn, the target may Activate immediately after this model's Activation ends as a Chain Activation.

Restrictions

Tara

Dead of Winter

Cost: 1 SS

- Tara gains the following Abilities:

  The Darlings: Crews lead by this model may hire models from the following list that are not the Crew's declared Faction: Death Marshal, The Nothing Beast, and Void Wretch. Death Marshals hired in this way lose the Living characteristic and gain the Undead characteristic permanently.

  The Price of Haste: Enemy models in ❶6 with the **Fast** Condition suffer **Wp** -2.

Restrictions

Tara

Voiceless Words

Cost: 1 SS

- This model and friendly Void Wretch models within LoS of this model gain the following Ability:

  Into the Abyss: After this model is killed or sacrificed by an enemy model, the enemy model must succeed on a TN 13 **Wp** duel or be buried. The model's controller unburies it at the end of the Turn in its Deployment Zone.

Restrictions

Nothing Beast or Tara, Rare 1

Long Forgotten Magics

Cost: 1 SS

- Karina gains the following Ability:

  Long Forgotten Magics: When another model within ❶8 would be killed, this model may discard a card to sacrifice the model instead.

Restrictions

Karina

Sister Upgrades

Sisters in Spirit

Cost: 1 SS

- This model gains the following Ability:

  (1) Sisters in Spirit: Target a friendly Sister model within 6", place the target into base contact with this model.

Restrictions

Sister, Rare 1

Sisters in Fury

Cost: 2 SS

- This model gains the following Tactical Action:

  (1) Sisters in Fury (Ca: 6 / TN: 12 / Rg: -): This model and all friendly Sister models in play gain the following Condition until the end of the Turn: "**Furious Loyalty**: This model's **MI** Actions inflict +2 damage."

Restrictions

Viktoria of Blood or Viktoria of Ash, Rare 1

Mark of Shez'uul

Cost: 2 SS

- This model gains the following Ability:

  Tattoo of Shez'uul: Damage dealt by this model's **MI** Attack Actions ignore **Armor**, **Hard to Wound**, **Incorporeal**, and **Hard to Kill**.

Restrictions

Sister, Rare 1

Synchronized Slaying

Cost: 2 SS

- This model gains the following Ability:

  Accomplice: After this model ends its Activation a friendly model within 6" may Activate immediately as a Chain Activation.

- This model gains the following Tactical Action:

  (1) Sisters in Battle (**Ca** 6 / TN: 12 / Rg: -): This model and all friendly Sister models in play gain the following Condition until the end of the Turn: "**Battle Loyalty**: This model's Attack flips receive a ."

Restrictions

Sister, Rare 1

HOWLING WOLF TATTOO

Cost: 1 SS

- Friendly Mercenary models within LoS of this model gain the following Ability:

  Death by a Thousand Cuts: This model may benefit from the **Flurry** or **Rapid Fire** Actions without discarding a card.

  Comradery: At the start of this model's Activation, this model may discard this upgrade to give target friendly Minion within 8" the following Condition until the end of the Turn: "**Blood Ties:** This model gains the Sister characteristic."

RESTRICTIONS

Sister, Rare 1

Swamp Thang

"So I sez 'Izzat so?,' an' bust him inna face," declared Som'er Jones.

Jones's companions howled with laughter at this witticism, while the jittery locals managed little more than weak titters and mirthless grimaces. Their community was small by Gremlin standards and located in an unenviable patch of marsh where one divided their day between being bitten by 'skeeters and getting tangled in the ubiquitous prickle-vine undergrowth. Quite why this big-hatted tyrant had descended on their little patch was beyond them, but most had a suspicion that the woman had something to do with it.

They knew her as Zoraida, or the Swamp Witch. She traveled through their land regularly, and they had long since realized that she was not to be trifled with, but she had never taken more interest in their affairs than a shark would a school of minnows.

Until the day before last, when she marched into their camp with a huge cauldron and clunked it down in the middle of their village.

Yella Joe looked at her humped back and thin limbs and, despite the persistent legends, came to the conclusion that she was a just frail old crone. He then compounded this poor judgment by trying to see her off with his boomstick. After she threw him in the pot and cooked him, the rest of the village-folk decided it would be more prudent to let her get on with her work unmolested.

And she was here still, hunched a ways off beside her cauldron, throwing in a twist of this and a sprig of that, giving the mixture inside a periodic stir with a huge wooden spoon carved like a flat-headed snake. Some of the little 'uns had started bringing her twigs and bits of brush to keep her fire going and they giggled with delight when she beckoned them to throw the kindling under the cauldron – they never burned the same color twice.

Som'er Jones glowered at her, resenting the fact that the locals viewed her as some sort of celebrity. He was the one in the top hat – everyone could see that. He ought to have been in charge.

"Wastin' my time," he said, taking another swig of 'shine and wiping his wet mouth. "Got better things to do'n hang around this spitball."

"All the clans're comin', boss," said Wall-Eye, named for the fact that his bulbous eyes were never pointing in the same direction. Despite this glaring handicap, he was a mean shot with his rusty long-barrel pistol. "You the biggest. S'only right you oughta be the first."

Som'er squinted down at him, not through malice but rather a difficulty in focusing. There hadn't been much to do under the hot sun other than drink 'shine all morning. "Thir's such a thang as a dramatic entrance, Wall-Eye," he said. "An' this ain't it."

"She says it's gunna be important," Wall-Eye continued.

"She says? What about I says?" Som'er roared. "I got the hat!" He was mean drunk, and anyone with a lick of sense would have given him a wide berth. Unfortunately, Wall-Eye wasn't one of them.

'Yeah, but...' he began.

Som'er smacked him so hard that Wall-Eye's misaligned vision was momentarily knocked back into alignment. It was a pity that he never had the opportunity to enjoy this stroke of good fortune on account of being killed stone dead by the same blow that fixed his squint.

Jones missed this unexpected side-effect and, just like that, the moment was lost forever. The burly gremlin would never know that he had hovered momentarily at Life's crossroads – how the path to being Malifaux's first goblin optician had been within his grasp but he had unwittingly chosen to remain a crass bully in a big hat. He might have been surprised to know that during his previous misadventures he had nearly been, among other things, a classical pianist, a seamstress, and one third of a New Age percussion band called "We Three Susans."

A wooden creaking reached Som'er's ears and he grinned when he caught sight of a big knotwood wagon being dragged into the village. The wagon was piled high with something

that had been covered in a canvas sheet and was being hauled by a huge wooden construct that looked like it was made out of old whiskey barrels. He knew what that meant.

"Brewmaster's here," he said, rubbing his hands together.

"He's here?" echoed Jethro, trying to see over the throng of green heads. "Really here? He come over the mountain?"

"Let's go say hello, boys."

Som'er barged his way insolently through the gathering throng of excited gremlins to see the wizened old alchemist being helped down from the high wagon by a cluster of Moon Shinobi, carefully setting him down on the swampy ground. The Brewmaster wobbled for a moment before his apprentice, Wesley, took his arm and led the icon forward.

More Shinobi scuttled up and over the wagon. They hauled off the canvas sheet, revealing a huge mountain of barrels lashed together, and the assembled gremlin audience aaaaahh'd in anticipation.

"Hello, Som'er, my boy," chuckled the Brewmaster when he saw Jones' distinctive form pushing to the front. "How's the home brew comin'?"

"It's comin' well, Brewmaster," Som'er replied, reverentially dropping to one knee and kissing the old gremlin's withered hand. "I ain't goin' blind so much as before."

"Good, good." The Brewmaster waved his hand and a Shinobi appeared at his elbow holding a wooden cup with perhaps an inch of crystal clear liquid in it. "Why doncha take a snifter o' this, Som'er? A little somethin' I been workin' on."

Som'er eagerly took the cup and gulped it down. Instantly, his mouth and throat turned to scalding lava and the world swam out of focus.

Hands were slapping his face when he awoke some minutes later, his top hat askew and drool all down the front of his tunic. The Brewmaster was watching him expectantly.

"It...it's beautiful..." Som'er whispered hoarsely, his eyes misting with emotion.

"Well, looky here," said Grinner, interrupting the reverie and nodding in the direction of a band of newcomers. "Ain't that a fine sight?"

All eyes turned to view a shapely female gremlin approaching. She wore a hat big enough to make Som'er adjust his brim defensively and a pair of impressive shinies in pigskin holsters on her undulating hips. Behind her was a cluster of mean-looking kin sporting enough boomsticks to make his companions salivate.

"Who's that?" asked one of the locals.

"That's Ophelia LaCroix," grunted Som'er, his post-'shine glow fading fast. "Don't you know your betters, boy?"

"Well howdy, Jones," she said as she drew up, resting her hands on those fine-looking pistols, bracketing those fine-looking hips.

The bigger gremlin chewed his cigar sullenly, eyes flicking to her wide-brimmed hat. "Thought this meet was just fer the big bosses," he said.

"So why you here," she replied promptly. There were snickers from the gang behind her and Som'er's boys stiffened in response to the insult.

"Funny," Som'er said, baring his hideous smile. "Only, I count you got 'bout a dozen kin with ya. I got twice that."

"That don't faze me none," Ophelia said, curling a lithe green finger. A stocky gremlin stepped forward carrying the largest boomstick Som'er had ever seen. It was so big he'd had to tie a piglet to the butt just to keep it balanced on his shoulder. He gave Som'er a nasty grin.

"After all," she continued, "we got twice as many boomsticks."

Som'er growled. Those LaCroix boys looked like mean hombres, sure enough, but he wasn't about to let some young upstart show him up in front of his kin.

Before he could throw back another insult, his vision was obscured by a mass of pink. It turned out not to be the 'shine, but rather the hugest, fattest sow he'd ever set eyes on. The animal rattled and clattered as it labored past; a forest of dented tin pots, pans, and buckets, and two squeaking wooden wheels supporting her titanic belly.

From high up on her shoulders, a lantern-jawed goblin was grinning down at him. Across his back was what looked like a circular church organ, only it had a handgrip and trigger instead of a keyboard.

"Got any more of that 'shine, Som'er?" he asked.

It took Jones a moment or two to place the face, but he handed up the wooden cup with its last dregs of liquid fire just the same. "I remember you now. You wuz that crazy gremlin who shot all them Guild fools dead. Burt Jebsen, right?"

"That's me." The gremlin tipped the cup in thanks and poured the last drops on his tongue. "Loa's Guts, that's mighty powerful stuff!"

"S'new from the Brewmaster," Som'er said with a hint of pride in his voice. "You musta shot, what, five boys with that sum'bitch?"

"At th' same time, no less." Burt patted the absurd looking weapon. "My Backwater Pepperbox."

Som'er chuckled. Any gremlin that killed Guild men was kin as far as he was concerned. "An' this must be Gracie. She's a big ol' gal, ain't she?"

Burt patted the huge sow's shoulder. "Finest pig I ever owned."

"You oughta meet Peaches," he said, hooking a fat thumb over his shoulder. "She's out back eatin' someone right now, but I'll bring her round later."

"When you boys is done comparin' your pork," interrupted Ophelia, "maybe we c'n get this show on the road?"

"And what the lady wants," cried a shrill voice, "the lady gets!"

A diminutive gremlin leapt down from Gracie's back, wearing a conical Three Kingdoms hat and an absurdly huge blue robe that would have been too big for the pig. He landed lithely in the mud and performed a deep and formal bow in front of Ophelia.

"Oh my, ain't you just the sweetest thing?" she giggled, clasping her hands together.

"You may call me Wong," he said, fiddling with his long drooping moustache in what would have been a debonair gesture if one half hadn't come off in his hand. The humid bayou climate did not lend itself to water-based adhesives, and many an ambitious troupe had learned the hard way that the first casualty in costume drama was always spirit gum.

Som'er snorted with laughter.

Wong turned in a swirl of muddy silk and launched himself at the huge gremlin. A nasty-looking bladed fan flashed from one voluminous sleeve; Wong shook the metal folds inches from Som'er's face like an angry rattlesnake.

"Watch yer mouth, fat boy!" he snarled. "Less'n you want to feel the wrath of Wong..."

Som'er watched this display with sleepy indifference, blinking slowly.

"Hey," he said at length. "Somebody go get Peaches. She's hungry."

Things would probably have descended into violent anarchy at that point had Zoraida not appeared in their midst, gripping her lavish wooden ladle like a club.

"I swear," she snapped, "if you bone-heads don't get your skinny green butts over here right this second, I'll turn the whole bunch of you into toads and then hand out mallets to the little 'uns."

This threat had the desired effect and, after a few more glares and curses, the amassed clans shuffled over to Zoraida's bubbling cauldron.

"You know why I called you here, don't you," she stated when they had quit their jostling.

“Cuz things is changin’,” Som’er said.

“That’s right,” the Swamp Witch nodded with a grin. “There’s a war coming.”

“A war?” Ophelia asked. “With who?”

“Oh, you’ll find out soon enough. And right now, there’s not one of you here got a fool’s chance of surviving it, save me.”

“You sayin’ we cain’t fight?” objected Raphael LaCroix, shouldering his way to the front.

Zoraida tutted and cracked him on the head with her spoon, which sent him reeling back into the crowd. “I’m saying,” she elaborated, “that you have to ask yourselves a question.”

There was a bemused silence.

“Look at Jones, here,” Zoraida said, pointing with her spoon. “A big mean gremlin, if ever there was one.”

There were a few chuckles and murmurs of agreement at this.

“He’s like a thumb, ain’t he? Squat and strong like a thumb – but what good’s a thumb by itself?”

There were some scratched heads.

“And here we got Ophelia – slender, dainty little thing that she is. She’s cute, like a pinkie finger.”

“Where you goin’ with - oww!”

Som’er’s complaint was cut off with another crack of Zoraida’s wooden spoon.

“My point, you toothless buffoon,” continued the Swamp Witch, “is how much more time are you going to waste being a useless thumb or a dainty pinkie? You got fingers all over creation and not one of them is worth a damn by itself.”

The gremlins were still looking nonplussed.

“What I’m saying is,” and here Zoraida raised her hand and clenched it, “wouldn’t you rather be a great big green damn fist?”

A moment of silence followed and then a hundred pairs of interested eyes narrowed.

“You want to win the fight that’s coming? You got to unite.”

Som’er and Ophelia eyed each other warily.

“I ain’t unitin’ nothin’ with no LaCroix,” he grunted.

“Then you’re dead,” Zoraida snapped. “Along with everybody else here.”

“Sez you,” scoffed the heavy gremlin.

It got very quiet.

The wind suddenly dropped and the kin all became aware of a darkening sky and clouds forming in a swirling vortex overhead. Zoraida didn’t speak for a moment, but her hands had turned pale from squeezing the carved wooden ladle and it was clear that she was furious.

“Don’t you test me, Som'er Teeth Jones,” she said softly, but her voice carried with it an unnatural resonance. “You of all folk should know not to test me.”

Som’er swallowed and blustered, ‘But I got the big –‘

“You hold that tongue before I cut it out,” she warned. “And you know I can do it too. You think losing a few teeth makes you tough? I’ll crush every bone you got to powder. And then I’ll peel that fat hide of yours, one raw strip at a time, and feed it to your pig. That what you want?”

The burly gremlin waited with his eyes lowered, angry and cowed all at the same time.

“No, I thought not.”

The other gremlins murmured and whispered. They’d never seen Som’er spoken to like that before, at least not by anyone that was still living ten seconds after.

“You got a choice,” Zoraida finally said, shaking off the air of menace as the breeze returned and the clouds began to dissolve. “You clans can go out on your own like you’ve always done and die on your own. Or, you can make a pact – right here, right now – and crush your enemies under the full united weight of the bayou.”

She dunked a twisted drinking horn into the bubbling cauldron and brought it up brimming with a thick yellowish fluid. Wordlessly, she held it out. Every army needed a general, right? Som’er gave her one last sullen look and drank.

Chapter 11: Gremlins

At half the size of a human being, Gremlins do not appear to be very threatening. On their own, they aren't that dangerous. Often found living in the Bayou, they are the residents of Malifaux who have been most welcoming to the influx of humans. Instead of seeing them as invaders, they see them as sources of learning, often copying them. When this mimicry was limited to hats and pants, it was fairly amusing but it has started to have more severe repercussions. The gremlins began to wear clothes almost immediately, offering advice and directions to travelers in exchange for pants or a shirt. Able to see who was cunning just by whether or not they had managed to dress themselves, the Gremlins formed organized groups, allowing them to focus their strength.

When they were wild and untamed, the Gremlins and the pigs in the Bayou shared a hunter/hunter relationship: the pig would eat the gremlin and sometimes the gremlin brought home the bacon. This balance kept either race from eating through all of the Bayou. Both Gremlins and warpigs are known for their voracious appetites, stopping only when something is threatening their next meal or there is nothing left to eat. When some of the Gremlin leaders saw that humans were raising animals in captivity, they began to domesticate the wild pigs, giving them an advantage in the constant pig/gremlin war. Some of the pigs have become domesticated enough that they can be ridden into battle, like a horse. These sorts of allies present a danger to Gremlin and enemy alike, since they are as likely to go on a rampage as they are to go where their rider orders them to.

In addition to mimicking the farming practices of humans, Gremlins have also started to mimic their use of weapons. Stealing whatever guns and ammunition they can from raids on Guild storehouses, they have learned the basics of shooting, though they are far less than skilled at hitting their targets. Whether it is due to poor aim, poor quality, or the strength of the recoil, it is not an uncommon sight to see one Gremlin accidentally shooting another in the midst of combat.

Male Gremlins outnumber female Gremlins by nearly ten to one, but there is little concern about the viability of the Gremlin race. When a female gives birth, the litters can be as large as twenty screaming Gremlin babies. Not known for their intelligence or their caring nature, it is suspected that out of these, a half dozen will make it out of infancy. Out of those, less than half will survive until they are old enough to breed on their own. The dangers of the Bayou are varied, and even a wise adventurer would have a hard time successfully navigating the swamp.

The two most powerful groups are lead by Som'er Teeth and Ophelia LaCroix, though for vastly different reasons. Som'er's group of Gremlins is powerful because they are located close enough to the edge of the Bayou that they can raid nearly any Guild operation or caravan that they find, giving them a clear advantage in supplies. Ophelia had a harder time. Normal female Gremlins do not get a chance to vie for power because they are too busy chasing around their dozens of little ones, trying to help the strongest survive to adulthood, but she managed to escape that fate. When she was ready to move against the other Gremlin leaders in the area, the Ortega family had settled into Latigo Ranch and treated the Gremlins as little more than vermin to extinguish. By forcing her family members into the roles she saw each of the Ortegas filling, Ophelia found herself with a fairly skilled army that was undeniably loyal to her. With their training, they didn't need to raid often because their raids were largely successful.

While it can be amusing to see Gremlins fighting, especially if they are fighting each other, the Guild is starting to learn not to underestimate the creatures. Even if they kill a few of their own, the Gremlins in the back ranks have no qualms about storming across their brethren to complete a mission if their leader is still alive to bark orders at them.

There has been a rumor of a new sort of Gremlin coming down from beyond the mountain. What these gremlins want and if they are going to try to budge their way into the Bayou is a question many Gremlins are asking, but ones that no on has any answers for.

Som'er Teeth Jones

For a Gremlin, Som'er Teeth Jones has lived a fairly long time. This comes from making other Gremlins do all the dangerous things for him. Som'er realized early on in his life that there were two things that would make people follow you: a loud voice and a big hat. The voice he had, the hat he needed to acquire. After taking it off some merchant who wandered too close to the Bayou, it was an easy task to get many of the Bayou Gremlins to follow him, especially since once a few of them started working together they got things done a lot faster. Word spread that there were certain benefits to working with Som'er.

Anyone would have had a difficult time keeping all the Gremlins on the same page, but Som'er had made an important discovery: moonshine. This sweet potion has kept the spirits of his Gremlin followers high enough that they will follow him into battle after battle against the Guild outposts near the Bayou. They have even been focused enough to learn how to train some of the wild pigs that share their domain, riding them into combat like horses and also using them for food when they are too lazy to go out hunting.

