

Sample

MALIFAUX

THIRD EDITION

CORE





Wyrd Miniatures, LLC | wyrd-games.net

Customer Service - <http://www.wyrd-games.net/contact>

This book is printed under the copyright laws of the United States of America. Contents copyright ©2005-2019, 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 2005-2019. The Wyrd logo, the MALIFAUX logo and all related character names, places, and things are trademarks and copyright ©2005-2019 Wyrd Miniatures, LLC.

First Printing: August 2019, Printed in China.

Malifaux 3rd Edition - Core Rulebook
ISBN - 978-0-9971304-8-5
WYR23001



MALIFAUX

THIRD EDITION



This text is protected by the copyright laws of the United States of America. Contents copyright © 2005-2019, 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 purpose only.

MALIFAUX is a trademark of Wyrd Miniatures, LLC 2005-2019. The Wyrd logo, the MALIFAUX logo, the Through the Breach logo and all related character names, places, and things are trademarks and copyright © 2005-2019 Wyrd Miniatures, LLC. The Malifaux game system is patent pending, serial no. 12/821,427



CREDITS

CREATIVE DIRECTION

Nathan Caroland & Eric Johns

PRODUCER

Kelly Brumley

DESIGN

Matt Carter, Mason Crawford, & Kyle Rowan

ADDITIONAL DESIGN

Aaron Darland

WRITING & EDITING

Mason Crawford & Kyle Rowan

GRAPHIC DESIGN & LAYOUT

John Cason

ART

Lino Drieghe, Hardy Fowler, Sarah Lindstrom,
Christophe Madura, & Alyssa Menold

SPECIAL THANKS

Tim Akers, Owen Beste, Rafał Bieliński, John Biffle, Kyle Bode,
Neil Brown, Kimberly Cooper, Jordon Davis, James Doxey,
Jason Fryer, Philip Hawtin, Kai Hull, Samantha Joelsson,
Matt Lewin, DZ Liergaard, Nathan Linder, Sean Overton,
Craig Shipman, Jamie Varney, Brad Vender, Mike Wallace

And a particularly special thank you to all of our amazing Alpha,
Closed Beta, and Open Beta playtesters, as well as our volunteers
and Henchman all around the world! Thanks for keeping it Wyrd.






TABLE OF CONTENTS

THE FACTIONS OF MALIFAUX	2
THE HISTORY OF MALIFAUX	4
Old Malifaux.....	4
Hidden Pathways.....	7
The Present.....	31
MAP OF MALIFAUX	34
MAP OF MALIFAUX CITY	36
HOW TO PLAY	38
What You Will Need.....	38
What Makes Malifaux Special?.....	39
Components	40
Models.....	40
Stat Cards.....	40
Upgrade Cards.....	42
Fate Cards.....	43
Using the Cards.....	44
Duels.....	46
Triggers.....	48
The Table	49
Measuring.....	49
Moving.....	50
Line of Sight.....	52
Gameplay	56
Start Phase.....	56
Activation Phase.....	57
End Phase.....	57
Actions.....	58
Resolving Actions.....	59
Abilities.....	60
Damage.....	60
Friendly, Enemy, & Control.....	62
Engagement.....	62
Soulstones.....	63
Tokens.....	63
Markers.....	64
Conditions.....	65
Area Effects.....	66
Math.....	67
Replace.....	68
Summoning.....	68
Bury.....	69
“Once Per” Effects.....	69
“This or That” Choices	69
Timing	70
Sequential Effects	70
Actions Generated by Effects	70
Detailed Timing	71
Terrain	72
Cover & Concealment	72
Encounters	76
Encounter Setup.....	76
Gameplay.....	79
End of Encounter.....	79
Strategies	80
Turf War (♁).....	80
Plant Explosives (☐).....	80
Corrupted Idols (♣).....	81
Reckoning (X).....	81
Schemes	82
1. Detonate Charges.....	82
2. Breakthrough.....	82
3. Harness the Ley Line.....	82
4. Search the Ruins.....	82
5. Dig Their Graves.....	82
6. Hold Up Their Forces.....	82
7. Take Prisoner.....	82
8. Power Ritual.....	83
9. Outflank.....	83
10. Assassinate.....	83
11. Deliver a Message.....	83
12. Claim Jump.....	83
13. Vendetta.....	83
INDEX	84



THE FACTIONS OF MALIFAUX



THE GUILD

The Guild of Mercantiles is often seen as an omnipresent, ever-vigilant force that protects citizens against criminals and the monsters that roam Malifaux. What few people realize is that this strength is a carefully maintained illusion. Protection of the people is a secondary motivation at best; their interests lie only in Soulstones, and each shipment sent back to Earth helps solidify their stranglehold over the world's most powerful nations.



THE ARCANISTS

A secretive branch to the Miners and Steamfitters Union, the Arcanists believe that humans should be given free rein to embrace magic and revel in its power. To outsiders of the organization, they are seen as anarchists and criminals, but to those who share their vision, the Arcanists are an ambitious collection of everyday working men and spellcasters that are capable of truly wondrous feats.



THE NEVERBORN

The creatures that humanity has dubbed the Neverborn are the native inhabitants of Malifaux. Some are the twisted descendants of the world's original occupants, while others are nightmarish ghouls created through bizarre spells or magically-enhanced evolution. Many Neverborn believe that humanity is a scourge that must be cleansed, but those rare few believe that they have an important role in this world's greater schemes. Only time will tell.



THE RESURRECTIONISTS

A loose cabal of necromancers, grave robbers, and cold-hearted killers, the Resurrectionists have a mutual animosity for the Guild and any that would deny them their morbid curiosities. Drawing upon the unnatural power of the Grave Spirit, these necromancers invoke dark miracles that shake the very balance of life and death and populate the abandoned districts of Malifaux City with shambling undead.



THE TEN THUNDERS

Dabbling in assassinations, blackmail, racketeering, burglary, gambling, kidnapping, smuggling, drug trafficking, and anything else deemed illegal, the Ten Thunders is a crime syndicate primarily based in Malifaux City's Little Kingdom. Sworn to secrecy and expected to willingly give their lives for the organization, members are exceedingly devoted to their cause, which is to ultimately gain control of Malifaux in its entirety.



THE OUTCASTS

These hardy men and women are those who seek out an existence free of law and oversight of the Guild and their ilk. The Outcasts often make their way as scoundrels or mercenaries, selling their services to the highest bidder. Often rubbing elbows with those in power, these guns-for-hire take on the dirty tasks others would avoid... or seek their own paths to power.



THE BAYOU

Nestled to the east of Malifaux City is the Bayou, an expansive swamp with open marshes, flooded wetlands, and acres of pig farms. Beneath the branches is a cobbled-together Gremlin society that mimics the important elements of humanity, like brewing alcohol, shooting guns, and generally being a lethal nuisance to society. The Bayou is a chaotic place, and the denizens will do whatever it takes to keep it that way.



THE EXPLORER'S SOCIETY

Originally established as a means to reinvigorate the long-dulled sense of adventure of its founder, the Explorer's Society has since expanded to focus on unfurling the mysteries of Malifaux and beyond. These aristocrats, dark tourists, and pioneers venture into the unknown corners of this world to seek knowledge, discover new locations, and hunt big game. While their motivations are unclear, their recent push to amass rare artifacts is not.