

WYRD MINIATURES

# MALIFAUX



A CHARACTER-DRIVEN SKIRMISH GAME  
SET IN THE WORLD OF MALIFAUX

## Malifaux

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



Wyrd Miniatures, LLC

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BAD

THINGS

HAPPEN



WYRD MINIATURES PRESENTS

MALIFAUX

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

# FOREWORD

## A TWISTED PATH

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

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

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

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

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

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

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

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

*Nathan Caroland*

Nathan Caroland  
*Creator of MALIFAUX*



# DESIGNER'S NOTE

## MORE THAN DICE



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

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

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

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

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

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

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

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

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

Cheat Fate or Lose Your Soul

*Eric Johns*

Eric Johns  
Game Designer



# The Breach

## A History of Malifaux

1787

### THE YEAR OF THE BREACH

Malifaux.

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

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

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

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

In the noblest feat of magical co-operation in history – some would call it an act of desperation – the sorcerers

worked their greatest magic ever and tore a breach between the two worlds. The resulting destruction was unprecedented. Hundreds of the least powerful practitioners died instantly. The makeshift city where The Breach was opened was flattened, the life force of its inhabitants ripped from their bodies as unparalleled powers ebbed and flowed between the two worlds.

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

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

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



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

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

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

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

After six months of exploration, The Breach was opened to the general populace. A thriving trade

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

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

The salvation of magic was at hand.



## 1797 OR 10 PF (POST FORIS)

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

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

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

# The Breach, A History of Malifaux

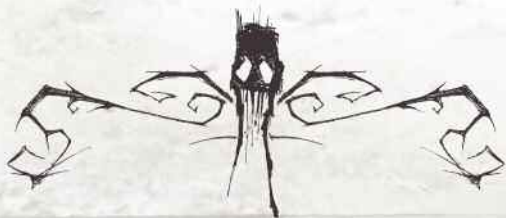
including the magic of reanimating the dead to use as slaves, and ways to manipulate flesh itself, turning a once living human into an abomination of undeath. The horrors unleashed were too much to bear, and these necromancers swiftly became outcasts.

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

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

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

"Ours."



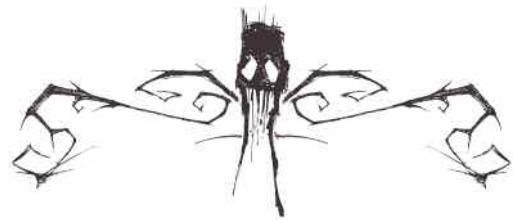
## 1798 OR 11 PF (POST FORIS)

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

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

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

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



## 1897 OR 110 PF (POST FORIS)

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

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

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

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

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

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

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

Life is harsh and hard in Malifaux; for those that buck the system or do anything that might halt the shipment of the Guild's precious stones, it is also

short. However, there are those that garner so much power or wealth that they are virtually untouchable. Every man, woman, and child within Malifaux strives for this – power to live their lives at their will or to buy a return trip through the heavily guarded Breach.