It was during one of these raids that Som'er earned his nickname. He was injured during the combat, taking a blow to the face that knocked some of his teeth out. Instead of falling to the ground and crying, he spat and said, "Som'er here and som'er there." Sometime after this battle, wanted posters with his picture on them began to appear in and around the Bayou. Som'er takes great pride in showing them off, proud to have been able to avoid the Guild patrols for so long.

SOMER TEETH JONES — CACHE 4

Master, Living
GREMLIN

Df	Wp	Wd	Wk	Cg	Ht
6	6	12	5	7	2

ABILITIES

Bayou Two Card: This model may Cheat Fate with the top card of its Fate Deck.

Survival of the Fittest: When another Gremlin is killed or sacrificed within 6", draw two cards.

Df/Wp (🐀) Loudest Squeel: After an Attack Action is resolved against this model, push this model up to 4" in any direction.

SOMER TEETH JONES

ATTACK ACTIONS

(1) Boomer (**Sh** 5 / Rst: **Df** / Rg: ⌐12): Target suffers 2/2🍄/5🍄🍄 damage.
Thinkin' Luck: This Attack deals 4/4🍄/8🍄🍄 damage instead. This model suffers 1 damage.

(1) Pig Prodder (**Ml** 6 / Rst: **Df** / Rg: ⫻ 2): Target suffers 1/4/5 damage.
Come & Get it!: After reducing target to 0 **Wd**, summon a Piglet in base contact with target before removing the model.

(1) Bigger Hat Than You (**Ca** 6 / Rst: **Wp** / Rg: 18): This model and the target enemy Leader model discard all cards.

TACTICAL ACTIONS

(0) Do It Like Dis! (**Ca** 6 / TN: 12 / Rg: ❶8): Discard a card. Until the end of the Turn, all friendly Pig and Gremlin models within ❶8 add the suit of the discarded card to all duel totals.

(0) Quit Screwin' 'Round!: Until the end of the Turn, models within ❶4 may not declare Triggers.

30mm

Ophelia

Even among the Gremlins, there is a chance that someone will appear who is a genius within her species. Where most of her family and friends are more concerned with the moonshine and the trinkets found in human settlements, Ophelia has grander schemes. She was in line to become the next Gremlin over-boss, the first girl Gremlin to hold the position in as long as Gremlins could remember, though, to be fair, most Gremlins don't know any history.

Seeing the Gremlins as little more than pests, the Ortega family began to exterminate them. Ophelia responded by doing more than just throwing waves of her own kin at them. She studied them and learned from her own tactical mistakes.

It was during one of these missions that she realized who the leader was in her enemy's group and saw that there was one thing she was lacking. It was an independent but identical realization to Som'er's; that it was the person with the big hat who gave the orders. The following raid was the most successful one yet, their entire goal being the theft of Perdita Ortega's wide-brimmed hat. Finally uniformed properly, Ophelia knew that it was only a matter of time until she could stop the invaders.

The Gremlins beneath her are some of the calmest and bravest in all of gremlinkind, trained to respond to her orders (though they sometimes get distracted). Whatever means she uses to gain and keep control over her family, it's been working, and if she were more centrally located she might be giving Som'er a run for most wanted Gremlin in the Bayou.

OPHELIA LACROIX — CACHE 3

Master, Living
GREMLIN, KIN

Df	Wp	Wd	Wk	Cg	Ht
6	6	12	6	6	1

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Plink!: When this model suffers damage, before making any prevention flips, this model may discard one Upgrade attached to it to reduce the damage by 1.

Df/Wp (🗡) Second Loudest Squeel: After suffering damage, push this model up to 4" in any direction.

"Shoot High, Boys": Friendly models in ❶3 do not flip for **Ht** 1 models when determining a random target while shooting into engagements, unless the original target is **Ht** 1.

OPHELIA

ATTACK ACTIONS

(1) "Rough Riders" (**Sh** 6 / Rst: **Df** / Rg: ⌐10 or ⫻ 2): Target suffers 2/3/4 damage. This Attack Action gains 🎲 to the Attack flip.

Thinkin' Luck: This Attack deals 4/6/8 damage instead. This model suffers 1 damage.

(0) With My Eyes Closed!: For the rest of this model's Activation, its **Sh** Attack Actions gain 🎲. Select an opponent, for the rest of this Activation, when a **Sh** Action is declared by this model the opponent chooses the target of this model's Attack. The target must be an enemy model within range and LoS.

(0) Ooo, A Girl!: Target friendly Gremlin within 8" is pushed into base contact with this model.

TACTICAL ACTIONS

(1) Reload: Attach 1 Upgrade with the restriction of "Ophelia" which this model does not already have attached. This model may not go above the normal three Upgrade limit for a Master in this way.

30mm

The Brewmaster

Gremlin palettes are not very refined. They will eat just about anything they can get their grubby paws on, but they still know good 'shine from bad. Where once it was Som'er Teeth who had the best stills in the area, a new face has appeared with new varieties for them to try. Known only as the Brewmaster, this Gremlin came from over the mountains with a small crew of loyal, alcohol-dependent Gremlins calling themselves the 'Tri-Chi.'

True to his name, the Brewmaster has several different varieties of moonshine, as well as some more refined variations that even humans might recognize as distant cousins to rum, gin, and beer. For the Gremlins, these new concoctions are tantalizing and alluring, distracting them from their current tasks whenever his distinctive silhouette appears on the horizon. It is nearly impossible for any other Gremlin leader to oppose him, since their minions are as likely to fight for him as against him, but that is of little matter since he does not appear to be interested in taking over the Bayou.

Many have tried to sneak into the ranks of the Tri-Chi, but the Brewmaster has strict rules for initiation which most of the Bayou Gremlins cannot understand, and these interlopers are soon routed. In addition to being Tri-Chi, the Gremlins that follow the Brewmaster are masters of Drunken Gremlin Kung Fu, a swaggering style of fighting that appears to be little more than boozy missteps across the floor, but in reality tends to send an opponent reeling in broken bones and bloody noses.

THE BREWMASTER
Master, Living
GREMLIN, TRI-CHI
CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
5	6	12	5	6	2

ABILITIES

Intoxication: Enemy models within 6" of this model reduce their **Wp** by their current **Poison** Condition Value, up to a maximum of -3.

Df (Head) You're drunk, go home: After an Attack Action fails against this model, the Attacker's controller places the Attacking model anywhere in its deployment zone.

Another Round: Any model within 3" of this model may take the following Tactical Action: "**(1) On the House:** This model heals 1/2/3 damage and gains the **Poison +1** Condition."

THE BREWMASTER

ATTACK ACTIONS

(1) Swig o 'Shine (**MI** 7 / Rst: **Df** / Rg: 2): Target gains the **Poison +2** Condition, even if this Attack was a disengaging strike.

Pisswater: After succeeding, target gains the following Condition until the end of the Turn: "**Swill +1**: This model suffers -1 to all duels and flips."

(1) Hangover (**Ca** 7 / TN: 12 / Rst: **Wp** / Rg: 12): Target gains following Condition until the end of the Turn: "**Swill +1**: This model suffers -1 to all duels and flips."

(1) Obey (**Ca** 7 / TN: 14(Head) / Rst: **Wp** / Rg 12): Target non-Leader model immediately performs a (1) Action chosen and controlled by this model's controller. A model which performed an Attack due to **Obey** may not be targeted by **Obey** again during the same Activation.

(0) One for the Road (**Ca** 7(Head) / Rst: **Wp** / Rg: 12): Target model gains the **Poison +2** Condition, then push this model 6" towards the target model.

TACTICAL ACTIONS

(0) Drinking Contest: Until the end of the Turn, enemy models within 3" of this model which declare an Action must succeed on a TN 12 **Wp** duel or take the **(1) On the House** Action instead.

30mm

Francois

Once one of the meekest Gremlins in his family, Francois was determined that things would change. After observing both Gremlin and human families, he realized that he needed two things to move up the ranks: swagger and a sword. He found a sword and began to practice with it in one hand and a boomstick in the other, holding his head up high and spitting insults like bullets.

"See who's a pig-licka now," he would mutter, slashing at the air until he figured out which part of the sword was best to do the poking with. Then, he decided he was ready. He faced up to the Gremlins who had picked on him, proving himself with the sword since he hadn't yet learned how to arm his gun, and quickly earning a place on Ophelia's elite raiding team. Ophelia showed him how to use his 'boomer,' how to aim and reload. He usually needs to be shown again before each battle.

Fingers

Few outsiders can understand the Gremlins they are familiar with in the Bayou, and even fewer understand the dialect of the newcomers from over the mountains, but that doesn't stop Fingers from chattering away. Though he can understand people just fine, he will often pretend that he doesn't comprehend the words, "shut up, Fingers," or "I don't care, Fingers." His brothers decided to call him 'Fingers' since his hands were always finding something to play with, often tucking it into his pocket before his victim knew it was gone.

Even the Brewmaster himself has fallen victim to his entrancing babble, allowing him to nab some fresh whiskey without the tiresome rituals that usually go along with each Gremlin getting his ration. Smart enough to know that this could make him a target, Fingers often shares this extra portion with anyone who is near, making him as popular as he is annoying.

FRANCOIS LACROIX

Henchman, Living, Rare 1

GREMLIN, KIN

COST 7 CACHE 6

Df	Wp	Wd	Wk	Cg	Ht
4	7	10	5	6	1

ABILITIES

Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Df (🛡) "Squeel!": After this model is damaged by an enemy **Ml** Attack Action, push this model 4" away from the Attacker.

FINGERS

Henchman, Living, Rare 1

GREMLIN, TRI-CHI

COST 10 CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
6	6	9	6	8	1

ABILITIES

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Don't Mind Me: This model may take Interact Actions while engaged.

Df/Wp (🛡) Loudest Squeel: After an Attack Action is resolved against this model, push this model 4" in any direction.

Chatty: Enemy models within ❶6 may not take Interact Actions.

FRANCOIS

ATTACK ACTIONS

(1)Dueling Sword (**Ml** 6 / Rst: **Df** / Rg: 2): Target suffers 2/3/5 damage.
Dumb Luck: Instead of its normal damage, this Attack deals 4/6/10 damage to the target and this model suffers damage equal to half of the amount the target suffers.

(1) "Rough Rider" (**Sh** 5🛡 / Rst: **Df** / Rg: 10): Target suffers 2/3/4 damage.
Dumb Luck: Instead of its normal damage, this Attack deals 4/6/8 damage to the target and this model suffers damage equal to half of the amount the target suffers.
✕ ***Loose Trigger***: After damaging, this model suffers one damage and then immediately takes this Action again.

(1) Gremlin Menace (**Ca** 6 / Rst: **Wp** / Rg: 6): Push this model 5" directly towards target model. The target gains the following Condition until the end of the Turn: "**Boot Puddles**: This model suffers ⍈ on Attack Actions when targeting Francois LaCroix."

TACTICAL ACTIONS

(0) Showdown (**Ca** 5 / TN: 10📖): Until the end of the Turn, this model may discard a card before performing any duel to gain a 🃏 to the duel.

30mm

FINGERS

ATTACK ACTIONS

(1) "Try Some!" (**Ml** 7 / Rst: **Wp** / Rg: 1): Target gains **Poison +3**.
📖 ***A Round on the House***: After succeeding, all enemy models within ❶4 must pass a TN 12 **Wp** duel or gain the **Poison +2** Condition.

TACTICAL ACTIONS

(1) I Saws it First!: Place a friendly Scheme Marker in base contact with target enemy Scheme Marker within 4", then discard the enemy Scheme Marker.

(1) Take a Swig: Target model within 2" heals 1/2/3 damage.

30mm

Lenny

Lenny is really tall, but he's also really dumb. Typically, Gremlins barely come up to an average sized human's waist. It is their small size, and good view of the ground, which make them such great scavengers. Lenny is much bigger. He's wider and taller than any other Gremlin in the area, dwarfing even some small humans. Within the sack he carries are a few essentials: a flask of moonshine and his pet piglet. Few Gremlins are ever as loving as Lenny is with his piglet, though he is lucky that his pet comes from a long line of Warpigs, since he often does not know his own strength when vigorously petting it.

Due to his massive height and deficiency of wits, he seems like an easy target for the other Gremlins to tease, but he carries around a stick that was probably once a tree trunk, which he can swing with surprising accuracy.

Whiskey Golem

How this creature is held together is a wonder for even the greatest minds the Arcanists could put to the task. Even if those minds could get close enough to study it, there is a strange lure to the spirits that flow through it, hard for even the strongest teetotaler to resist. Originally crafted by the Brewmaster as a means to transport whiskey while it aged to the right degree, he forgot that Gremlins are not good at making things. While it does move the whiskey, more than half is lost, either to leaks or little "taste-tests."

With barrels full of whiskey, the golem is nearly as effective at offense as it is in keeping thirsty Gremlins happy. With every attack, an enemy is hit not only with the old wood of the cask, but also with some of the caustic spirits contained within. The Brewmaster's whiskey is potent enough that just a little splash will be enough to bring a man to the brink of alcohol poisoning.

LENNY — COST 9

Enforcer, Living, Rare 1

GREMLIN

Df	Wp	Wd	Wk	Cg	Ht
4	1	10	4	6	3

ABILITIES

Big Target: Other friendly models within 3" of this model reduce all damage suffered by 1, to a minimum of 1.

Hard to Wound +1: Damage flips against this model suffer .

Dumber Luck: Other friendly Pig and Gremlin models within 3 of this model add to all duel totals.

Numbskull: This model is immune to all Conditions.

WHISKEY GOLEM — COST 10

Enforcer, Construct, Rare 1

TRI-CHI

Df	Wp	Wd	Wk	Cg	Ht
5	5	9	6	6	3

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Df ( ) Sprung a Leak: After this model suffers damage from a **Ml** Attack, the Attacker must immediately pass a TN 15 **Wp** duel or end its Activation and gain **Poison +2**.

Nimble: This model gains 1 additional AP which may only be used to take Walk Actions.

Spillage: After this model is killed, models in (r)2 gain **Poison +2**.

LENNY

ATTACK ACTIONS

(1) Whack'n Stick (**Ml** 6 / Rst: **Df** / Rg: 2): Target suffers 3/4/5 damage.
Hugs and Squeezes: After succeeding, the target gains the following Condition until the end of Turn: "**Embraced**: This model may not declare Walk Actions while engaged."

TACTICAL ACTIONS

(1) Toss: Target a **Ht** 1 model within 1". Push the target up to 10" in any direction. If the target ends in base contact with impassable terrain or one or more models, the pushed model and each model in base contact with the pushed model, must succeed on a TN 13 **Df** duel or suffer 2 damage. The target gains the following Condition until the end of the Turn: "**Insignificant**: This model may not take Interact Actions."

(1) Pet the Piggy! (**Ca** 5 / TN: 14 / Rg: -): This model heals 1/2/3 damage.

40mm

WHISKEY GOLEM

ATTACK ACTIONS

(1) Barrel to the Face (**Ml** 6 / Rst: **Df** / Rg: 1): Target suffers 3/5/6 damage.
Smashed: After damaging, target gains the **Poison +2** Condition.

TACTICAL ACTIONS

(1) "Fine" Craftsmanship: This model gains the following Condition until the start of its next Activation: "**Iron-bound**: This model gains +2 **Df**."

(1) Smokey Finish: This model performs a 1/2/3 healing flip and gains **Poison +1.**

50mm

Skeeter

It was a simple matter for Som'er to get the Gremlins on his side. A loud voice and moonshine are easy enticements for the smarter members of the Bayou. How he managed to get several oversized mosquitoes to follow him with such loyalty is a question no outsider has been able to answer.

Where a normal sized specimen might draw a little bit of blood from his target and move on, these creatures are large enough to suck their prey nearly dry. In fact, given the chance, the only time they will leave any fluids within their victim is when they are also depositing their eggs, which manifest into young mosquitoes with amazing speed. These larva then use whatever fluids their parents left in their incubators to feed themselves as they grow to be full sized.

SKEETER

Peon, Living, Totem (Somer)

COST 2

Df	Wp	Wd	Wk	Cg	Ht
7	4	3	10	10	1

ABILITIES

Can't Escape the Buzzing!: This model gains ↯ to disengaging strikes.

Insignificant: This model may not take Interact Actions.

Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

Plentiful: A crew may hire up to two of this model.

ATTACK ACTIONS

(1) Proboscis (**MI** 6 / Rst: **Df** / Rg: ⫻ 1): Target suffers 0/1/2 damage.
✕ ***Larva:*** After reducing Defender to 0 Wounds with this Attack, summon a Skeeter into base contact with the Defender.

TACTICAL ACTIONS

(1) Somer's Totem: Immediately perform one of Som'er Teeth Jones' (0) Actions. This Action suffers -2 **Ca**.

SKEETER

30mm

Young LaCroix

Gremlins can be born up to twenty pups in a litter. More than half of these won't live for more than a few weeks before their ma forgets about them and leaves them out in the swamp water. Even with this high rate of mortality, there are still dozens of Gremlin children growing up and looking for a role model.

Those who choose to fall in line behind Ophelia find themselves often thrust into danger, but also learning from one of the best instructors around the Bayou. For each kid, Ophelia will clean out an old gun and teach the little one how to aim. More often than not, they'll run around doing errands for her rather than actually assisting her in combat, but her eyes can't always be watching them and more than once a kid has gotten himself killed trying to be just like "Feela." At the very least, this provides a distraction which the rest of the well-trained team will take advantage of.

YOUNG LACROIX

Peon, Living, Totem (Ophelia)
GREMLIN, KIN

COST 2

Df	Wp	Wd	Wk	Cg	Ht
5	3	3	6	-	1

ABILITIES

Gets Into Everything: This model may take Attack Actions printed on a friendly Ophelia's Upgrades within 6" at **Sh** -2.

Role Model: A Crew may hire up to 3 of this Model.

Insignificant: This model may not take Interact Actions.

Small Target: **Sh** Attack Actions that target this model suffer ⌸.

ATTACK ACTIONS

(1)Much Abused Pistol (**Sh** 4 / Rst: **Df** / Rg: ⌐10): Target suffers 1/3/4 damage.
Dumb Luck: Instead of its normal damage, this Attack deals 2/6/8 damage to the target, and this model suffers damage equal to half of the amount the target suffers.

TACTICAL ACTIONS

(1) "Here You Go!": Attach 1 Upgrade with the restriction of "Ophelia" to target friendly Ophelia within 6" which the target does not already have attached. Ophelia may not go above the normal three Upgrade limit for a Master in this way.

YOUNG LACROIX

30mm

Apprentice Wesley

With such great knowledge, it stands to reason that the art of crafting moonshine and spirits should be passed on from master to apprentice. Wesley was chosen out of dozens of potential Gremlins to study under the great Brewmaster, partly because he was competent and partly because he managed to drink all of the other hopefuls under the table. A high tolerance is key to becoming a good Brewmaster since he is the one to sample many of their concoctions before the master himself. Only if his apprentice does not suffer any immediate ill effects will he risk taking a taste and judge the quality.

In his free time, what little he has, he works on his own brews, which are often much harsher and dangerous than his master's. Even with the danger that comes with being part apprentice and part lab-rat, Wesley is just biding his time until he becomes a Brewmaster in his own right.

Apprentice Wesley

Minion, Living, Totem (Brewmaster)

Gremlin, Tri-Chi

Cost 3

Df	Wp	Wd	Wk	Cg	Ht
4	7	4	6	6	1

Abilities

Df/Wp (↻) Stumble Around Drunk: After resolving, push this model up to 3" in any direction.

Tipsy: Enemy models with the **Poison** Condition in ❶6 suffer -1 **Wp**.

There must always be one: After a friendly Brewmaster is killed or sacrificed within 6" of this model, immediately summon a Brewmaster into base contact with this model, then sacrifice this model.

Apprentice Wesley

Attack Actions

(1) Impotent Flailing (**Ml** 4✕ / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/1/5 damage.

(1) Swig o 'Shine (**Ml** 5 / Rst: **Df** / Rg: ⫻ 2): Target gains the **Poison +2** Condition, even if this Attack was a disengaging strike.

Tactical Actions

(1) Magical Extension: This Action may be taken once per Turn. Cast one of this Crew's Leader's **Ca** Actions with an AP cost of 1. This Action suffers -3 **Ca**.

30mm

Bayou Gremlin

The Bayou is filled with many creatures, the most intelligent of these is the Bayou Gremlin. These creatures aren't very smart, but under the leadership of Som'er and Ophelia, they have learned some focus. Old guns scavenged from raids make up most of their weapons stash, adding a second layer of uncertainty onto their already questionable aim. Impressionable, they are willing to follow their leaders into any battle, as long as there is the promise of moonshine.

Raids of nearby Guild mining sites are usually only a minor bother for the men and women working there, since the Gremlins are as likely to shoot each other as they are to cause any serious damage. More bothersome than the raids is the nightly singing. Before a raid, the Gremlins will all sit around a campfire, singing songs and playing two-stringed banjos until the sun rises in the morning of their planned attack.

BAYOU GREMLIN

Minion, Living
GREMLIN

COST 3

Df	Wp	Wd	Wk	Cg	Ht
5	4	4	5	7	1

ABILITIES

Bayou Two Card: This model may Cheat Fate with the top card of its Fate Deck.

Drunk & Reckless: At the start of this model's Activation, it may suffer 2 damage to generate 1 additional General AP.

Df (🐷) High Pitched Squeel: After resolving an enemy **MI** Attack Action against this model, push this model 4" away from the Attacker.

ATTACK ACTIONS

(1) Boomstick (**Sh** 4 / Rst: **Df** / Rg: ⌐12): Target suffers 1/2/3💀 damage. This Attack must declare a Trigger if able.

- *Dumb Luck*: Instead of its normal damage, this Attack deals 2/4/6💀 damage to the target and this model suffers damage equal to half of the amount the target suffers.
- *Whoops, Ricochet*: After resolving, the closest other Friendly model within 12" and LoS suffers 1 damage.
- *What if... more powder?*: This Attack deals 1/2💀/3💀💀 damage instead of its normal damage.
- *I got 'im, Pa!*: After succeeding, push this model 3" towards the target.

(1) Banjo Bash (**MI** 4 / Rst: **Df** / Rg: /// 1): Target suffers 1/2/3 damage.

BAYOU GREMLIN

30mm

Hog Whisperer

Every Gremlin has their calling. Some are good at fighting and making boomsticks, others are good at controlling the Warpigs that share residency in the swamp. These Hog Whisperers have the ability to calm a pig, even in the greatest rampage, and set it back on track attacking their enemies. A few have even been able to lure pigs out from the wild and into their camp, though these endeavors usually end in disaster.

The key to controlling pigs is not in how you talk to them, it's in showing them who's boss. A Hog Whisperer is only as good as his pokin' stick. Many have tried to tame hogs with a dull stick or one better suited to whipping rather than poking, but a true Hog Whisperer knows that the stick must be thick and pointy, or else it'll only make the pig madder. In a pinch, the stick will work as a human poking stick too.

HOG WHISPERER

Minion, Living, Mercenary
GREMLIN

COST 5

Df	Wp	Wd	Wk	Cg	Ht
4	4	7	5	8	1

ABILITIES

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Pork Whisper'n: Friendly Pig models activating within ❶8 may ignore the **Set'er Off** Ability for the duration of the Activation.

The Crispiest of Bacon: When a friendly Pig model is killed or sacrificied within ❶6 of one or more models with this Ability, place a Scheme Marker in base contact with the Pig before it is removed.

ATTACK ACTIONS

(1)Pig Sticker (**MI** 6 / Rst: **Df** / Rg: /// 2): Target suffers 1/2/4 damage.

- *Dumb Luck*: Instead of its normal damage, this Attack deals 2/4/8 damage to the target, and this model suffers damage equal to half of the amount the target suffers.

TACTICAL ACTIONS

(1) "Stik'm!" (**Ca** 5 / TN: 10🐷 / Rg: 2): Target Pig suffers 3 damage and gains the **Reactivate** Condition.

(1) "Sooey!" (**Ca** 5 / TN: 10 / Rg: (1)8): Friendly Pigs in range may push their **Cg** directly towards this model. If this model fails this Action, all Pigs in range immediately charge this model.

HOG WHISPERER

30mm

Moon Shinobi

It is only a special sort of Gremlin who is allowed into the Tri-Chi group. He must be of above average intelligence, have a high tolerance for alcohol, and he must learn the secret art of Drunken Gremlin Kung Fu. No one within the group will tell anyone on the outside who teaches this special form of Kung Fu or what the ranking system means. It is an elite and exclusive group.

When stories about this group first appeared, many were doubtful. They had seen Gremlins and they had seen drunken Gremlins, both of which were exceedingly easy to defeat, but the first few who approached the Tri-Chi barely escaped with their lives. No ordinary drunks, the Moon Shinobi have an uncanny skill to find the weak points in a target's defense when they seem to be at their most distracted. It is only when they regain their focus that they seem to have trouble seeing straight.

MOON SHINOBI — COST 6

Minion, Living

GREMLIN, TRI-CHI

Df	Wp	Wd	Wk	Cg	Ht
6	5	6	5	6	1

ABILITIES

Drunken Gremlin Kung Fu: This model treats all of its modifiers as if they were and its modifiers as if they were .

Df/Wp ( ) Stumble Around Drunk: After resolving, push this model up to 3" in any direction.

That's the Stuff: When this model suffers damage from the **Poison** Condition, its controller may push it up to 5" in any direction.

ATTACK ACTIONS

(1) Roundhouse (**MI** 4 / Rst: **Df** / Rg: 2): Target suffers 1/2/4 damage.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

Death to the Kneecaps!: After succeeding, push this model into base contact with the target.

(1) Tiny Green Fists of Fury (**MI** 5 / Rst: **Df** or **Wp** / Rg: 1): Target suffers 2/3/4 damage. When this Action is declared, this model chooses if the Resist is **Df** or **Wp**.

Take a Sip: After succeeding, target gains **Poison +2**.

TACTICAL ACTIONS

(0) "Where'd You Get That?": Target a model within 8" with the **Poison** Condition, push this model 4" toward the target.

MOON SHINOBI

30mm

Pigapult

The Pigapult was first created during a turf war between two opposing Gremlin factions. Clever Gremlins had often used catapults to throw stones or other undesirable items at their enemies' forts, but it was one Gremlin in particular who had the idea to start throwing pigs. Legends point to this Gremlin being a member of the LaCroix family. Once the pigs flew through the air and landed within the walls of the fort, they began to run amok, eating Gremlins and causing chaos.

Likely one of the best weapons that the Gremlins have, it is difficult for them to use in combat because it is too big to push around. Instead, it can only be used in a turf war and commonly in Gremlin-on-Gremlin battles. A few of the wiser Gremlins are designing one that can be disassembled and carried to distant locations, allowing them to use it in attacks against the Guild, but this model falls apart after a single battle.

PIGAPULT — COST 8

Peon, Construct, Rare 1

GREMLIN

Df	Wp	Wd	Wk	Cg	Ht
1	10	5	2	-	3

ABILITIES

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Armor +5: Reduce all damage suffered by this model by 5, to a minimum of 1.

Insignificant: This model may not take Interact Actions.

Bacon Load: At the start of this model's Activation, it may sacrifice a friendly Pig within 3" to heal 1 damage.

ATTACK ACTIONS

(1) Bacon Barrage (**Sh** 6 / Rst: **Df** / Rg: 24): This Action may only be taken if a Pig was sacrificed to the **Bacon Load** Ability at the start of this Activation. Target suffers 2/4/6 damage. If the Pig sacrificed at the start of this model's Activation was a Stuffed Piglet, this Attack deals 3/5/7 damage instead. This Attack does not require LoS and ignores cover.

(1) Rocks is Pigs? (**Sh** 4 / Rst: **Df** / Rg: 12): Target suffers 2/3/5 damage. This Attack does not require LoS and ignores cover.

TACTICAL ACTIONS

(1) Launch'n: Target friendly **Ht** 1 model within 2" is placed anywhere within 24". The target gains the **Paralyzed** Condition.

PIGAPULT

50mm

Piglet

Malifaux has many variations of Earthside creatures that are recognizable but altogether incompatible. These pigs are not domesticated farm animals but are instead hardened killing machines. With skin as thick as leather and massive tusks, these creatures are fearsome, though in their young form they are an ugly sort of adorable, waddling around through the mud and scrounging for tidbits to eat.

When they grow, they are often larger than the common Gremlin and their appetites are such that they will find even an armed Gremlin to be an appetizing snack. It is the hunter/hunter relationship that keeps both numbers down and prevents one species from eating the entire Bayou into extinction.

PIGLET — COST 4

Minion, Living
BEAST, PIG

Df	Wp	Wd	Wk	Cg	Ht
6	3	5	4	8	1

ABILITIES

Pigcharge: This model may perform the (2) Charge Action as a (1) Action.

Small Target: **Sh** Attack Actions that target this model suffer ⊟.

Set'er Off: When this model has the opportunity to declare an Action, if it is not engaged or within 2" of a friendly Gremlin, it must take a Charge Action if there is a legal target available.

ATTACK ACTIONS

(1) Gore (**Ml** 4 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/3 damage. This Attack must declare a Trigger if able.

- ***Stampede***: After damaging, this model suffers 1 damage and must Charge the closest legal non-Pig target which it is not engaged with. This Charge may be made while engaged. This model may only declare this Trigger once per Activation.
- ***Eat Anything***: After damaging, this model heals 1/2/3 damage.
- ***Grab on***: After damaging, target gains the **Slow** Condition. End this model's Activation.
- ***Bowled Over***: After succeeding, push target 4" directly away from this model, then push this model into base contact with the target.

(2) Trample (**Ml** 4 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/6 damage.

TACTICAL ACTIONS

(1)Truffles (**Ca** 4 / TN: 10 / Rg: 8): Target friendly Gremlin is pushed its **Wk** towards this model.

PIGLET

30mm

Slop Hauler

There are few things in life that pigs like more than eating. One of those things is eating without having to work for their food. That makes the Slop Haulers their favorite people, though the Haulers themselves must be very careful – if even a little bit of the hog's food gets on them, it could spell disaster. The hogs will think nothing of eating a Gremlin along with whatever scraps their tamers have decided to feed them.

The position of Slop Hauler is one that is often vied for, despite the relative danger of the station. A Gremlin who has to feed the pigs knows that he can get first pick of the food, and these Gremlins often grow fat and lazy. Growing fat and lazy means that they are at greater risk of being eaten by the pigs, since they look so much more delicious and weak, and a greater risk that some thinner, hungrier gremlin will decide that he deserves the job instead.

SLOP HAULER — COST 5

Minion, Living
GREMLIN

Df	Wp	Wd	Wk	Cg	Ht
5	5	5	4	8	1

ABILITIES

Bayou Two Card: This model may Cheat Fate with the top card of its Fate Deck.

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Df (⋈) "Squeel!": After this model is damaged by an enemy **Ml** Attack Action, push this model 4" away from the Attacker.

ATTACK ACTIONS

(1) Slop Bucket (**Ml** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3/3☗ damage and gains the following Condition until the end of the Turn: "**Appetizing:** This model's **Df** is reduced to 4, ignore all bonuses to this model's **Df**."

(1) Tossed Slop (**Sh** 5 / Rst: **Df** / Rg: ⌐8): Target suffers 1/2☗/3☗☗ damage and gains the following Condition until the end of the Turn: "**Appetizing:** This model's **Df** is reduced to 4, ignore all bonuses to this model's **Df**."

- ***Spread it Around***: After succeeding, all models damaged by this Attack gain the **Appetizing** Condition.

TACTICAL ACTIONS

(2) Feed Piggies: Up to four friendly Pigs or Gremlins within 3" may perform a 1/2/3 healing flip.

SLOP HAULER

30mm

War Pig

With skin as thick as leather and massive tusks, the pigs of the Bayou are not the sort of pigs you want to mess with. Gremlins can often overcome one, but rarely can they accomplish such a feat without a loss of life. Some wise Gremlin realized that they could put that ferocity to use if they could figure out how to tame the pigs.

There is not much more than rudimentary intelligence within the pig's mind and it is often taken up with concerns such as where its next meal is coming from and if anyone is about to poke it with a sharp stick. Without a Gremlin nearby to order it around, there is little to stop a pig from going on a rampage, charging friend and foe alike. Some Gremlins are more skilled than others at calming pigs and keeping them under control, but a well-trained pig will take orders from any short green creature who croaks the appropriate sounds at it.

WAR PIG
Minion, Living
BEAST, PIG

COST 9

Df	Wp	Wd	Wk	Cg	Ht
5	4	12	5	8	3

ABILITIES

Set'er Off: When this model has the opportunity to declare an Action, if it is not engaged or within 2" of a friendly Gremlin, it must take a Charge Action if there is a legal target available.

Pigcharge: This model may perform the (2) Charge Action as a (1) Action.

Eat Your Fill: After killing or sacrificing an enemy model, this model may choose to heal all damage it has suffered and end its Activation.

WARPIG

ATTACK ACTIONS

(1) Tusks (**Ml** 6 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/4/6 damage. This Attack must declare a Trigger if able.

- ***Stampede***: After damaging, this model suffers 1 damage and must charge the closest legal non-Pig target which it is not engaged with. This charge may be made while engaged. This model may only declare this Trigger once per Activation.
- ***Eat Anything***: After damaging, this model heals 1/2/3 damage.
- ***Grab on***: After damaging, target gains the **Slow** Condition. End this model's Activation.
- ***Bowled Over***: After succeeding, push target 4" directly away from this model, then push this model into base contact with the target.

(2) Enraged Trample (**Ml** 6 / Rst: **Df** / Rg: ⫻ 1): Target suffers 4/5/6 damage.

TACTICAL ACTIONS

(1) Truffles (**Ca** 4 / TN: 10 / Rg: 8): Target friendly Gremlin is pushed its **Wk** towards this model.

50mm

Pere Ravage

Fire isn't common in the Bayou. Every so often lightning will strike a tree and it will burn for a while, but the thick swampwater usually stops it from spreading. Despite not being a present danger, most Gremlins have enough wisdom to err on the side of self-preservation and avoid it. Pere, who once escaped a burning shack unscathed, has a bad habit of running towards fire instead of away from it. Ophelia has tempered this desire to suit her needs.

Now when the mission calls for a distraction, she will bring Pere and equip him with some of the explosives that they have lifted off the Guild caravans in the area. Even without his pretty leader's gifts, Pere would be prepared: he has brewed up a special form of moonshine that burns hotter than the stuff most of his kin drink and he has mastered the art of lighting it on fire as he spits it at his enemies.

PERE RAVAGE

COST 6

Enforcer, Living, Rare 1

GREMLIN, KIN

Df	Wp	Wd	Wk	Cg	Ht
4	3	7	5	8	1

ABILITIES

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Explosive Demise 4: All models within (↾)2 suffer 4 damage when this model is killed (not sacrificed).

Df (🐀) "Squeel!": After this model is damaged by an enemy **Ml** Attack Action, push this model 4" away from the Attacker.

ATTACK ACTIONS

(1) Burn Stick (**Ml** 5 / Rst: **Df** / Rg: ⫻ 1): Target suffers 2/3🍄/5🍄🍄 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each 👂 in the final duel total.

(1) Breathe Fire (**Sh** 5 / Rst: **Df** / Rg: ⌐8): Target suffers 1/3🍄/4🍄🍄 damage.
Stupid: After succeeding, triple the amount of damage inflicted on the target (but not other models damaged by the 🍄) then sacrifice this model.

TACTICAL ACTIONS

(1) Oopsie! (**Ca** 4 / TN: 10⌨): All models in (↾)6 must pass a TN 13 **Df** duel or suffer 5 damage, then this model suffers 5 damage.

PERE RAVAGE

40mm

Rami

Rami LaCroix likes guns. Ever since he was a Gremlin child he has been taking them apart and putting them back together. The only odd thing about this behavior is that he is often successful at putting them back together. Determined to find the best gun (or boomstick) possible, Rami kept his eyes open when Ophelia took him along on raids. That was when he saw it. Its owner was just a boy, too far out of combat to draw much notice, but his gun was poking out of the brush, and as Rami watched he saw the dance of gunpowder and the song of the muted bang.

Rami survived that battle and began work on his own replica of the gun he had seen the boy using. When he first tried out his really long gun, he could shoot at the Guild rider from so far away, the man's partner didn't even see him before he died too. His new gun was quickly factored into Ophelia's future plans.

RAMI LACROIX

COST 7

Enforcer, Living, Rare 1

GREMLIN, KIN

Df	Wp	Wd	Wk	Cg	Ht
4	4	6	5	-	1

ABILITIES

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Df (🐀) "Squeel!": After this model is damaged by an enemy **Ml** Attack Action, push this model 4" away from the Attacker.

Aim High: This model does not flip for **Ht** 1 models when determining a random target while shooting into engagements, unless the original target is **Ht** 1.

ATTACK ACTIONS

(1) Really Long Rifle (**Sh** 5 / Rst: **Df** / Rg: ⌐18): Target suffers 1/3/4 damage. When this Attack Action gains the benefits of the Focus Action, increase its range to 36".
Dumb Luck: Instead of its normal damage, this Attack deals 2/6/8 damage to the target and this model suffers damage equal to half of the amount the target suffers.

TACTICAL ACTIONS

(1) Trusty Flask (**Ca** 4 / TN: 10): This model heals 1/2/3 damage.

RAMI

30mm

Raphael

If there is any Gremlin in Ophelia's family who no one dares to cross, it would be Raphael. In combat, he is nearly unstoppable, often confronting several enemies at once and leaving them in a pile on the ground behind him. When not in combat, he will often confront several kin and leave them in a pile on the ground behind him. No matter what the situation, Raphael will get what he wants, whether it's a fight, a trinket, or that big gun they took from the Guild.

Even Ophelia had a hard time calming him down, but after she proved that she could beat him in a contest of wits if not a contest of strength, he began to give her a grudging bit of respect. When he realized that being on her good side meant that he could go out on more missions and knock a few Guild heads together every week or so, listening to her got to be a little easier, and now he is one of her trusted lieutenants.

RAPHAEL LACROIX COST 7

Enforcer, Living, Rare 1

GREMLIN, KIN

Df	Wp	Wd	Wk	Cg	Ht
4	4	8	5	8	1

ABILITIES

Reckless: At the start of this model's Activation, it may suffer 1 damage to generate 1 additional General AP.

Fueled by Panic: When this model has four or fewer Wounds remaining, it gains ◆ to its damage flips and it suffers no damage from the **Reckless** Ability.

Hard to Kill: While this model has two or more **Wd** remaining when it suffers **Dg**, it may only be reduced to 1 **Wd** by a single damage source.

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

RAPHAEL

ATTACK ACTIONS

(1)Big Honkin' Stock (**Ml** 3 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/4 damage.
Dumb Luck: Instead of its normal damage, this Attack deals 2/4/8 damage to the target, and this model suffers damage equal to half of the amount the target suffers.

(1)Big Honkin' Gun (**Sh** 5 / Rst: **Df** / Rg: ⌐10): Target suffers 2/3/5 damage.
Dumb Luck: Instead of its normal damage, this Attack deals 4/6/10 damage to the target, and this model suffers damage equal to half of the amount the target suffers.

TACTICAL ACTIONS

(1) "Where'd He Go?": This Action may only be taken while this model is engaged in melee. Push this model up to 4" in any direction.