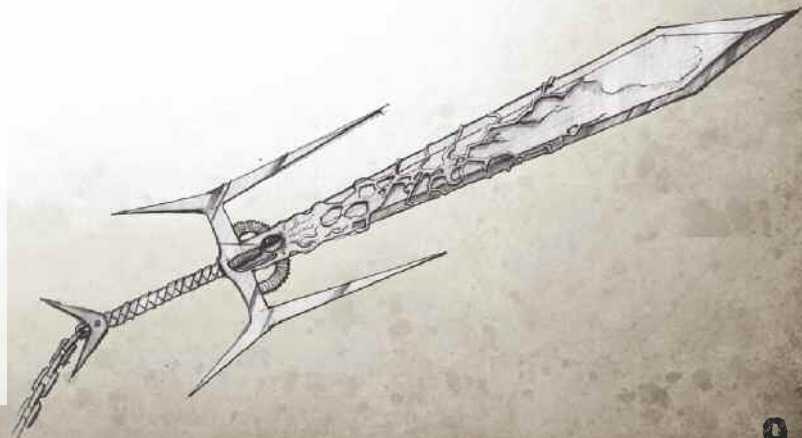


### 1901 OR 114 PF (POST FORIS)

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

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

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



# The Breach, A History of Malifaux

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

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

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

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

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

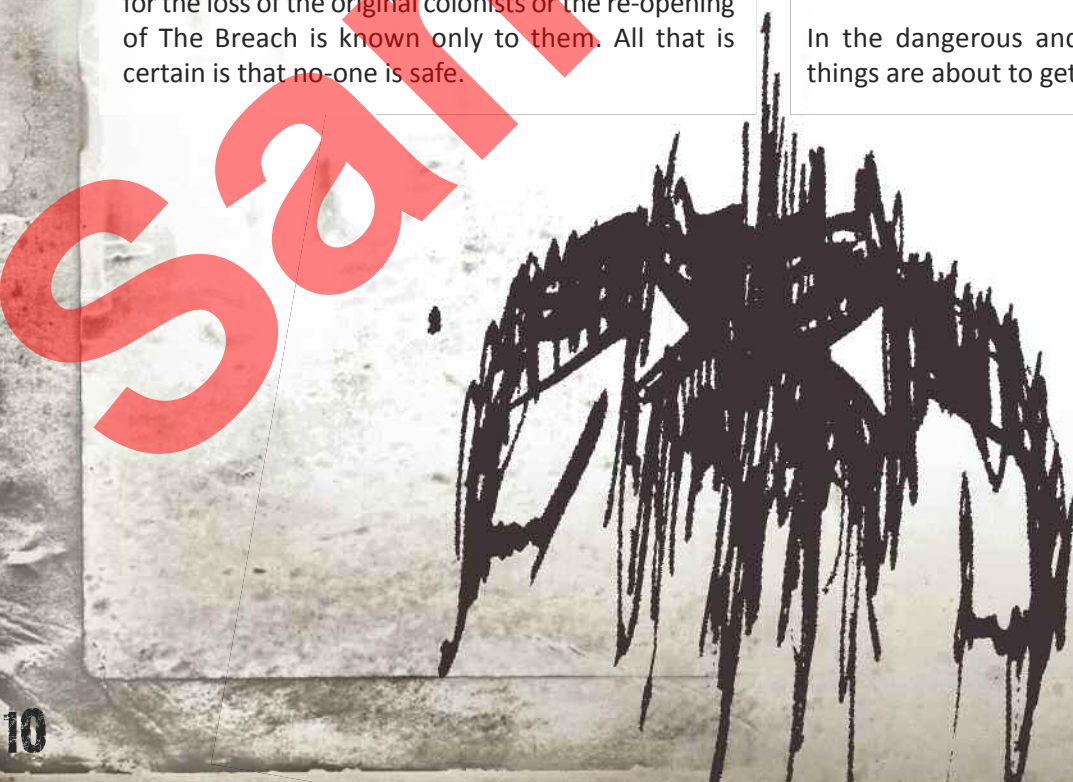
The Guild can feel their power slipping away. Entire groups of people are appearing in Malifaux without their knowledge and bringing chaos in their wake. Mercenaries are renting themselves to the highest bidder, and it is not always the Guild.

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

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

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

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



# INTRODUCTION



# INTRODUCTION

## GAME OVERVIEW

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

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

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

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

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

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

## SUMMARY OF PLAY

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

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

## WHAT YOU NEED

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

## TERMS

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

## Diagrams Key

White circles around the puppets represent the model's base.

Red areas represents an area of effect.

Green areas represent obscuring terrain.

Gray areas represent blocking terrain.

White arrows represent movement.

Blue lines represent Line of Sight.

## Cast of Characters



Perdita



Som'er Teeth Jones



Niño



1 Gremlins



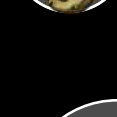
Francisco



3 Gremlins



Papa Loco



2 Gremlins



4 Gremlins



Warpig

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

## ROUNDING

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

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

## MEASURING

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

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

## TIMING

Game effects follow a specific timing sequence.

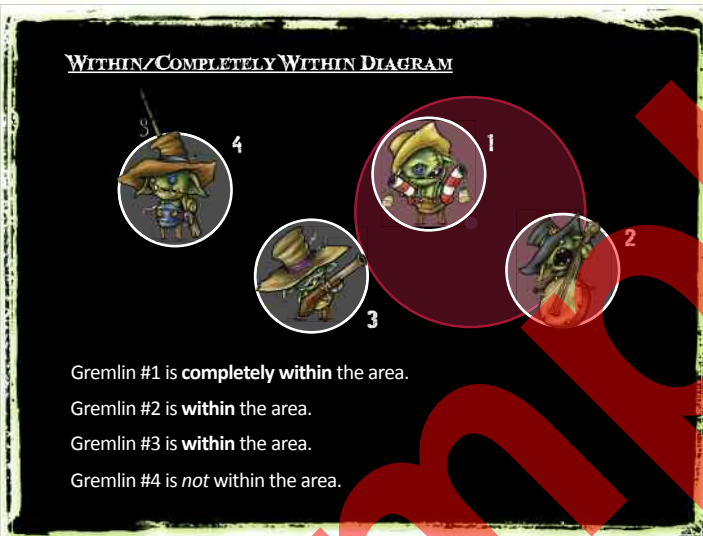
- Each sentence in an effect's description must be completed before moving to the next sentence.
- If an effect causes another effect to activate while it is being resolved, pause the first effect, completely execute the newly triggered effect, and then return to the first effect at the point it was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

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

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

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

### WITHIN/COMPLETELY WITHIN DIAGRAM



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

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

## RANDOM DETERMINATION

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



## Math Order

Modifiers should be applied in the following order:

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

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