30mm

General Gremlin Upgrades

Liquid Bravery

Cost: 1 SS

- This model gains the following Ability:

  Stubborn: Enemy models suffer a ⊟ to the Attack flip of Attack Actions that are resisted by this model's **Wp**.

- This model gains the following Tactical Action:

  (0) Down the Hatch: Until the start of this model's next Activation, friendly Minion models in ᛉ8 gain +2 **Wp**, this effect does not stack.

Restrictions

Leader

Quality Mash Liquor

Cost: 2 SS

- This model gains the following Tactical Action:

  (1) Take a Swig: Target model within 2" heals 1/2/3 damage.

Restrictions

Master or Henchman, Rare 1

The Guardian Stone

Cost: 1 SS

- This model gains the follow Ability**:**

  Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

- This model gains the following Tactical Action:

  (0) Moment of Insight: This model may discard this Upgrade to push up to 4" in any direction.

Restrictions

Leader

Show Off

Cost: 1 SS

- Other friendly Gremlin models within LoS of this model may take the following Tactical Action:

  (2) Ya'll Watch This (**Ca** 4 / TN: 12 / Rg: (ᛉ)2): All models in range suffer 3 damage. Sacrifice this model.

Restrictions

Gremlin, Rare 1

Dirty Cheater

Cost: 1 SS

- This model gains the following Ability:

  Dirty Cheater: Whenever this model cheats a flip during its Activation, it heals 1 damage.

Restrictions

Rare 2

Stilts

Cost: 1 SS

This model increases its **Ht** by 1.

- This model gains the following Ability:

  Abandon Stilts!: This model may discard this Upgrade to reduce the damage suffered from an **MI** Attack Action to 0.

Restrictions

Gremlin, Rare 1

Big Hat Upgrades

Pig Feed

Cost: 1 SS

- Somer gains the following Ability:

  Pork Whisper'n: Friendly Pig models activating within 8 may ignore the **Set'er Off** Ability for the duration of the Activation.

- Somer gains the following Attack Action:

  (1)Tossed Feed (**Ca** 6 / TN: 12 / Rst: **Df** / Rg: 12): All friendly Pig models in LoS of the target are immediately pushed their **Wk** towards the target. Any Pig models which end in base contact with the target immediately make a 1 AP **MI** Attack against it.

Restrictions

Somer

Family Tree

Cost: 2 SS

- Somer gains the following Tactical Action:

  (1) Git Y'er Bro (**Ca** 6 / TN: 14 / Rg: 4): Target a friendly Bayou Gremlin. Summon a Bayou Gremlin into base contact with the target. Both the target and the summoned model suffer 2 damage that cannot be reduced.

Restrictions

Somer

Can O' Beans

Cost: 1 SS

- Somer gains the following Tactical Actions:

  (0) Pull My Finger (**Ca** 6 / TN: 11 / Rg: (1)2): All non-Gremlin models in range must pass a TN 15 **Wp** duel of suffer 2 damage.

  (0) Warn the Kin: Until the end of the Turn, models do not flip a card for this model when determining a random target while shooting into an engagement.

Restrictions

Somer

Encouragement

Cost: 2 SS

- Somer gains the following Ability:

  Rock to the Head: When declaring an Action, other friendly Gremlin models within 8 may suffer 1 damage to gain a to any duels resulting from the Action.

Restrictions

Somer

I'LL LOVE IT AND PET IT...

Cost: 1 SS

- Lenny gains the following Attack Action:

  (1) Whacked Piglet (**Sh** 5 / TN: 12 / Rst: **Df** / Rg: 10): Target model suffers 1/2/3 damage.

  Huh, it survived: After dealing weak damage, summon a Piglet into base contact with the target. The piglet immediately suffers a 1/2/4 damage flip that cannot be cheated.

RESTRICTIONS

Lenny

Tri-Chi Upgrades

Binge

Cost: 1 SS

- The Brewmaster gains the following Attack Action:

  (1) Pick Yer Poison (**Ca** 7 / Rst: **Wp** / Rg 12): Target model discards a card if able. If it discards a card other than a Joker, it gains one of the following Conditions until the end of the Turn, as determined by the card's suit:

  - **Hooch**: Target immediately performs a 1 AP Action controlled by this model.
  - **Booz** : Target gains the following Condition for the rest of the game: "**Inebriated**: This model loses all suits printed on **MI**, **Df**, **Wp**, **Ca**, and **Sh** stats."
  - '**Shine**: Target gains the **Paralyzed** Condition.
  - **Grog**: Target suffers 4 damage.

Restrictions

The Brewmaster

Hold Their Hair Back

Cost: 1 SS

- The Brewmaster gains the following Attack Action:

  (1) Blaaargh (**Ca** 7 / TN: 15 / Rst: **Df** / Rg: 10): Target model with the **Poison +3** Condition or greater loses the **Poison** Condition and gains the **Paralyzed** Condition.

Restrictions

The Brewmaster

Running Tab

Cost: 2 SS

- The Brewmaster gains the following Action:

  (1) Pay Up!: Discard all Scheme Markers in 4, heal this model an amount of damage equal to the number of Scheme Markers discarded in this way.

  The Brewmaster gains the following Ability**:**

- **Kegger:** This model's Crew may hire any model with the Tri-Chi Characteristic, regardless of its Faction.

Restrictions

The Brewmaster

The Good Stuff

Cost: 1 SS

- The Brewmaster gains the following Attack Action:

  (1) Liver Damage (**MI** 5 / Rst: **Df** / Rg 1): Target suffers 1/2/4 damage. This Attack Action gains + to its Attack and damage flip if the target has the **Poison** Condition.

Restrictions

The Brewmaster

DRINKING "PROBLEM"

COST: 2 SS

- This Model gains the following Ability:

  Pour Me a Double: Other friendly Tri-Chi models within 6 double the results of all healing flips they make.

- This model gains the following Attack Action:

  (0) Open Bar (**Ca** 5 / TN: 11 / Rst: **Wp** / Rg: 12): If there is a friendly Brewmaster model in play, push target enemy model 8" directly towards a friendly Brewmaster.

RESTRICTIONS

Tri-Chi, Rare 1

ANGRY DRUNK

COST: 2 SS

- This Model gains the following Tactical Action:

  (2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

RESTRICTIONS

Whiskey Golem

Kin Upgrades

Hooch Igniter

Cost: 1 SS

- This model gains the following Attack Action:

  (1) Hooch Igniter (**Sh** 6 / Rst: **Df** / Rg: 10): Target model suffers 1/1/1 damage. This Attack ignores cover. After this Action is taken, discard this Upgrade.

  Buuuurn!!!: After damaging, all models damaged gain the **Burning +2** Condition.

- This model gains the following Tactical Action:

  (1) Move and Burn!: Friendly Kin models in 10 with the **Paralyzed** or **Slow** Conditions gain the **Burning +1** Condition and lose the **Paralyzed** and **Slow** Condition.

Restrictions

Ophelia

Jug Rocket

Cost: 1 SS

- This model gains the following Attack Action:

  (1) Jug Rocket (**Sh** 6 / Rst: **Df** / Rg 12): Target suffers 3/4/5 damage. This Attack Action ignores LoS, but not cover. After this Action is taken, discard this Upgrade.

- This model gains the following Tactical Action:

  (0) Your Turn!: Target friendly Kin within 2" is placed anywhere within 8" of this model. The target may not take Interact Actions until the end of the Turn.

Restrictions

Ophelia

My Threatenin' Gun

Cost: 1 SS

- This model gains the following Attack Action:

  (1) BOOM! (**Sh** 6 / Rst: **Df** / Rg 10): Target suffers 4/5/6 damage. Models damage by this Attack Action must take a TN 13 Horror Duel.

  That's a Big Gun...: After damaging, all models within 3 of the target must take a TN 13 Horror Duel.

- This model gains the following Tactical Action:

  (0) Move It!: Target friendly Kin within 8" immediately takes a (1) Action. The target suffers on any duels during the Action.

Restrictions

Ophelia

Gremlin-See

Cost: 1 SS

- This model gains the following Tactical Action:

  (0)Shrug off: This model may discard a card to remove one Condition from this model.

Restrictions

Kin, Rare 2

TEAM WORK

COST: 1 SS

- This model gains the following Ability**:**

  Gimme a Boost: Friendly Gremlin models in base contact with this model are treated as **Ht** 2 when drawing LoS to targets.

- This model gains the following Tactical Action:

  (1) The Real Lacroix: Place this model in base contact with target enemy model within 6" that is engaged with a friendly Gremlin model. Then, push one friendly Gremlin model engaged with the target model up to 6" directly away from the target model.

RESTRICTIONS

Kin, Rare 3

Big Trouble in Little Kingdoms

The warehouse was black inside and silent. To the unwary passer-by it appeared deserted. Only if one had the courage or curiosity to venture inside would one have threaded their way through the towering piles of crates and found that the darkness was yielding to a pale orange glow.

The most intrepid may even have got close enough to the center of the warehouse to see that a single table and three chairs were set in the light from a clementine-colored lantern before gleaming steel slit their throats and silent black-clothed figures dragged their corpses away to be dumped in the river.

A single figure sat at the table, infinitely patient. She wore a many-layered silk homongi printed with tiny lotus flowers and an ornate steel crest woven into her sleek ebony hair. Every so often, she lifted a shallow china saucer and sipped from it. Her nails were trimmed short and her hands were calloused like those of a warrior, but she carried herself with the elegance of aristocracy.

A masked form in loose black clothing stepped from the shadows and waited.

Misaki knew that the first of them had arrived. She nodded once. The figure bowed and vanished.

Moments later a second woman strode into the pool of orange light. She had none of her host's quiet introspection but instead moved with a rapid animal grace and carried an air of insolent energy; where Misaki was tranquility, this newcomer was the tempest.

"Mistress of the Ten Thunders," the new arrival said, bowing low.

"You are prompt, Mei Feng," Misaki replied without lifting her onyx eyes from the tea cup. 'I should feel privileged.'

"When the Ten Thunders beckons, I answer."

"But at your own pace, is that not so?"

Mei Feng colored slightly and her brow furrowed. "Mistress, I –"

"Your orders were clear," Misaki interrupted. "Why is it that they have not been carried out?"

"I need more men," the rail worker retorted simply. 'The re-directions, the tunnels, and the narrow-gauge railway with the resources I have now? I am already stretched thin and Ramos – he suspects, I know it. I must accomplish all that you ask with less than half the labor I require, and I must hide it from the eyes of the Union. I will do the bidding of the Oyabun, but I need more time."

"And if there is no more time?"

Mei Feng was silent, but her clenched fists were expression enough.

"We do not have infinite resources for you to squander while you spread your leisurely influence over the Three Kingdoms workers," Misaki said. "Nor do I have time to wait. The re-direction of the main lines may not be critical at this point, but the subterranean railway is. How else are we to move our pieces into play without drawing the attention of the Guild, the Union, and all those that would stand between us and our birthright?"

Again, Mei Feng was silent, but her mouth had become a thin, hard line.

Misaki sighed, breaking her porcelain composure for the first time. She had been overly-hard on the rail worker, but events in Malifaux were moving rapidly and now there was a new and troubling development that had still to be addressed. Her father had always told her that strength bred fear, but compassion bred loyalty. She tried another tack.

"You are of the Ten Thunders," she said more gently. "You are my Sister. You are of our people, standing at my shoulder in a foreign land. Much depends on you, Mei Feng, and the tasks we face in life are not always equal."

The other woman bowed again. “Mistress of the Ten Thunders,” she said, her voice wavering very slightly. “I will see it done, upon my honor.”

“Then join me at my table,” Misaki said with a small gesture. “Will you take some tea?”

Mei Feng sat obediently, but her back was ramrod straight and her eyes bored into the middle distance. When Misaki placed a saucer of green tea before her, the other woman looked more likely to smash it with her fist than drink it.

“You feel wronged,” Misaki said, refilling her own saucer with more of the fragrant liquid.

“I am the servant of the Ten Thunders,” Mei Feng said stiffly.

“And I am second only to the Oyabun,” snapped Misaki. “I will have the truth. You feel wronged.”

Mei Feng raised her eyes, boiling with fury.

“I have lost a hundred and thirty-two men,” she growled. “Three Kingdoms men. We work twelve hours above ground for the Union in the blistering sun, then we sneak below and work another eight excavating the tunnels. We cannot dynamite the rock for fear of alerting the sentries and the rail golems are too large, so we dig. We dig through solid granite with hand tools.”

Misaki watched the other woman, feeling the anger coming off her in palpable waves.

“Cave-ins. Toxic gas. Exhaustion. We have dug sixty miles of tunnel in two months and your blue-prints call for three hundred more. One day Ramos will discover our plan and on that day I will break his spine and tear the throat out of every Union dog in the camp. And then I will go below again, because my Oyabun commands it. I will go below and I will dig. With these.” She held up her bare hands, her teeth grinding.

“Were it that could be so, I would gladly fight with you,” Misaki said. “But we are not ready. We are not at full strength and to have our hand revealed now would spell disaster. You have suffered, Mei Feng, and it will not be forgotten. When we move, I will have Ramos staked to his own railway and you can flay him to the bone with your claws. I will be at your side when you rip the heart from the chest of the Governor General himself. But not yet. For now, we follow the plan.”

“My Mistress,” Mei Feng said, some of the rage seeming to have drained out of her. She lifted the tea saucer and knocked it back in a single swallow. From the gesture, Misaki suspected she was used to something stronger.

There was a moment of silence then, while Misaki re-filled her subject’s cup.

“Mistress,” Mei Feng said, fingering the delicate china. “Why are you here? I am not so deluded as to think you would travel this distance for a progress report.”

“There is another matter,” Misaki nodded. “Something that we had not foreseen. A great darkness is approaching, Mei Feng. We are, all of us, at risk.”

“Of what?”

“Annihilation.”

Before the rail worker could query this, the black figure slipped into the lantern light once more. Misaki nodded to admit the second visitor.

Another two black-clothed shapes materialized out of the gloom, their faces covered by dull steel masks, short straight-bladed swords on their backs. Between them was a tall man in a dapper silver-grey suit, top hat and spats. He seemed surprisingly nonchalant about being led to a clandestine meeting by three sword-wielding assassins and smiled in a disarming manner at the two women.

“Good evening,” he said as he reached the table, promptly pulling out the third chair and settling himself without waiting for permission.

Mei Feng began to rise with her fists balled at this breach of etiquette but Misaki stopped her with a subtle gesture and offered the new guest a tiny smile.

“Tea, Mr. Lynch?”

“That’s very kind of you, Miss..?” He trailed off.

Misaki took her time with filling a third saucer and passing it to the club owner. She made no effort to complete his sentence.

When Jakob received the shallow receptacle, he lifted it between wool-gloved finger and thumb. “Cheers,” he said, and slurped it down. “Mmm. Delicious.”

“More?”

"Please."

Misaki re-filled the saucer.

"While this tea is excellent, and it really isn't my place to complain about having the company of two such beautiful ladies," he said, "I wonder if it might be too much to ask why I am here? The gentlemen behind me were very helpful in arranging my transport, but, not much in the way of conversationalists."

"Information, Mr. Lynch," Misaki said.

"Ah!" Jakob slurped down his tea. "The currency of nation builders, eh?"

"Quite so," Misaki smiled her tiny smile again. "More?"

"Oh, please. This really is fabulous tea."

"It is an old family recipe," Misaki said. "The gyokuro is shaded from the sun before being picked during the first round of the harvest. This helps to keep the flavor pure."

'Well, it certainly shows,' Jakob grinned.

Misaki replaced the teapot and settled back in her chair.

"So, information?" he prompted.

"Indeed."

"And just what is it that you'd like me to tell you?" he asked.

"Nothing," said a disembodied voice.

Jakob twisted around in his chair, startled, but the three assassins behind him were motionless and it was evident that none of them had spoken.

"The information we seek is not held by you," the voice continued, "but that which dwells within you."

A shape was beginning to manifest itself at the edge of the lantern light. As Misaki watched, a human silhouette swam into view as if surfacing from a great depth. It wore an ancient and threadbare hakama, with an overlong green silk montsuki. The face of this apparition was every bit as worn as its costume and though its pate was balding, it sported huge grey-haired eyebrows and whiskers.

"My lord Yan-Lo," Mei Feng whispered and pushed away from the table to drop to one knee. Behind her the assassins did likewise. Misaki remained in her seat as befitted the daughter of the Oyuban, but she bowed her head respectfully.

The old man held a long iron staff whose head jangled with iron hoops but neither the staff nor his feet touched the warehouse floor. Instead he drifted slowly, his robes and hair stirred by unseen currents.

"It is the other with which I wish to speak," said Yan-Lo.

Jakob smiled and shrugged his shoulders. "I'm not sure I understand."

"I see through you, Jakob Lynch," Yan-Lo said, pointing a slightly transparent hand. "I see the darkness that lays curled at the heart of you. It holds knowledge that I must have. I will speak with it."

"I really think you might be –"

"Will you speak, creature, or must I draw you into the open?" Yan-Lo said, his eyes seeming to look through the man in the chair.

Jakob shivered in his seat. His mouth opened but no articulate sounds were released. Misaki watched his eyes roll up in his head and for just an instant there was a glimmer of something else, something huge and alien and multi-limbed occupying the space where the club owner sat.

Who are you?

Enquired a spectral, serpentine voice that had nothing to do with Jakob's twitching lips. It seemed to resonate directly into her skull.

"I am a traveler from another world," Yan-Lo said. "I walk many paths."

You are all travelers.

Trespassers. Aliens. I was here eons before you came, and will be here eons after you die.

"Left to your own devices, perhaps," the old man said. "But an old evil is reawakening. I have seen it. I have felt it."

There are many evils in Malifaux. What of one more?

"Not one, but many."

Why should that concern me?

"Because the last time they were unleashed you barely survived," Yan-Lo intoned severely.

The creature fell silent, but Misaki could feel the room growing colder. Whether this was anger or fear, she couldn't tell.

Lies.

They were banished. There is no return from that place.

"I have seen it," Yan-Lo insisted. "I walk many paths and I may wander them at will, to the distant past or the future yet to come. And I say I have seen it with my own eyes. They will return, and they will lay waste to this world."

Again, the creature was silent, but Misaki could see the air around Jakob distorting as though it was growing fitful and anxious.

"You must help us, or you will die with us," Yan-Lo pressed.

Fools.

I am Darkness. I am Stealth. I am Patience. I survived through guile, not might. I have not the strength to stop their return. No one does.

"I do not ask you to fight," Yan-Lo corrected. "But you were there when they were defeated. You witnessed their downfall. You know what happened."

The old man leaned close, his eyes sparkling with the light of distant stars.

"You're going to tell us how to trap them."

Chapter 12: Ten Thunders

Despite their propaganda, there are more breaches than just the one controlled by the Guild. There are dozens of lesser breaches that have opened across the world, one of which is in the heart of the Three Kingdoms. The Ten Thunders have taken advantage of this backdoor, using it not only to smuggle goods in and out, but also to place their agents in key positions within the city. For many years, access to the Three Kingdoms was controlled and there was few information coming in or out. During that time, the Ten Thunders were building up their bases of operations, establishing their own line of soulstones and gathering information about Malifaux and Earth beyond their walls.

The Ten Thunders have their fingers in many different pies Breachside. They have slipped their officers into the Guild, where secrets are passed to trusted contacts who then pass that information back to the Oyabun. Misaki, favored daughter, has been heralded as a hero of the people along the rail lines, where she and her crew have proven themselves invaluable to the Miners and Steamfitters Union. Dozens of members are making their living among the Outcasts, forming connections that span beyond the city itself. Every piece of the puzzle is in place, but the Oyabun is waiting until the time is ripe before he moves.

Within the City, deep in the heart of the Slums is the Little Kingdom. The Little Kingdom is a meeting ground for many of the Ten Thunders, but it is also a place where those who have emigrated from the Three Kingdoms can find familiar customs. While there is a mess of gambling and opium dens, it is still home for many of its residents. Here is where the mother may raise her children in the traditional ways of her people, providing a compelling cover for the Ten Thunders' operations. The residents of the Little Kingdom live in ways which are foreign to western and, more importantly Guild eyes. This allows members of the Ten Thunders the freedom to move without drawing undue attention. Only while they maintain this level of secrecy will they be able to continue their operations without repercussion.

As a rule, the Ten Thunders' minions wear a mask whenever they are called to perform their duties, and move through their daily lives with little risk of discovery. This allows them to maintain an alias and sends a message to the public that they are not acting for their own personal gain, but rather for a greater purpose. Anyone who sees a faceless Thunder knows that there will be little to gain from trying to bargain with such a person. Where a normal soldier or mercenary may be swayed by some scrip on the side or a better offer, the champions are bound by honor, which cannot be bought or traded away.

Originally little more than a minor family, the Ten Thunders worked for generations to become the most powerful family in the Three Kingdoms. When the Breach opened, they had the connections and martial power to kill those who originally discovered it and to maintain singular access to it. They hold that access to this day, using their position to control events both in the Three Kingdoms and Earthside.

The power of the Oyabun is comparable only to the Guild or the Miners and Steamfitters Union, but his control is subtle. He knows that in time, all of Malifaux will be resting at his feet, but that his first attack must be his last. Once his power has been revealed, his enemies will begin to plot against him, perhaps even joining forces to ensure their mutual control over the Soulstone market. He has been waiting since the Breach opened to make his attack, and he is too wise to rush it for any reason. The attack will come when everything is in place and there is no chance that his enemies will be able to avoid destruction. Until then, he will keep gaining more information and placing spies in crucial positions. Soon his time will come.

Misaki

As a child, Misaki lived in her father's shadow. It wasn't until he decided that she would be part of their first wave infiltrating Malifaux that she was able to come into her own. Already skilled at martial arts, her ability was increased greatly during the passage through the Breach, allowing her to defend herself with ease. Having entered under the guise of a Guild lifer, it was not easy to earn the respect needed to manage the Ten Thunders' affairs. Under her tutelage, those under her charge have become an elite team of fighters, working well in small groups and often able to overcome poor odds.

Misaki earned her father's respect and he granted her the title of First Lieutenant, giving her the power to act in his name as Oyabun. Misaki is constantly torn between doing things her own way and honoring her father and her family, between using the knowledge she has learned about Malifaux and obeying her leader's wishes. This conflict often brings father and daughter to disagree, though it is the elder's decisions which are typically carried out.

Her weapon of choice is the Bisento, a bladed polearm, which she manipulates smoothly despite its size. She is a master at keeping an opponent at arms length, and few can match her control over close combat.

MISAKI
Master, Living
LAST-BLOSSOM

CACHE 2

Df	Wp	Wd	Wk	Cg	Ht
6	7	12	5	8	2

ABILITIES

Risky Ventures: While this model has no Soulstones in its Soulstone pool it gains ↯ to all **Df** flips and gains +⚔ to **MI**.

Infiltration (Last-Blossom): Crews led by this model may hire up to 4 models with the Last-Blossom Characteristic that are not the Crew's declared Faction.

Bullet Proof +1: Reduce all damage suffered by this model from **Sh** Attack Actions by +1, to a minimum of 1.

Diving Charge: This model may declare a Charge Action when it is engaged and may ignore intervening models and terrain when it takes a Charge Action.

MISAKI

ATTACK ACTIONS

(1) Bisento (**MI** 7🖐 / Rst: **Df** / Rg: ⫽ 2): Target suffers 2/4/6 damage.
⚔⚔ ***Assassination***: After damaging, immediately kill the target unless it discards two cards or two Soulstones.
🖐 ***Next Target***: After damaging, push this model up to 4" in any direction.

(1) Thunder (**MI** 7🖐 / Rst: **Df** / Rg: ⫽ 2): Target suffers 2/3🌩/5🌩🌩 damage. This model is immune to damage caused by **Thunder**.
🖐 ***Next Target***: After damaging, push this model up to 4" in any direction.

TACTICAL ACTIONS

(1) Deadly Dance: This model gains the following Condition until the end of the Turn: "**Deadly Dance:** If an enemy model ends a Walk Action within 2" of this model, this model may discard a card to push up to 2" in any direction."

(1) Downburst (**Ca** 5🖐 / TN: 13🖐 / Rg: 8): Models within 3" of target model other than the target must succeed on a **Df** 13 duel or be pushed 4" away from the target.
🖐📖 ***Follow Through***: After this Action is successfully resolved, push this model 5" towards the target.

30mm

Mei Feng

Full of fire before she came to Malifaux, Mei Feng found herself with an even closer affinity for the element after passing through the Breach. Strangely, it was not the elemental fires that fuel many Guild or Arcanist creations that called to her, but rather the blazing heat of the forges. It was the fire of creation and, through it, Mei discovered that she could heat metal and bend it to her will, creating constructs with the grace of a tiger but skin as hard as steel.

With this ability, it is little wonder that she found herself working on Malifaux's new rail lines and in charge of her own crew. Between her natural charisma and her ability to offer mechanical replacement parts at a lower premium than the Guild, she has quickly found her way into the hearts of the other Union workers. Ramos took longer to convince, but she is now an established Miners and Steamfitters Union member. With her natural skill and her various constructs, Mei can speed up the construction of the rail line or slow it down based on what the Oyabun of the Ten Thunders requires of her.

Her relationship with the Oyabun is tenuous. She knows that once she has proven herself to be less than useful, he will dispose of her, but while her own ambitions are not directly tied to the path of the Ten Thunders, it is through their will that she is even in Malifaux.

Mei Feng
Master, Living
Foundry

Cache 3

Df	Wp	Wd	Wk	Cg	Ht
6	6	12	5	7	2

Abilities

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Infiltration (Foundry): Crews led by this model may hire up to 4 models with the Foundry Characteristic that are not the Crew's declared Faction.

Unstoppable Industry: This model is immune to the **Slow** and **Paralyzed** Conditions.

DF (Leap Aside: After an Attack Action fails against this model, push this model up to 5" in any direction.

Mei Feng

Attack Actions

(1) Tiger's Claw (**Ml** 6 / Rst: **Df** / Rg: 1): Target suffers 2/4/5 damage. The damage flip gains against models with the **Burning** Condition.
Superheated: After damaging, target gains the **Burning +1** Condition.

(1) Jackhammer Kick (Ml 6 / Rst: **Df** / Rg: 3): Target suffers 2/3/6 damage. Then, this model pushes directly into base contact with the target, even if this Attack Action fails or was taken as a Disengaging Strike.
Intimidating Pose: After damaging, all friendly models within 3 gain the following Condition until the end of the Turn: "**Armor +1:** Reduce all damage taken by this model by +1 to a minimum of 1."

Tactical Actions

(1) Railwalker (**Ca** 7 / TN: 14 / Rg: 6): Place this model into base contact with target Scrap Marker or friendly Construct model.
Express Line: After succeeding, take a **Railwalker** or **Jackhammer Kick** Action.

(1) Vent Steam: Until the beginning of this model's next Activation, all **Sh** and **Ca** Attack Actions taken against models within 4 suffer .

30mm

Jakob Lynch

Like the fates of Malifaux, Jakob Lynch can find himself in incredible good fortune, though more often than not, his luck is sour. Winning the Honeypot Casino was a stroke of good luck that would only end poorly for the young entrepreneur. More used to bringing business to the casino than running it, Lynch quickly found himself in debt to the Ten Thunders.

There was no way he would be able to fight collectors off with just the small pistol he kept, and Lynch knew that he was in too deep. He was ready to throw himself into the river when two men approached him with a strange offer. They would pay his debts for as long as they could use the Honeypot's basement. Unable to pass up such a good deal, Lynch, Mr. Graves, and Mr. Tannen became partners in business.

Eventually, as he knew it would, Lynch's curiosity got the better of him and he slipped down into the basement to see what it was that had changed his business so greatly. That was when his mind was opened to the truth: there was a terrible creature in his basement that was the source of all his success.

Immune to the lure of the Brilliance, Lynch now finds himself caught between the Ten Thunders and the Neverborn, barely able to hold the two at bay. If he has any hope at surviving he may have to dive into even darker places to become the master of his own fate.

JAKOB LYNCH
Master, Living
DARKENED

CACHE 1

Df	Wp	Wd	Wk	Cg	Ht
5	6	10	4	6	2

ABILITIES

Ace in the Hole: When an Ace from this Crew's deck would be placed in the discard pile during another friendly model's Activation, this model may place it in its hand instead after the Action resolves.

None for Me: This model is immune to the Brilliance Characteristic.

Df/Wp (🕮) Hold 'em: If an Attacker cheats an Attack Action against this model, the Attacker suffers 2 damage after resolving the Attack Action.

Infiltration (Darkened): Crews led by this model may hire up to 4 models with the Darkened Characteristic that are not the Crew's declared Faction.

JAKOB LYNCH

ATTACK ACTIONS

(1) Hold Out Pistol (**Sh** 6 / Rst: **Df** / Rg: ⌐8 or ⫻ 2): Target suffers 2/3/4 damage. When declaring a Trigger, this model may discard a card to use the discarded card's suit to declare a Trigger.

- ***Unload***: When damaging, target suffers +2 damage.
- ***Loud Blank***: After succeeding, target gains the **Slow** Condition.
- ***Coated Bullet***: After damaging, the target gains the following Condition until the end of the Turn: "**Under the Influence:** This model has the Brilliance Characteristic."
- ***Salt Rock***: After damaging, target must discard one card.

(1) Play for Blood (**Ca** 8♥ / Rst: **Wp** / Rg: 8): The loser of the duel suffers 2 damage.

- ***Hypocrite***: After succeeding, the target gains the following Condition until the end of the Turn: "**Under the Influence:** This model has the Brilliance Characteristic."

TACTICAL ACTIONS

(0) Mulligan: Discard up to three cards and then draw the same number of cards.

(0) Pay Up: This model flips a card from its deck for each enemy model with the Brilliance Characteristic in play. This model draws all ♥ cards flipped in this way into its hand.

30mm

Ototo

Ototo was born powerful and trained tirelessly to make the most of that prowess. Even before coming from Earthside, he was a gifted fighter, and feared wherever the Oyabun sent him. After crossing the Breach, he found that in addition to his great strength, he could now command the thunder itself. In addition, he has been known to simply laugh away some of his opponents' strongest blows, throwing his mortality into question as well.

Because of his great power, he discarded his name in favor of the title of Ototo, and he has chosen to hide his true face behind a blank mask, becoming little more than an incarnation of everything to fear from the Ten Thunders. Even those who work most closely with him only know him by his taken name, allowing him to blend in with the crowd and move into position unseen.

OTOTO

Henchman, Living, Rare 1

LAST-BLOSSOM

COST 10 CACHE 3

Df	Wp	Wd	Wk	Cg	Ht
5	4	12	5	6	3

ABILITIES

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.

Shove Aside: This model may move through **Ht** 1 and **Ht** 2 models.

Enrage: When this model is reduced to 6 or fewer remaining **Wd**, this model gains +2 **MI** and damage flips caused by its **MI** Actions gain .

Laugh Off: This model may not be moved or pushed by enemy model's Abilities or Actions.

ATTACK ACTIONS

(1) Massive Tetsubo (**MI** 6 / Rst: **Df** / Rg: 3): Target suffers 2/4/5 damage.
Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.
Stagger: The damage flip suffers . After target suffers damage the target gains the **Slow** Condition.

TACTICAL ACTIONS

(0) Just a Flesh Wound (**Ca** 4 / TN: 12 / Rg: -): This model heals 1/2/3 damage.

(2) Flurry: This model may discard a card. If it does, this model may make 3 **MI** Attack Actions with an AP cost of 1 against a single target.

OTOTO

40mm

Kang

Many people equate large size with little intelligence, but that could not be farther from the truth with Kang. He is Mei Feng's most loyal worker on the rail lines, and one of the few who knows her true affiliation with the Ten Thunders. His second loyalty lies with his fellow workers. With just a few words he can alternately inspire courage and inspire the men to work until their arms fall off. Between his motivation and Mei Feng's keen mind the two can accomplish rail line connections faster than anyone else.

While many leaders use their position to shirk manual labor, Kang works harder than any other member of his crew. He wields the largest shovel on any site, digging faster and harder long after many other men have laid down their tools for the night. This has made him very popular with the working men, and he sees this popularity as a duty, not as a reward.

KANG

Henchman, Living, Rare 1

FOUNDRY

COST 9 CACHE 4

Df	Wp	Wd	Wk	Cg	Ht
5	6	9	4	6	2

ABILITIES

Hard to Wound +1: Damage flips against this model suffer .

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.

The Worker's Champion: All friendly models within 6 gain to Attack flips and damage flips against Construct and Undead models.

Rousing Speech: Friendly Living models within 6 are immune to Horror Duels.

ATTACK ACTIONS

(1) Whomping Shovel (**MI** 7 / Rst: **Df** / Rg: 2): Target suffers 3/4/6 damage.
Good Whomping: After damaging, target is pushed 3" directly away from this model.

(1) Hot Coals (**Sh** 5 / Rst: **Df** / Rg: 6): Target suffers 2/2/4 damage.
It Burns!: After damaging, all models damaged gain the **Burning +1** Condition.

TACTICAL ACTIONS

(0) Can't Keep Him Down: This model may spend a Soulstone to heal a number of wounds equal to the Turn number.

KANG

40mm

Yamaziko

Great men and women are rarely created overnight. They are crafted through years of work and behind each student lies an exceptional teacher. Outwardly, Yamaziko appears to be little more than an old woman, one who might need some help getting across that busy Malifaux street. In truth she is the master who trained Misaki, gifted daughter of the Ten Thunders' Oyabun, both in fighting and in honor.

Though she can be deadly with just her bare hands, her weapon of choice is the yari, a long, spear-like weapon that allows her to keep her enemies outside of striking distance. Even at her impressive age, there is still a strength in her bones. The journey into Malifaux can be difficult for one so old, but when the Oyabun asks one to come and put his daughter back in line, there are few options but to obey and even fewer people who are capable of the task.

YAMAZIKO COST 7 CACHE 6

Henchman, Living, Rare 1

LAST-BLOSSOM

Df	Wp	Wd	Wk	Cg	Ht
4	7	8	4	6	2

ABILITIES

Nimble: This model generates 1 additional AP which may only be used to take Walk Actions.

Honorable: This model suffers ⊟ to duels against Peons and gains 🃏 to duels against Masters.

Relentless: This model is Immune to Horror Duels.

Stubborn: Enemy models suffer a ⊟ to the Attack flip of Attack Actions that are resisted by this model's **Wp**.

YAMAZIKO

ATTACK ACTIONS

(1) Yari (**Ml** 5 / Rst: **Df** / Rg: 3): Target suffers 3/3/4 damage.
Sweep: When damaging, this Attack Action deals 3/3/4 instead.

(2) Master Tactician (**Ca** 6 / Rst: **Wp** / Rg: 6): This Action may only target an enemy Leader. Target must discard 2 cards for each of its unrevealed schemes.

TACTICAL ACTIONS

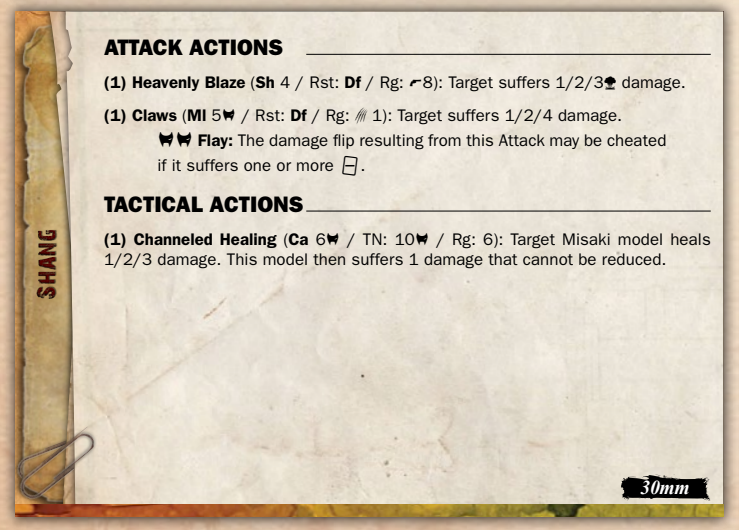
(0) Brace Yari: This model gains the following Condition until it moves, is pushed, or it takes another Action: "**Braced Yari**: Models that target a friendly model within 3" of this model (including this model) with a Charge Action suffer 4 damage."

40mm

Shang

As a child, Misaki was different from others in her cohort. In addition to spending hours a day training under an old martial arts instructor, she was also forced to learn the art of leadership and covert warfare from her father. While other children her age were making up imaginary friends, Misaki was catching glimpses of foxfire from the corners of her eye and told to focus better by both Sensei and Father. It wasn't until she moved through the Breach that her childhood companion was given true form.

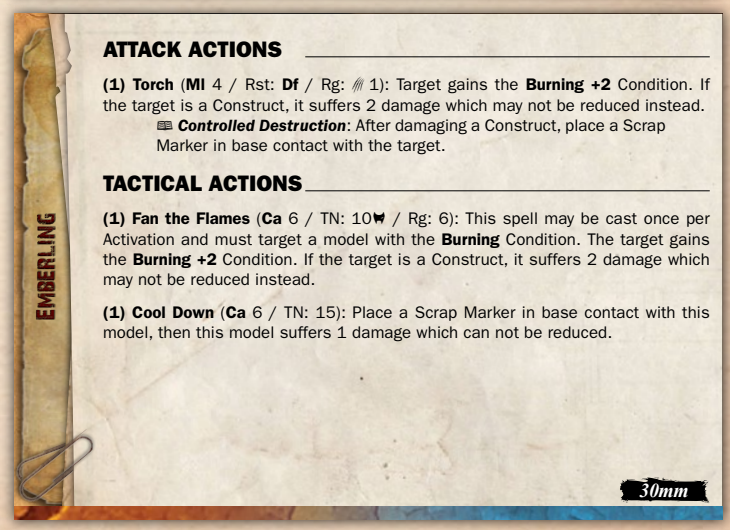
Now Shang follows behind his mistress, a silent guardian, ready to intervene if Misaki should come to harm. He has been known to attack Misaki's enemies, but years of watching her train has tempered his natural protective instincts since he can trust her to handle nearly any assault. Instead, Shang brings healing in the rare moments where an enemy has landed a blow.



Emberling

Mei's affinity for the forge fire goes beyond simple curiosity. She can use it to bend metal and create creatures like the Metal Gamin, but she can also control it in a more direct fashion. At her will, the embers that are fueling a forge will gather together and rise up in a vaguely humanoid form. This Emberling will follow her around, holding its heat for hours until she has discovered what task she has in store for it. At times she will just have it draw close to warm something up, though other times, she may have it completely relocate, losing its form to power some machine or creation.

No matter what her command, this fiery creation will follow her with blind loyalty, aware that it is through her that it has been given life and for her purposes that it will burn itself into little more than ash.



Hungering Darkness

Before the Breach opened, there were many powerful creatures, and the Hungering Darkness was one of them, though it had a different name then. During the great raid, when many other powerful creatures were confined, the Hungering Darkness's penchant for privacy allowed it to escape. Centuries later, two Neverborn happened upon its debilitated form and realized that with such a great power restored, they would find strength by proximity.

The Neverborn took on disguises, and they found a home for the Hungering Darkness in the basement of Jakob Lynch's Honeypot Casino. When Lynch showed a remarkable immunity to its Brilliance, the Hungering Darkness realized that he was the perfect candidate to become its vessel. It is now engaged in a dangerous gambit to spread its addictive Brilliance by giving Lynch control over its manifestation.

HUNGERING DARKNESS — COST 0 — CACHE 5

Henchman, Totem (J. Lynch), Rare 1

DARKENED, SPIRIT

Df	Wp	Wd	Wk	Cg	Ht
3	6	7	6	6	3

ABILITIES

Terrifying (Living) 12: Enemy Living models must make a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

The Real Power: When this model is selected as the Crew's Leader, it loses the Totem (J. Lynch) characteristic.

Incorporeal: This model ignores, and is ignored by, other models and terrain during any movement or push. Reduce all damage this model suffers from **Sh** and **Ml** Attack Actions by half.

HUNGERING DARKNESS

ATTACK ACTIONS

(1) Tendrils (**Ca** 6 / Rst: **Df** / Rg: 3): Target suffers 2/4/6 damage. This Attack Action and the damage flip gain against targets with the Brilliance Characteristic.

- ***Drain***: After damaging, this model heals 2 damage.
- ***A Sliver Remains***: After damaging, the target gains the following Condition until the end of the Turn: "**Under the Influence:** This model has the Brilliance Characteristic."
- ***Envelop***: While damaging, deal 4/5/7 damage instead.

(1) Heed My Voice (**Ca** 7 / Rst: **Wp** / Rg: 8): This Action gains against targets with the Brilliance Characteristic. Target enemy non-Leader model immediately performs a (1) Action chosen and controlled by this model's controller. The target considers this model friendly for the duration of the Action.

- ***You are Mine***: If the target model has the **Under the Influence** Condition, that Condition is not removed until the end of the game.

TACTICAL ACTIONS

(0) Consume Brilliance: This model heals 1 damage for each model within 6 with the Brilliance Characteristic. Then, all models with the Brilliance Characteristic within 6 must make a TN 13 Horror Duel.

50mm

Dawn Serpent

Earth has its monsters too, and the Dawn Serpent is one such creature. Extremely rare, only the wealthiest patrons can afford to keep a Serpent in captivity, and its training is a highly specialized process. However, a few have been imported into Malifaux by the Ten Thunders, and one has even escaped captivity to freedom in the sky of the badlands.

Dawn Serpents can be up to eight feet in length, and their fangs can grow longer than a hand's width. Lined with thick scales, it is no simple matter to injure, let alone kill them, even if an enemy is allowed to draw close. They draw on the natural energies inherent in Malifaux to become stronger, and some of the rumors are true: they can breath fire and they are not afraid to use this ability against anyone they perceive to be a threat.

Dawn Serpent

Minion, Living, Rare 1
BEAST

Cost 10

Df	Wp	Wd	Wk	Cg	Ht
5	6	10	6	6	2

Abilities

Flight: This model is immune to falling damage and may ignore any terrain or models while moving.

Counterspell: Enemy **Ca** Actions which target this model lose all suits printed in the **Ca** for the duration of the Action.

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.

Attack Actions

(1) Fangs (**Ml** 7 / Rst: **Df** / Rg: 2): Target suffers 2/4/5 damage and gains the **Poison +2** Condition.

(1) Breathe Fire (**Sh** 7 / Rst: **Df** / Rg: 8): Target suffers 2/3/4 damage.
Ignite: After damaging, the target gains the **Burning +1** Condition for each in the final duel total.

Tactical Actions

(0) Calls Unto the Chi (**Ca** 5 / TN: 12): This model heals 1 damage for each model with a **Ca** Action within 6.

Dawn Serpent

40mm

Fuhatsu

Born of one of the more high-ranking noble families in the Three Kingdoms, Fuhatsu was one of the most respected warriors of the Ten Thunders. His voice resonated across the battlefield, filling his warriors with conviction. The very sight of him instilled courage in those who were honor bound to him. And his blade spelled death for his enemies.

At least, until the accident. His retainers still prep him for combat as best they can, listening to his wishes out of respect for the deeds of the past. Or, perhaps, because it is difficult to tell an enraged giant with a gattling gun no. Either way, Fuhatsu is accompanied into battle with loyal servants who do their best to protect their lord, bring honor to his family... and keep his pants on.

Fuhatsu

Henchman, Living, Rare 1

Cost 10
Cache 3

Df	Wp	Wd	Wk	Cg	Ht
4	5	8	4	-	3

Abilities

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Hard to Wound +1: Damage flips against this model suffer .

Braced: This model is immune to movement and push effects that are not caused by this model taking a Walk Action.

Relentless: This model is Immune to Horror Duels.

Attack Actions

(1) Steam Gatling Burst (**Sh** 6 / Rst: **Df** / Rg: 12): Target suffers 2/5/6 damage. This Action's Attack flip gains .

(2) Steam Gatling Sweep (**Sh** 6 / Rst: **Df** / Rg: 12): Target suffers 2/5/6 damage. This Action's Attack flip gains , and may not be cheated.
Sweeping Fire: After damaging, immediately take this Action against a different target which was not targeted by this Action during this Activation.

Tactical Actions

(0) Juggernaut: This model may discard a card to heal 1/2/4 damage.

(1) Madman With a Gattling Gun (**Ml** 6 / Rg: 3): All enemy models in range must make a TN 17 **Wp** duel or be pushed 3" away from this model.
Fools!: After succeeding, if this model is not engaged, immediately take a Steam Gattling Burst Attack Action against a model which was pushed by this Action during this Activation.

Fuhatsu

50mm

Monk of Low River

There once was a monastery where boys were trained to use the body's weaknesses against itself. At the age of ten, a boy would know dozens of ways to kill. The name Monks of High River would strike fear. While many questioned the need for such murder, there was one who acted.

Nameless for the rest of days, this monk saw a different path. Even with his resolve, he waited, biding his time until he was an established instructor. Then he took those students loyal to him and moved to a location further down the mountain, building a new monastery.

In time, the Monks of Low River became symbols of peace and healing. Non-violent protectors of the common man who would stride through a battle bringing succor to the wounded. Many of these monks choose to make the pilgrimage to Malifaux, where their skills are needed.

MONK OF LOW RIVER

Minion, Living, Rare 3

COST 4

Df	Wp	Wd	Wk	Cg	Ht
5	5	5	5	-	2

ABILITIES

Stand Ground: This model does not need to discard a card when taking Defensive Stance Actions.

Rapid Waters Timeless Voice: When this model succeeds with a disengaging strike, it gains the **Defensive +1** Condition.

Reading the Wind: The first time that this model takes the Focus Action during its Activation it gains an additional **Focused +1** Condition.

Brutal Sensei: This model is immune to the **Burning**, **Poison**, and **Slow** Conditions.

MONK OF LOW RIVER

ATTACK ACTIONS

(1) Over The Pebbles (**MI** 7 / Rst: **Df** / Rg: ⫻ 1): Target removes one Condition of this model's choice.

TACTICAL ACTIONS

(0) Calls Unto the Chi (**Ca** 5 / TN: 12): This model heals 1 damage for each model with a **Ca** Action within ⟮r⟯6.

30mm

Oiran

Often, it is only the strongest warriors who are noticed, but sometimes the most powerful weapon is knowledge. When the Ten Thunders sent their skilled fighters into Malifaux, they were putting their men and women into position to strike, ready to reveal their true affiliations when the time was right. When they sent their Oiran into Malifaux it was to determine when the moment was ripe.

On the surface, these women appear of be of little threat. They are trained in the art of coercion rather than warfare. Information garnered is sent back to "The Dragon," allowing him to paint a picture of alliances and positioning within the City. In this way, the Ten Thunders have placed their thumb on Malifaux's pulse, knowing not only what can be seen on the surface, but also the secret plans and angles of many of its influential residents.

OIRAN — COST 5

Minion, Living, Mercenary

LAST-BLOSSOM, SHOWGIRL

Df	Wp	Wd	Wk	Cg	Ht
5	6	6	5	8	2

ABILITIES

Appealing: Other friendly Living models within ❶4 of one or more models with this Ability gain +1 **Wp**.

Disguised: This model may not be the target of the Charge Action.

Reading the Stone: The first time that this model takes the Defensive Stance Action during its Activation it gains an additional **Defensive +1** Condition.

ATTACK ACTIONS

(1) Concealed Weapon (**MI** 5🗡 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/4 damage and gains the **Poison +1** Condition.

🗡📖 ***No Witnesses***: After succeeding, the target gains the following Condition until the end of the Turn: "**Unbeknownst**: This model may not declare Showgirl models as the target of its Attack Actions."

(2) Assassin's Gift (**MI** 6🗡 / Rst: **Df** / Rg: ⫻ 1): Target suffers 1/2/4 damage.

🗡 ***Flutter***: After damaging, take this Action again against the same target, this Attack suffers **MI** -1. This Trigger may only be declared if the Attack which triggered it is **MI** 2 or higher.

(1) Lure (**Ca** 8🗡 / TN: 12✕🗡 / Rst: **Wp** / Rg: 18): Move target model its **Wk**. The target must end the move as close to this model as possible.

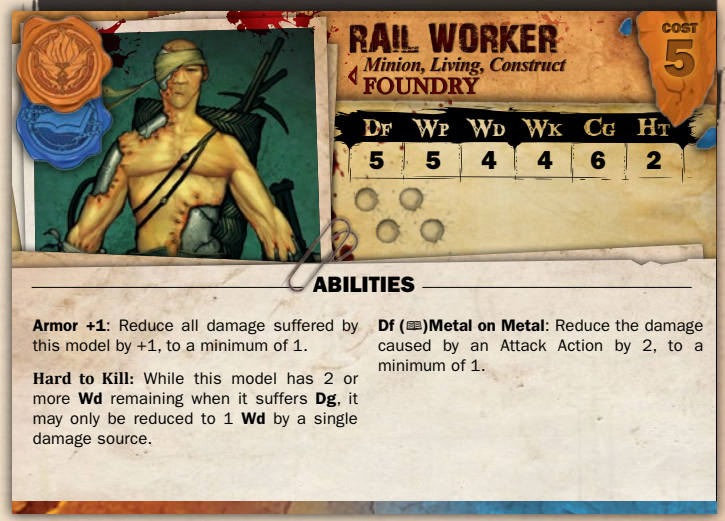
OIRAN

30mm

Rail Worker

Working on the rail is one of the most dangerous jobs in Malifaux. When a worker loses an arm or a leg, the Guild usually offers to loan them the money for a replacement. Before Mei Feng arrived, an injured person had little option but to place themselves in a Guild debt so steep there was rarely a chance they could clear it.

After her arrival, they found that in return for little more than their loyalty, they could have a new limb that would be more like the one they lost than the ones offered by the Guild. Word spread quickly about this new alternative, but there was little the Guild could do to stop the practice, since every member taking part was a member of the Miners and Steamfitters Union and Mei Feng was breaking no laws. Now she has earned a loyal following in her fellow workers that will be difficult to break.



RAIL WORKER — COST 5

Minion, Living, Construct

FOUNDRY

Df	Wp	Wd	Wk	Cg	Ht
5	5	4	4	6	2

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

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.

Df (📖)Metal on Metal: Reduce the damage caused by an Attack Action by 2, to a minimum of 1.

ATTACK ACTIONS

(1) Replacement Limbs (**MI** 5🗡 / Rst: **Df** / Rg: ⫻ 2): Target suffers 2/4/5 damage.

🗡 ***Pin***: After damaging, target gains the following Condition until the end of Turn: "**Pinned:** This model may not move or be pushed."

(0) Shovel Faster! (**Ca** 5 / TN: 10 / Rst: **Df** / Rg: ⌐5): Target suffers damage equal to the value of its **Burning** Condition.

TACTICAL ACTIONS

(0) Implacable Assault: This model may discard a card to gain the following Condition until the end of the Turn: "**Implacable:** This model gains 🃏 to all **MI** Actions and damage flips caused by its **MI** Actions."

RAIL WORKER

30mm

The Illuminated

Brilliance will bring a person great joy, but it is more than a drug. It is a substance formed by the magic of the Hungering Darkness. When a person first gets a taste, his mind begins to wander and he is left shivering with pleasure. After a point, there is so much Brilliance built up in his body that he begins to have some control over it, though it also takes more and more of the drug to bring him back to euphoria, quickly sending him into a downward spiral.

There is a brief time between the first taste and total depletion that a person can use the Brilliance to effect changes within his body: replacing his limbs with weapons. These men and women have been so consumed that they are the servants of the Hungering Darkness, willing to do anything for the chance to feel the Brilliant euphoria again. By the time the Darkness is done with them, there is little of their human self left.

THE ILLUMINATED

Minion, Living

BRILLIANCE, DARKENED

COST 7

Df	Wp	Wd	Wk	Cg	Ht
5	6	7	5	8	2

ABILITIES

Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.

Regeneration +1: When this model Activates it heals +1 damage.

Terrifying (Living) 10: Enemy Living models must make a TN 10 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

THE ILLUMINATED

ATTACK ACTIONS

(1) Hardened Brilliance (**MI** 6 / Rst: **Df** / Rg: 2): Target suffers 2/4/5 damage. This Attack deals +2 damage to models with the Brilliance Characteristic.

Flay: The damage flip resulting from this Attack may be cheated if it suffers one or more .

(1) Scintillating Cloud (**Sh** 5 / Rst: **Df** / Rg: 8): Target suffer 2/4/5 damage.

Filled with Stars: After damaging, place a 30mm Brilliance-Cloud Marker in base contact with the target. While models are within 1 of this Marker they have the Brilliance Characteristic. Remove all Brilliance-Cloud Markers at the end of the Turn.

TACTICAL ACTIONS

(0) Brillshaper (**Ca** 5 / TN: 10): This model heals 1/2/3 damage.

30mm

Thunder Archer

Within the Three Kingdoms, it is only the most powerful and high-ranking men and women who are allowed to carry firearms, making archery a highly-valued skill. Never known to be lacking in the best of anything, the Ten Thunders have their own elite crew of archers, whose skill is nearly legendary. Given a situation, they can fire a single shot or a hail of arrows, whichever is necessary to accomplish the Oyabun's goals.

Ten Thunder Archers hide their faces beneath a wide metal helmet that can serve them doubly as a shield. Engraved into the hat is the symbol of an eye. Though much of the meaning is lost in current times and is all but unknown Breachside, seeing the eye was purported to be a sign of good luck: only the living gazed upon the eye, for if the eye turned its attention on you, it was only because you had passed beyond the mortal coil.

THUNDER ARCHER

Minion, Living

COST 7

DF	WP	WD	WK	CG	HT
4	5	5	5	8	2

ABILITIES

Threading the Needle: This model may ignore other models when determining LoS. In addition, this model does not randomly determine its target when firing into an engagement.

DF (🗡)Leap Aside: After an Attack Action fails against this model, push this model up to 5" in any direction.

Reading the Wind: The first time that this model takes the Focus Action during its Activation it gains an additional **Focused +1** Condition.

THUNDER ARCHER

ATTACK ACTIONS

(1) Blessed Longbow (**Sh** 6 / Rst: **Df** / Rg: ⌐12): Target suffers 2/3/4 damage.
- ⚔ ***Karimata Arrowheads***: After damaging, the target gains the **Slow** Condition.

(2) Hail of Hachinosu (**Sh** 6 / Rst: **Df** / Rg: ⌐12): Target suffer 2/3💀/4💀💀 damage. This Attack Action does not require LoS, but cover applies as normal.

TACTICAL ACTIONS

(2) Rapid Fire: This model may discard a card. If it does, this model may make 3 **Sh** Attack Actions with an AP cost of 1 against a single target.

30mm

Torakage

For years, families within the Three Kingdoms practiced a form of warfare that was rife with rules and honor. The Torakage were men and women who worked outside of those traditions. Soon the families realized that there were few other options but to give in to the disgrace of their opponents and the honor of the kingdoms was forever twisted. In time, these assassins fell to the wayside as trade agreements and politics became favored weapons.

There is one man who still keeps a few Torakage on his payroll, and that is the Oyabun of the Ten Thunders. Earthside, their missions are few and secret, but Breachside they are given much looser rein. Well-trained in many different weapons, they are the faceless demons which stalk the night, bringing terror to any who have offended the Oyabun.

TORAKAGE

Minion, Living, Mercenary
LAST-BLOSSOM

COST 6

DF	WP	WD	WK	CG	HT
6	6	6	6	6	2

ABILITIES

One in the Crowd: **Sh** Attack Actions against this model suffer ⍈ when it is within 3" of one or more other models.

Agile: This model is immune to disengaging strikes.

Works Best Alone: This model gains 🎲 to the Attack and damage flip of its **MI** Attack Actions when it is not within 3" of one or more other friendly models.

TORAKAGE

ATTACK ACTIONS

(1) Ten Weapons of Wxu-Shu (**MI** 5 / Rst: **Df** / Rg: ⫻ 2): Target suffers 1/3/5 damage.
- 🗡 ***Relocate***: After damaging, place this model anywhere in base contact with the target.
- ⚔ ***Poison Coated***: After damaging, target gains the **Poison +1** Condition.

(1) Shuriken (**Sh** 5🗡 / Rst: **Df** / Rg: ⌐8): Target Suffers 1/2/3 damage.
- ⚔ ***Poison Coated***: After damaging, target gains the **Poison +1** Condition
- 🗡 ***Leaf Steps***: After resolving, push this model up to 3" in any direction.

TACTICAL ACTIONS

(2) Rapid Fire: This model may discard a card. If it does, this model may make 3 **Sh** Attack Actions with an AP cost of 1 against a single target.

30mm

Samurai

There are many warriors who work for the Ten Thunders, but the Samurai owe their allegiance to the elusive power known only as "The Dragon." They are his military arm within Malifaux, and are the honored soldiers of the Ten Thunders.

Often serving as pillars of strength in large battles, their armored forms will draw the attention of their enemies, allowing their allies a chance to strike. If they do engage in combat, they have their trusty Daito at their side, ready to strike through their enemy's armor and cleave straight through to their bone.

Each trained Samurai, in addition to his blades, has a Gatling gun on a shoulder-sling braced to his armor. The steam mechanisms of this weapon are far from stable, and the Samurai have been slow to adopt them into their combat. Instead they prefer to use the weapon to intimidate enemies to close into charge range.

SAMURAI
Enforcer, Living

COST 8

Df	Wp	Wd	Wk	Cg	Ht
5	4	6	4	6	2

ABILITIES

Armor +2: Reduce all damage suffered by this model by +2, to a minimum of 1.

Stand Ground: This model does not need to discard a card when taking Defensive Stance Actions.

Reading the Wind: The first time that this model takes the Focus Action during its Activation it gains an additional **Focused +1** Condition.

SAMURAI

ATTACK ACTIONS

(1) Daito (**MI** 6 / Rst: **Df** / Rg: 1): Target suffers 2/3/5 damage. This Action ignores **Armor**.

Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.

Twist the Blade: The damage flip gains .

(1) Shoulder Gatling (**Sh**: 5 / Rst: **Df** / Rg: 14): Target suffers 2/3/4 damage. This Action's Attack flip gains . If this Attack Action fails and it was taken during this model's Activation, this model suffers 4 damage ignoring **Armor**.

Walking Fire: After damaging, immediately take this Action against a different target.

TACTICAL ACTIONS

(2) Run Through: Push this model up to 4" in any direction, then perform a (1) **MI** Attack Action. After resolving the Attack and any Triggers, push this model up to 3" in any direction.

30mm

General Ten Thunders Upgrades

Servant of 5 Dragons

Cost: 1 SS

This model increases its **Wp** by 1.

This model gains the following Ability:

Cleanse the Earth: At the start of this model's Activation, it may discard this Upgrade to discard all Scheme Markers in (↑)3.

Restrictions

Rare 3

Broken Promises

Cost: 2 SS

This model gains the following Ability:

Betrayal: This model may discard this upgrade at the start of its Activation to gain the following Condition for the remainder of the Turn: "**Betrayal:** Enemy models targeting this model with an Action suffer −1 to all duels for the remainder of the Action."

Restrictions

Master or Henchman, Rare 2

Dragon Stone

Cost: 1 SS

This model gains the follow Ability:

Echo of Souls: When this model is targeted by an Action it may spend a Soulstone and flip a card to increase its **Df** and **Wp** for the remainder of the duel. If a 0-5 is flipped the model gains +1, if a 6-10 is flipped the model gains +2, if an 11 to 14 is flipped the model gains +3. This may not increase the model's **Df** or **Wp** above 8.

This model gains the following Tactical Action:

(0) Dragon Call: This model may discard this Upgrade to gain the **Focused +1** Condition.

Restrictions

Leader

Misdirection

Cost: 2 SS

This model gains the following Ability:

Df (🛡) Misdirection: After an Attack from an enemy model succeeds against this model, target model within 2" of this model must discard two cards or suffer the effects of the Attack Action instead of this model. The model which Attacked this model may not be the target.

Restrictions

Leader

RECALLED TRAINING

COST: 1 SS

- This model gains the following Ability:

  Recalled Training: At the start of this model's Activation, this model may discard this Upgrade to gain + to all flips for the remainder of this Turn.

RESTRICTIONS

Rare 3

Last Blossom Upgrades

Disguise

Cost: 2 SS

- Misaki gains the following Ability:

  Disguised: This model may not be the target of the Charge Action.

Restrictions

Misaki, Limited

Cutpurse

Cost: 1 SS

- Misaki gains the following Attack Action:

  (1) Pilfer (**Ca** 5 / Rst: **Df** / Rg: 2): If target model is the enemy Crew's Leader, it must discard 1 Soulstone, and this model adds 1 Soulstone to its Soulstone Pool.

- Misaki's **Bisento** Attack Action gains the following Trigger:

  Cutpurse: After damaging, take a **Pilfer** Action against the target.

Restrictions

Misaki

Untouchable

Cost: 1 SS

- This model gains the following Ability:

  Flickering Bisento: This model does not need to discard a card when taking Defensive Stance Actions.

  Save Face: Friendly models within 8 who fail a Horror Duel may suffer 1 damage to count as succeeding on the Horror Duel instead. This damage cannot be reduced.

Restrictions

Misaki

Stalking Bisento

Cost: 2 SS

- This model gains the following Ability:

  Stalking Bisento: This model may treat **Bisento** Attack Actions as a (0) AP Action when taken against models with the **Stalked** Condition. If the target has the **Stalked** Condition, this model's **Bisento** Action gains + to the Attack and damage flip.

- This model gains the following Tactical Action:

  (0) Stalk: This model may discard a card. If it does, target enemy model within LoS gains the following Condition until this model takes this Action again: "**Stalked**: At the end of any Activation in which this model took a Walk or Charge Action, one opposing model with the **Stalk** Action may take a Walk Action that must end the move as close to this model as possible."

Restrictions

Misaki, Limited

SMOKE & SHADOWS

Cost: 1 SS

- All friendly Last Blossom Minion models may take the following Tactical Actions:

  (2) Shadow Stride (**Ca** 5 / TN: 11 / Rg: -): Bury this model. At the end of the Turn, unbury this model within 6" of a friendly model. If no friendly models are in play, this model is killed.

  (1) Smoke Bombs (**Ca** 5 / TN: 13 / Rg: 3): Place two 50mm Smoke Markers touching this model, and not touching any other models or Markers. These Markers are **Ht** 5 Blocking Objects that are removed at the end of the Turn.

  Vanish: After placing the Smoke Markers, this model may take a **Shadow Stride** Action, This Action gains +2 **Ca**.

RESTRICTIONS

Last Blossom, Rare 1

CALL THE THUNDER

Cost: 1 SS

- Ototo gains the following Tactical Action:

  (0) Thunder-strike: Enemy models within (Y)3 must succeed on a **Wk** 12 Duel or gain the **Slow** Condition.

- Ototo gains the following Trigger to his **Massive Tetsubo** Action:

  Battering Blows: When damaging, deal +2 damage to models with the **Slow** Condition.

RESTRICTIONS

Ototo

Foundry Upgrades

Thunderous Smash

Cost: 1 SS

- Mei Feng's **Jackhammer Kick** gains the following Trigger:

  Thunderous Smash: After damaging, push all models engaged with this model 3" directly away from this model. Discard all Scheme, Corpse, and Scrap Markers within 3" of this model.

Restrictions

Mei Feng

Seismic Claws

Cost: 1 SS

- Mei Feng's **Tiger Claw** gains the following Triggers:

  Tremors: After damaging, push damaged model 3" away from this model. Then take a **Tiger Claw** Attack Action against another target.

  Roiling Ground: After damaging, push the target model 2" away from this model. Then, take a **Jackhammer Kick** Attack Action against the target (if it is within range).

Restrictions

Mei Feng

Price of Progress

Cost: 1 SS

- Mei Feng gains the following Ability:

  Price of Progress: After this model kills or sacrifices a model, draw a card and heal 1 damage.

Restrictions

Mei Feng

Vapormancy

Cost: 1 SS

- Mei Feng gains the following Attack Action:

  (1) Scalding Breath (**Ca** 7 / TN: 14 / Rst: **Df** / Rg 3): Target suffers 2/2/4/4 damage.

  It Burns!: After damaging, all models damaged gain the **Burning +1** Condition.

- Mei Feng's **Tiger Claw** and **Jackhammer Kick** gain the following Trigger:

  Pressurized Vent: After succeeding, take the **Vent Steam** Action.

Restrictions

Mei Feng

PEOPLE'S CHALLENGE

Cost: 2 SS

- Kang gains the following Tactical Action:

  (1) Taunt: Target model within 6" gains the following Condition: "**Taunted:** This model must Succeed on a **Wp** 13 duel when targeting any model that does not have the **Taunt** Action, or the Action fails."

- Kang gains the following Ability:

  Df "You Can Try...": After an **MI** attack fails against this model, this model deals damage 3/4/6 to the Attacker. This damage flip receives a .

RESTRICTIONS

Kang

HARD WORKER

Cost: 1 SS

- Friendly Foundry models within LoS gain the following Ability:

  Shapes in the Steam: This model ignores effects and Markers when drawing LoS.

- Friendly Foundry models within LoS gain the following Tactical Action:

  (0) Precise Assault: This model may discard a card to gain the following Condition until the end of the Turn: "**Precise:** Damage caused by this model ignores **Armor** and **Hard to Wound**."

RESTRICTIONS

Foundry, Rare 1

Darkened Upgrades

The Rising Sun

Cost: 2 SS

- Jacob Lynch gains the following Abilities:

Eternal Darkness: When a friendly Hungering Darkness model in play is killed (not sacrificed), it is not killed. Instead, bury the Hungering Darkness model. Remove all Conditions and heal all damage on the Hungering Darkness model.

Slave to Darkness: When an enemy model with the Brilliance characteristic is killed within 6", this model may unbury a Hungering Darkness into base contact with the model before it is removed.

Restrictions

Jacob Lynch, Limited

Expert Cheater

Cost: 2 SS

- Jacob Lynch gains the following Abilities:

Expert Cheater: Any friendly model within this model's LoS may Cheat Fate with the card face down. The card is revealed before declaring Triggers, but after the opponent has cheated (or chosen not to cheat).

Df (🐱) "Squeal!": After this model is damaged by an enemy **MI** Attack Action, Push this model 4" away from the Attacker.

Restrictions

Jacob Lynch

Wanna See a Trick

Cost: 1 SS

- Jacob Lynch gains the following Ability:

52 Pickup: At the end of this model's Activation, this model may reveal any number of Aces from its hand. If it does so, the revealed Aces and this model's discard pile are shuffled into this model's Fate Deck. After shuffling, target model with the Brilliance Characteristic within 6" suffers 2 damage for each Ace revealed in this way.

Restrictions

Jacob Lynch

Woke Up With a Hand

Cost: 2 SS

- Jacob Lynch gains the following Ability:

Woke Up With A Hand: When this model Activates, if all other friendly models have Activated during the Turn, this model draws 2 cards.

- Jacob Lynch gains the following Attack Action:

1) Final Debt (**Ca** 7🐱 / TN: 11🐱 / Rst: **Df** / Rg 10): Target model with the Brilliance Characteristic suffers an amount of damage equal to the number of cards in this model's controller's hand.

Restrictions

Jacob Lynch

ENDLESS HUNGER

COST: 2 SS

- Friendly Hungering Darkness models in this Crew gain the following Ability:

  Casting Expert: This model generates 1 additional AP, this AP must be used for **Ca** Actions.

- Friendly Hungering Darkness models in this Crew replace their **Terrifying (Living) 12** Ability with the following Ability:

  Terrifying (All) 12: Enemy models must make a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.

RESTRICTIONS

Jacob Lynch, Limited

ADDICT

COST: 1 SS

- Friendly Darkened Minion models within LoS of this model gain the following Ability:

  Devouring Need: This model gains + on Attack Actions and damage flips against models with the Brilliance Characteristic.

RESTRICTIONS

J. Lynch or Hungering Darkness, Rare 1

A Day in the Korps

Katja Vanderhel eased the hammer back on her clockwork pistol as she inched toward the doorway. Under the tight leather and metal of her Freikorps armor sweat was pooling in the small of her back and making her flesh prickle with its heat. It had already been a long morning and she could feel fatigue setting into her tired muscles after hours of climbing through the ruins of the Quarantine Zone over broken masonry and uneven ground. Glancing over her should she could see the other members of her squad crouched against the building's crumbling stone wall, the hazy light of the morning sun and the green-tinged lenses of her mask making them look like faded images on an old photograph.

Like her, each and every one of them was here to prove themselves worthy of the Freikorps, Von Schill's cadre of elite mercenaries and about the best funded private army this side of the Great Breach. Katja had first heard about Von Schill when she was still Earthside, fighting for the Kingdom in the Caucuses and risking her life for a handful of gold and the promise of the King's goodwill. Rumor had it that Von Schill had come to Malifaux to aid the Guild in their on-going war for control of the city, but that for some reason he had fallen out with the Governor. Quickly adapting to the unique environment and business opportunities that Malifaux presented, Von Schill and his Freikorps had become a force for hire, accepting almost any contract provided the pay was right. In no time at all it seemed the old soldier had made a name for himself, and the ranks of the Freikorps swelled, drawing able fighters and specialists from across the city and beyond.

Soldiers like Katja Vanderhel, the third daughter of a Baltic Duke and eager to prove herself. She had already been considering crossing the Breach and seeking her fortune before she learned of the Freikorps, but the stories of Von Schill as well as her father's refusal to grant her a post in his army (because of her gender rather than anything to do with her skill) was all the extra motivation she needed. Of course, getting together the coin for a trip to Malifaux and then tracking down Von Schill had been the easy part. Now here she was, given a day to prove her skill to the Korps, and earn a place in their ranks.

At least her previous training and natural ability to command had made her the logical choice to lead the squad, the other members more suited to their specialist tasks rather than overly using their brains. Unfortunately, it also meant that Katja felt doubly responsible for the recruits' success today, and that they get it right.

Focusing once again on her surroundings, Katja considered the door and what lay beyond. They had been tracking the Resurrectionists for several hours, following them back to their lair from what must have been some nefarious nighttime activities. The leader in the top hat with the wild hair had been having a long winded (and one sided) conversation with his undead charges, most of which looked to have once been working girls of one kind or another.

Von Schill had made it clear in their briefing that the Resurrectionists posed the most serious threat to the Freikorps base, hidden as it was deep within the Quarantine Zone, both sides locked in back and forth struggle to control the ruins. Katja could already sense that familiar feeling of stubbornness setting in as she prepared her squad to move into the lair; the same one which had estranged her from her father and ensured her only brief relationships with the opposite sex. She was the equal of any man on the battlefield and she would prove it, or die trying.

Clayton Burns looked up from where he was crouched at the squad leader and decided that he didn't mind one bit how that Freikorps uniform clung to her body. He didn't have a problem following a woman, even one that looked like Vanderhel, but he knew plenty of men that did. Of course Clayton had been washed out of the Free Republic army and sent out west precisely because he couldn't follow orders, from a woman or a man, so gender didn't really factor too much into his thinking. In a lot of ways Malifaux reminded him of the Far West; not so much this ruined ancient city, but certainly the bits outside it. He liked the sense that it was far from anywhere, and that much of the time the law came down to the pistol you

carried on your hip. He had not set out for Malifaux to join the Freikorps, rather he had come here like most folks, to escape their past, or people from their past which were trying to find them. It was only when he stepped off the train and heard the tales of the Freikorps that he decided to join, reckoning he would rather sell his soldiering skills to a decent mercenary outfit rather than whore them out to the Guild for a pittance.

He was also a surprisingly good shot with a longarm. Just like his pa used to say, "everyone gets one gift," and it seemed being able to shoot was his. He had also spent a good amount of time living with the Far West tribes, living off the land and hunting, skills which Von Schill and his crew seemed happy to put to the test. However, it did mean at this particular time that Katja's gestures to move up and take a look were largely directed at him, the designated trapper of their group.

He spared a quick look behind him at the other two members of their squad, the rotund Joshua Daye, his bulk straining against the seams of his armor, and the slight Jayanne Daye mostly obscured by Joshua. Brother and sister if his brief conversation with them was to be believed. He made a face as if to show his reluctance to be the first into the ruin, but hidden under his mask its effect was lost on them, as was any response they might have had to it on him. Carefully picking up his hunting rifle, Clayton edged past Katja, giving her a nod, and eased himself though the doorway and deeper into the ruin, wondering just why he was making such an effort to join the Freikorps – was it for the money, or was it for the prestige? Perhaps it was simpler than both those and he was doing it for an attractive young woman in a tight fitting suit of armor.

Joshua Daye rose to his feet with a creak of armor as his sister did the same behind him, closing the gap between their position and Katja now that Clayton had left to scout ahead. He carried the standard Freikorps clockwork pistol and hunting knife, given to him to complete his training, the same as his sister, though she aspired to more than just being another grunt in Von Schill's army. In fact it was because of his sister and her special gifts that he was here. Coming though the Great Breach touched everyone in different way, some small, some large, and often it 'changed' them from the people they were Earthside. For Joshua the Breach was merely an uncomfortable crawling sensation and a moment of prickling pain, all gone before he had even really started to register it. For his sister it had been something else entirely, something which had awoken a gift in her for looking into the future. Always possessed of an uncanny intuition, Jayanne could now genuinely pull facts and secrets out of the air she had no earthly business knowing. It meant she would be a threat to the Guild unless she bowed down to their authority, something neither of them wanted to do, and even then people with such gifts often disappeared. The other option was to join someone with the clout to keep them safe from the Guild, and Joshua had settled on the Freikorps and the relative safety of the Quarantine Zone to keep them hidden from the gaze of the Guild. The only catch was that first they had to pass Von Schill's test and earn their place, proving that they could uphold the good name of the Korps and earn coin for their new boss.

Joshua moved close enough to Katja so his whisper might not be overheard by any nearby.

"What's the play here, boss?"

She regarded him for a second with a pair of green lenses, her face unreadable under her mask.

"Clayton is going to see where the hatter and his girls are, then you and I will go in and take him out while Clayton and Jayanne cover our flanks and get any stragglers."

Joshua gave a quick nod and moved back into position,

preparing himself for the fight to come.

Katja eased up to the door and peered around the corner. It took a moment for her to see him, but after a moment she spied Clayton sheltering in the shadows nearby. He held up three fingers and then pointed toward the room just beyond where they were hiding, finishing the gesture with what she assumed was his best attempt at miming wearing a top hat. She waved Joshua forward and then motioned for Jayanne to find a good spot to cover them before creeping toward the entrance to the room Clayton had identified. With Joshua at her side they flanked the doorway, readying their pistols before ducking in, guns raised high. In the gloom ahead she could make out the shape of the hatter and several of his undead minions, the stench of death heavy in the air. Even as she leveled her gun at the shape of the man in the top hat she realized something was wrong, that briefest of moments when reality comes crashing down and everything suddenly jumps into focus.

The hatter was a dummy, so were the undead girls positioned near him. About the same size and shape as the figures she had seen walk in and wearing their clothes, but lifeless and inert. She opened her mouth to scream a warning to Joshua and the rest of the squad but was brought up short by the cold presence of a gun barrel pressed into the back of her head.

"Bang, you're dead," Whispered a voice from behind her.

Bright light suddenly filled the room and she could see other Freikorps standing around with their guns trained on her and her squad, among them the familiar wiry form of Von Schill himself. With a deep sigh Katja pulled off her mask and let her hair spill out down her back in a tangled blonde mess. Looking around she could see that in addition to the Freikorpsmann that had pointed his gun at the back of her head another had Joshua covered, and doubtless there were others covering the rest of her squad. Finally she looked at Von Schill, the deep lines on his face made deeper by the stern expression he wore.

"You walked right into the trap Ms. Vanderhel, expecting one foe and finding another. As part of the Freikorps you need to be prepared for anything. These are not the ancient battlefields of Europe upon which you tread, but new, far more treacherous ground."

"I understand..." was all Katja could manage to reply, already feeling like she had failed but not entirely sure why. This whole thing must have been a set up from the start, but it seemed deeply unfair if this was what was required to join Von Schill's crew.

"Take heart, this is not the last test, merely an indication of things to come." Nodding to the gathered Freikorps Von Schill walked out of the ruin, leading the way back to their nearby camp.

"How could you have not seen them Clayton, I thought you were some kind of tracker?" Katja was berating her squad as they sat around the camp fire enjoying a pitiful lunch of dried jerky and watered down beer.

"It was a set up Kat, they had been there for a while waiting and that place was lousy with the smell of death which masked their scent. It's not my fault."

"Don't call me that, and anyway you should have known. Now we're going to have to do something else to prove our worth, and I for one have no intention of crawling to the Guild looking for work," Katja retorted.

However, the truth of the matter was that she only blamed herself for what had happened. If she had not been so eager to go in and get the hatter she might have had a better look around, or given Clayton more time to do his job. Either way it was a moot point now, another test she had tried and come up short in.

"Don't worry Katja," Joshua said, "If he really didn't want us he would have told us to get out right there and then, and I also don't think they give you the armor and the guns unless they really have hope for you."

"I just wish there was some definitive way we could prove ourselves, show Von Schill we can get the job done and that we're not just more mindless soldiers here to follow his orders."

"Speak for yourself Kat," Clayton smiled, "I'm here for the pay and the company. I go where I'm told and don't

ask any questions. Questions, I have discovered in my experience, will get you into no end of trouble."

Katja hated to admit it to herself, but she liked Clayton, the easy smile and those rugged open plains looks, and under different circumstances she might have even gotten to know him better. Right now, though, he was just annoying and a distraction she could do without.

"Fate is calling, brother," whispered Jayanne suddenly, looking up from the bit of jerky she had been holding uneaten since they sat down.

Katja and the others looked over at Joshua's sister waiting to see what she had to say. She didn't speak often and in many ways what she had to say creeped Katja out, but she could not deny in the few short weeks they had known each other that Jayanne had a gift. She could see things the others could not and call upon something which lived in this cursed place, or at very least talk to it. Katja have never really had much dealings with magic, even after she came to Malifaux, preferring to rely on her wits and cold hard lead and steel, but she had seen it in action more than once and knew the power it possessed.

"What is it Jay?" Joshua gently asked his sister, not wishing to break the silent calm that had fallen over their gathering.

"The rabbit and the snake walk into the room, but only the rabbit leaves. The snake has business here and time is not its friend." Jayanne didn't even seem to be aware she was talking, her eyes going once again to look at the jerky in her hand as she talked seemingly to herself.

All of a sudden the girl looked up her eyes coming back into focus a look of confusion playing on her youthful face before she realized what must have happened.

"Sorry... I didn't..." She muttered.

"It's alright Jayanne, I think I'm almost getting used to these little episodes of..." Katja trailed off as she saw a man wandering up to their camp, a courier satchel held close to his side, looking about as if trying to find someone. What gave her pause though was not the presence of the courier but rather the intricate design of the rabbit on the satchel and the cold shiver that ran down her spine as she spied it.

"I'm looking for Von Schill." The man began as he walked over invited by Katja's stare. "You're members of the Freikorps, right?"

Katja nodded, "Von Schill has gone back to the main camp, perhaps we can help you."

The man seemed about to make his apologies and leave but then a look of recognition came into his eyes.

"Yes, perhaps you can. Could you deliver this to him?" The courier handed her a letter from his satchel, a letter emblazoned with a twisting serpentine design. With that and a curt nod the man left wandering off back into the ruined streets.

Katja looked down at the letter, noticing it lacked a seal, but finding herself transfixed by the coiled snakes on the envelope. Teasing the folded paper open she read the first line of the missive:

Contract for Crown Street Armory Raid: Most Urgent...

"This is it; this is our chance to prove what we can do. Forget these training exercises, if we can make some real coin for Von Schill and show him we can complete a contract then how can he deny we are ready to be Freikorps?" Katja looked into the eyes of each of her companions, almost daring them to disagree with her. All she saw though was the acceptance and trust they had placed in her and a willingness to follow where she would lead. She just hoped their faith in her was not misplaced and that this was in fact the great idea she thought it was...

Katja and her three squad mates hunched over a table in the Three-legged Horse pouring over the plans and notes that had come with the letter. Hidden from the view of most of the saloon's other patrons in a dusty corner, they periodically glanced about to see if they were being observed. Even their Freikorps armor and weapons were stowed in bags under the table, each of them dressed in more civilian attire to blend in with the other patrons. So far Katja was having second thoughts about her bravado back at the campsite, when she had been so eager to prove herself. Now that the reality of the task was sinking in she was wondering if she and her crew would be up for it; if they could really pull off the raid.

"Are you sure this is a good idea?" Joshua whispered across the table for about the hundredth time since she had brought them here. "What if Von Schill has a special interest in this, or what if we botch it and bring down shame on the Korps, he won't just want to kick us out then, he'll want to line us up against the

wall and shoot us, or worse, feed us to those things that live in the sewers beneath the Zone."

Clayton it seemed also had his doubts. "As much as I trust you Kat, even after our brief time together, I have to agree with Joshua, this does seem, well, a bit bold."

Katja sighed and planted her face in her palm for a moment before taking a deep breath and reassuring them again. "Listen, this is a straight up job: we go in, we get out, and we make some coin for Von Schill and show him that we are worthy of his damn Freikorps. I've known lots of men like Von Schill..." Clayton's sudden grin made her pause for a second before she pressed on with a hard look, "... on the battlefield and in the briefing room and they respect strength and action from their subordinates. Von Schill is also a mercenary at heart and he hates the Guild, show me a better way to impress him that makes some scrip while at the same time giving the Guild a bloody nose."

"Now, quit your whining and lets go over the plan once more... everyone tell me what your parts in the plan are."

Taking his cue from her look, Clayton went through his role. "I'm to climb up onto the roof of the grain warehouse at the far end of Crown Street across from the armory. From my vantage point I will be able to see over the walls and into the windows on the west side of the building. There I wait until you, Joshua, and Jay sneak inside and open the iron doors to the inner armory and get the guns. Then I give you cover through the windows and out through the courtyard as you make your escape."

"What else?"

"If I see any runners on the street or patrols after you get the guns I take them out."

"And if they discover your position"

"I fall back into the grain warehouse and then rendezvous with you at the sewer entrance at the end of Dogleg Lane, or if that is being watched too closely the one near the wall on Dust Street."

"Good, Clayton. Joshua, what is your role." Katja shifted her attention to the big man.

"Um, I'm to go with you and scale the west wall. You'll go over first and throw over the rope, then I help Jayanne up, and then go up third. Once inside I take out the patrol..."

"Quietly."

"Yeah, quietly. I take out the patrol near the west entrance and help you pry open the window to the ground floor galleries. Then we go in quiet-like again, and get to the inner armory where the letter says the guns are. Then I take out the sentry on duty and keep watch while you and Jayanne open the door. When you call I help get the crates and we head back the way we came."

"And what are we doing on the way back?"

"Shooting anyone that gets in our way until we get to the sewer and we are back in the Zone."

"Jayanne, you'll be witha me and Joshua." Katja spoke more carefully to Jayanne than she had the other two, even though secretly she thought the slight girl was made of sterner stuff than all of them put together. "Your job is to give us support when we go in, but most importantly to crack the magical lock on the door, then verify we get the right crates. I don't want to haul them all the way to the sewer to discover they are full of fire irons or Guild uniforms."

Katja looked around the table and met the gaze of each of them in turn, she had led men and women in battle before and she knew only too well the importance of them having faith in their leader.

"We are not a group of prospect hired guns or farm boys with dreams of glory; each and every one of us has seen some of the worst that this world has to offer and come back fighting. We are soldiers through and through, well trained and capable of besting a few fat and lazy Guildmen who don't even know what it is they are guarding. We will be in and out of that place in less than ten minutes, and by the time they even know something is wrong we will be long gone. Even if you are not sure of yourself yet, be sure of me, I know precisely what I am doing."

Katja smiled in the way she remembered her father smiling when he had led men to war, and wondered for an instant if he had felt as nervous as she felt now.

A hazy twilight had become a gloomy dusk and Katja decided it was now dark enough to go. With a few quick motions she led Joshua and Jayanne out of the shadows and across Crown Street toward the western wall of the armory. As the hour was not late there were still more than a few people on the street, but not so many here as there

would be deeper toward Downtown, and she made sure no one saw them. The armory wall was only about ten feet high, intended to keep out civilian trespassers rather than be truly defensible. In fact if she hadn't seen the letter then she wouldn't have known this place was more than another Guild warehouse, and certainly not the location of some secret armory. With rope and grapple the three of them scrambled over the wall and into the courtyard beyond. Katja suddenly felt quite exposed and could only hope that hidden on the roof across the road Clayton was following their movements in the shadows with his scope.

According to the plans there should be a patrol station nearby which they would need to neutralize to ensure they could reach the gun store without detection. Crouched in the darkness Katja scanned the courtyard picking out shapes and several low structures. She made out the station, a barred shack not half a dozen yards from where they were, and ominously dark. Silently she gestured Joshua to go up check it out.

"The fly does not know what the web is, even when he struggles in its bonds it remains a mystery..." Jayanne was mumbling under her breath.

"Quiet." Katja hissed though the gloom at the girl, grabbing her arm and shaking her back to reality.

A few tense moments passed and Katja began to worry that something had happen to Joshua, though there was no wail of an alarm or flood of light. Then the large man appeared again from the darkness and crept back to their position.

"It's deserted; nothing there and looks like it has been empty for some time," he whispered close to her mask.

Could be the information in the letter was not complete Katja thought, though if one thing was wrong it didn't bode well for the rest. Even so, she was no fool and they had spent the day staking out the place, and she had seen Guardsmen patrolling the grounds, suspiciously covered wagons coming and going, and everything else the letter promised seemed to be true. Certainly the floor plans so far seemed accurate.

"Come on, we need to get inside." She prodded the others into action.

After sneaking across the empty courtyard they came to the west entrance, though that too was devoid of any kind of sentry or obvious guard. The window was there, though, and with Joshua's help they pried it open and slipped inside.

"We saw people here today... where did they all go?" Joshua pondered as they eased the window closed behind them.

"Limbs of steel and hearts of steam, black blood of earth and eyes of glass..." Jayanne was whispering to herself as they worked.

"We are pressing on. Until I find that those gun crates are not there we stick to the plan." Katja drew her pistol and led the way deeper into the armory.

From his vantage point across the street Clayton was resting against the edge of the warehouse roof, his long rifle propped up beside him. With the detached crystal scope he was scanning the armory looking for movement or signs of alarm. So far he had seen nothing apart from the vague shadows of Katja and the others crossing the wall and entering the building. So far he could see no lights through the west windows and none on the ground. Even odder was the fact that as the sun had begun to set all the Guardsmen he had seen had disappeared, either trooping out the main gates or inside and out of sight. There were none of the patrols he had expected, no posted sentries or watchful guards standing at the entrances. Even so, Clayton continued to watch, determined for some reason not to let Katja down.

A glint of light off metal drew his attention to the west entrance and once more he put the scope up to his eye for a better look. In among the shadows there was not much to see, even with the amplification lens of the scope, but he was sure something was moving down there, like a large man in heavy armor or some kind of small steam engine. The thing abruptly crossed the threshold of the entrance and vanished inside, but not before it crossed a stray beam of light from the street revealing its hard brass body and long spidery limbs.

"Aw hell..." Clayton cursed snatching up his rifle and snapping the scope into place. "Get a move on Kat."

The magical tumblers glowed an eerie blue in the darkened corridor as Jayanne meticulously moved them up and down, finding the combination more by feel than sight. Behind her Joshua and Katja covered the corridor, waiting for the gifted girl to do her work.

Katja shifted uncomfortably in her armor, bringing back unpleasant memories of that morning in the ruins. Just as in the courtyard, there had been no guard on the gate to the armory, even though the letter and plans had indicated that the building was patrolled and guarded after dark. Either behind the door they would find nothing but empty crates and boxes or this had been all some elaborate hoax... or worse, some kind of trap. She had to trust, though, in her skills, and that if this was indeed some kind of trap (perhaps intended for Von Schill) that she and her crew could fight their way out of it. In any case the goal was to get the guns, everything else was secondary and as long as they completed their objective she didn't mind what else had changed.

"That's it," breathed Jayanne as the door creaked open, the last of the tumblers clicking into place.

Beyond was a large stone room, its walls reinforced with iron and lined with racks of guns, swords, and other weapons. "At least this part seems right," Katja thought as she made for the pile of pine crates in the center of the chamber, ignoring the rest of the ordinance.

"Check the numbers, Jayanne. Joshua, keep watch."

A few moments later Jayanne nodded to her, indicating two crates near the top of pile, each large enough to hold half a dozen rifles. In quick order she and Joshua heaved them up and made for the exit, Jayanne taking out her pistol to cover them as they moved.

They had only gone a few steps down the corridor when a harsh metallic voice screeched in their ears.

"HALT, YOU ARE IN VIOLATION OF GUILD LAW, SURRENDER OR DIE!"

A light in the corridor flared to life and blocking their exit, a towering construct of brass and steel barred their way, all claws and limbs. Katja didn't even pause, knowing full well what kind of fate awaited her in a Guild gaol, and dropped the crate and grabbed her pistol. The others followed suit, fanning out to try and find a way past the beast. The Peacekeeper, as the terrible mechanical and magical device was known, leapt forward and attacked, a powerful claw smashing into the ground next to Joshua and another barely turned aside by the big man's knife.

"Over here!" screamed Katja, as she fired off a volley of shots which mostly pinned and whined off its thick shell.

The thing swiveled around its little head and moved in her direction alarmingly fast. Darting back Katja continued to fire until she was back in the armory, the thing filling the doorway. Outside Jayanne was softly incanting and Joshua prying open one of the crates they had been carrying. "Clever man," thought Kajta, seeing what Joshua was doing, now just to keep it distracted. Reaching for the first thing that came to hand she pulled a saber from a rack and tried to fend off its claws. Unimpressed, it pushed her back, and clanked into the room and took aim at her with its harpoon gun, which seemed to have appeared out of its tangle of limbs.

A dull thunk and a rush of wind marked its passage, and Katja was flung away from the splintered crates she had been standing beside but was otherwise unarmed. A rhythmic clanging then sounded as the construct reeled in the harpoon for another shot. Katja propped herself against the wall and started to reload her pistol, the shadow of the beast falling upon her.

Just then she heard Joshua whistle out. "Hey, you ugly beat up son of a cook pot, this way!"

The beast turned and paused long enough for Katja to see Joshua braced with the Elephant Gun, its overlong barrel glowing faintly from Jayanne's incantation.

BOOM!

Katja was deafened by the gunshot and instinctively flinched away as it blew a massive hole in the Peacekeeper not three yards from where she was, sending shards of metal and crystal in all directions. Headless and leaking oil and steam, the creature took a shaking step toward its killer before its spidery legs collapsed under it. Staggering out into the corridor, Katja saw Jayanne helping Joshua up from where the recoil had knocked him down.

"Put that thing away and let's get the hell out of here!" she yelled, though her voice sounded weak and far away in her ears.

Jayanne said something back to her but she could not hear the words. Then the girl pointed, at the Guardsmen pouring into the corridor and running in their direction.

Heaving the crates up once again, the three Freikorps set about making their escape.

Clayton fired again through the windows and was rewarded with seeing another Guild Guardsman fall to the floor, or perhaps just dive for cover, from this distance it was hard to tell. He could see Katja and the others again, hauling the crates while one of them, Jayanne he assumed, fired to cover their retreat. They were making for the wall, but they had really stirred up a hornet's nest, and it looked like every single Guardsman he had seen on patrol during the day was up and looking for them. His covering fire, at least, was giving the Guild pause, and seemed to have them unsure as to where the attack was coming from. So far a few had fired off in his general direction, but none had come close. Even so, the sooner they were over the wall the better he would feel.

With his attention fixed on the building he didn't notice the commotion in the street until the gates to the armory were being opened. From what he could see a full patrol of some dozen Guardsmen had arrived, riding in with weapons drawn. Swinging around his aim he was about to take one down when he heard a creak on the roof behind him.

Without thinking Clayton rolled around and fired point blank from the hip, the muzzle flash of the long rifle illumined the surprised face of the Guardsman before he was thrown back. Even so the next one was on him in a flash, saber thrusting down to spit him before he could draw his pistol. Clayton, using the rifle as a club, parried away the saber and closed grabbing the man by the coat, trying to bear him to the ground. Off balance, they both fell back and through the open trapdoor the Guardsmen had emerged from.

Clayton braced himself for the impact as the two men wrestled, tumbling down through the dark and into the warehouse. Rather than hitting the hard packed earth floor, to Clayton's relief they landed among the grain sacks, throwing up a cloud of dust.

In the fall Clayton had lost his rifle, while the Guardsman had lost his saber, though the Guardsman was now struggling to his feet and trying to free his pistol from his belt. Not wasting any time trying to find his own pistol, Clayton grabbed a sack of grain and clouted the Guardsmen about the head, pushing him down into the grain and using all his weight to hold him there. For a few frantic minutes the Guardsmen tried to get free until he stopped struggling, drowned in the fine golden grain.

Dusting himself off, Clayton ran out onto the street, intending to get to the sewer. He emerged in time to see Katja, Joshua, and Jayanne dropping down from the wall, but also in time to see the newly arrived patrol bearing down on them, ready to strike.

Katja had the crate and had cleared the wall, but now she faced more Guardsmen, this time on horses. Outnumbered and outgunned, she resolved to at least try and afford her companions time to make it to the sewers. Levelling her gun at the lead rider, she was about to fire when she noticed that under the faded blue duster was a familiar pattern of armor, and under the broad brim of the hat two lenses looked out a mask just like her own.

"Stand down Freikorps," a familiar voice spoke up from the patrol. "Give them some help with those crates and cover our retreat."

"Von Schill, sir, we, that is to say..." Katja began unsure what was transpiring, the adrenalin of the escape clouding her mind for a moment.

"At ease Ms. Vanderhel, you have done well, and we're here just to make sure you get those guns back to the camp, though it looks like everything is in hand."

"Thank you, sir." Katja nodded as they moved off the street, the sound of errant gunfire and confused shouts still coming from the armory. "Sir, was this a test, was this part of..."

Von Schill gave her a tight smile and placed a hand on her shoulder. "You completed the contract you were given, and that is the only thing I will ever ask you to do. Welcome to the Freikorps."

Index

A

Abilities 20
Accuracy Modifier 46
Action Points (AP) 36, *55*
Actions 20, 37
Actions Causing Actions 38
Activation Phase 35
Activations 36
Attack Actions 38
Attacking Friendly Models 33
Auras *50*
Avatars *56*

B

Base Size 20
Black Joker 23
Blasts *50*
Buried 47
Burning *52*

C

Centerline *65*
Chain Activations 36
Characteristics 20, *54*
Cheat Fate 28
Conditions *52*
Construct *54*
Control Hand 24
Corpse Markers 49
Cover 41
Creature Characteristics *54*
Crew 19, *59*, 77
Cutting the Deck 24

D

Damage 46
Damage Prevention 47
Defensive *52*
Deploy Crews *59*, 73, 77
Deployment 64, 77, 80
Deployment Zones 64
Discard 24, 34
Disengaging 44
Draw 25,34
Dual Faction 72
Duels 26
Duel Stat Types 31

E

Elevation 41, 44
Encounter 19, 35
Encounter Size 62
End Activation 36
End Phase 35
Enemy 31
Enforcer *55*
Engagements 44

F

Fast *52*
Fate Decks 18
Fate Modifiers (+ or −) 27
First player 35
Flips 26
Focused *52*
Friendly 31

G

Game Length 62
General AP *55*
General Tactical Actions 39
Generating Scheme Options 68

H

Hand Size 34
Healing 47
Henchman *55*
Hiring 25, 72
Hiring Characteristics *54*
Horror 48

I

Immunity 39
Initiative 35

J

Jokers 23, 27, 28, 47

L

Leader 62
Line of Sight 40
Living 49, 54

M

Manifesting *57*
Markers 19, 49
Master *55*
Measuring 24
Mei Feng 254
Mercenary *54*, 72
Minion *55*
Models 18
Movement 42

N

Narrative Strategies 66

O

Opposed Duels 32

P

Paralyzed 52
Peon 55
Playing Area 18
Poisoned 53
Pre-Measuring 24
Projectile Attack Modifiers 38
Pulses 51
Pushes 43

R

Random Determination 29
Range 40
Rare 54, 72
Reactivate 53
Red Joker 23
Reflip Initiative 25
Restrictions 22

S

Sacrifice 51
Scheme 59, 68, 73, 77, 90
Scheme Markers 39, 49
Scrap Markers 49
Simple Duels 30
Slow 53
Soulstone Cache 21
Soulstone Cost 20, 71
Soulstones 19, 25
Stacking 53
Stat Cards 20
Statistics 20
Station Characteristics 55
Stat Modifiers 29
Strategy 64, 66, 80
Success 30, 33
Suit 23
Summon 51

T

Tactical Actions 38
Take Actions 36
Talents 20
Terrain 18, 50, 59, 77
Timing 46
Totem 54
Triggers 20, 29, 30, 32
Turn 34

U

Undead 54
Upgrade Cards 22
Upgrades 55, 72
Upkeep 35
Use Soulstone 28, 55
Value 23
Vantage Points 41
Victory Points 66, 74

W

Winning 90
Winning the Encounter 59, 74
Within 40

Z

Zero AP Actions 37

MALIFAUX 2E

MALIFAUX 2E

Based in an alternate Earth, Malifaux uses gothic, steampunk, and victorian horror with a dose of the wild west to inject fun and depth into the magical lawlessness of a world rife with monsters, necropunks, man-machine hybrids, gunslingers, and power-hungry politicos. Actively using character-driven stories to define the world of Malifaux, seek your fortune in this fast paced and brutal 32mm tabletop miniature skirmish game. Assemble your crew and stake your claim!

Malifaux 2E completely updates the rules of the game, adding strategic depth, clarity, and choices. New stories, new factions, and new characters continue to pull you through the Breach and leave you battling for opportunity and survival in the dangerous world of Malifaux.

Wyrd MINIATURES

No longer do you have to trust the fickle fate of a dice roll. In Malifaux you use cards, a Fate Deck, as you lead your Crew to victory with strategy, tactics and resource management, and if that isn't enough, you can Cheat Fate.

Looking for scalability? Malifaux has it. Jump in with nothing more than a single Crew for a quick and brutal fight, or take your time to gather allies and mercenaries and field a much larger force. Each character brings unique skills and abilities. But don't waste a single Soulstone; it may be your final mistake.

WWW.WYRD-GAMES.NET

WYR20001 **$40.00**

ISBN 978-0-9841509-6-0

54000>

9 780984 150960

Printed in South Korea