MALIFAUX

TURN SEQUENCE (p 42)

1. **Draw Phase** - take using previous turn's activation order. On first turn, start on C.
   A. Start Draw Phase - check for effects
   B. Discard Control Cards - discard any # of control cards in your hand
   C. Draw Control Cards - draw/discard back to maximum hand size
   D. End Draw Phase - check for effects
2. **Activation Phase**
   A. Start Activation Phase - check for effects. On first turn, random order.
   B. Flip for Initiative - each player flips Fate Card, re-flip on ties.
      • Starting with lowest flip, may use Soulstone to re-flip, restart step on ties.
   C. Alternating Activations - highest initiative first, activating one model at a time.
   D. End Activation Phase - check for effects
3. **Closing Phase** - take using activation order
   A. Start Closing Phase - check for effects
   B. Resolve Effects - check for 'Closing Phase' end/occur effects
   C. Shuffle Fate Decks - shuffle discards back into Fate Deck
   D. End Closing Phase - check for effects, any player with discards must repeat C.

SIMPLE DUEL SEQUENCE (p 36)

Pits a model's stat against a set target number (TN) (Stat -> TN). Duel affecting multiple models, controller decides order. 2+ controllers, use turn's activation order.
1. **Flip for Starting Duel Total.** Total = Fate Card value + stat value + modifiers
   • If total >= TN and includes suits in TN, the model is winning the Duel. (Success)
   • If total < TN and/or missing suits in TN, the model is losing the Duel. (Failure)
2. **Change Starting Totals or Pass.** May use one/both options (in order) once.
   • *Cheat Fate:* Replace Fate Card with a Control Card from its Control Hand.
   • *Use Soulstone Ability:* May discard a Soulstone to flip & add a 2nd Fate Card to total.
3. **Calculate Final Duel Total & Activate 1 Trigger.** Total = Fate card value (original or Cheat Fate) + stat value + modifiers + Fate card from Soulstone Use
   • If total >= TN and includes suits in TN, the model has won the Duel. (Success)
   • Otherwise, the model has lost the Duel. (Failure)
   The model, regardless of win/loss, can activate 1 available trigger.
4. **Apply Duel Results.** Results of winning or losing Duel are applied as indicated.

OPPOSED DUEL SEQUENCE (p 36)

Pits acting model's stat against the target models' stats (Acting Stat -> Target Stat).
1. **Flip for Starting Duel Totals.** Totals = Fate Card value + stat value + modifiers
   • The acting model is winning the Duel if its total >= target model's total. (Success)
   • The acting model is losing the Duel if its total < target model's total. (Failure)
2. **Change Starting Totals or Pass.** Starting with the losing model, may use one/both options (in order) once.
   • *Cheat Fate:* Replace Fate Card with a Control Card from its Control Hand.
   • *Use Soulstone Ability:* May discard a Soulstone to flip & add a 2nd Fate Card to total.
3. **Calculate Final Duel Totals & Activate 1 Trigger.** Totals = Fate Card value (original or Cheat Fate) + stat value + modifiers + Fate card from Soulstone Use
   • The acting model is winning the Duel if its total >= target model's total. (Success)
   • Otherwise, the model has lost the Duel. (Failure)
   Starting with the losing model, each model can activate 1 available trigger.
4. **Apply Duel Results.** Results of winning/losing Duel are applied to each model.

MORALE (p 78-79)

Morale Duel (p 79)

1. Flip Starting Total
2. Change Starting Total or Pass
3. Calculate Final Total & Activate 1 Trigger
4. Model Falls Back, if during its activation. Otherwise falls back on next activation.

Terrifying: If within terrifying enemy's melee range before or after an action, must take Morale Duel. Once passed, immune from that model until out of its melee range.
Falling Back: Move 2xWk towards closest table edge or if in melee, away from model that caused Morale Duel. Stop at edge of table. If at edge of table already, remove model. Receive ⊟ to any Duels agains enemy models while falling back.
Rallying: Model falling back must spend next activation rallying and may not move.

ACTIONS (p 44)

General Actions (p 45)

(1) Heal: Soulstone Users Only. Discard 1 Soulstone. Model makes a healing flip.
   (B.Joker)=0 (1-5)=1 (6-10)=2 (11+)=3 (R.Joker)=all
(#) Interact: Spend indicated # of Actions to Interact w/game table or terrain piece.
(1) Pass: The model does nothing for this Action.
(all) Scavenge: Scavengers Only. The model gains 1 Scrap Counter.

General Action Modifiers (p 46)

(+1) Fast: +1 general AP during model's current or next activation, whichever comes 1st
(-1) Slow: -1 general AP during model's current or next activation, whichever comes 1st
(-all) Paralyzed: Until the end of the model's next activation, the model loses its melee range, activates with 0 total AP (including general and specific), cannot take any Actions, cannot activate triggers, and cannot react to disengaging models.
(*) Reactivate: Model may activate 2nd time this turn. Only 1 Reactivate per turn.
NOTE: Fast/Slow Negate each other, Paralyzed/Reactivate negate each other.

Movement (p 46-47)

(1) Walk: Move <= Wk in inches. Any direction and does not need to be in a straight line. May Walk into melee with a target.
(2) Charge: A model may take the Charge Action if it has a target model within LoS, & not already within melee range. Model must move in straight path to target, obeying normal movement rules (disengaging, terrain, etc) at its Cg value in inches. At the end of Charge, make a melee attack with basic melee weapons and receives ⚷ on damage flip. If target is out of melee range at the end of move, Charge Action ends immediately.
(2) Jump: Move <= 1/2 Wk across gap or from a higher elevation to a lower one, without suffering damage.

Terrain: Severe-2x distance moved. Impassable-Cannot enter. Climbable-2"/1" of Ht
Pushes: Same as moving, but no Disengaging Strikes.
Flight: Move over terrain & other models, cannot end over impassable terrain or models.
Float: Same as flight, but can end over impassable terrain.
Falling: Suffer a Dg 2/4/6 damage flip per 3" fallen, no Cheat Fate

COMBAT (p 52)

Combat Actions (p 52)

(1) Strike: Model makes an opposed Duel using the attacking model's Combat (Cb) value for one of its basic weapons against the target model's Defense (Df) value, shown below as Cb -> Df. Must have melee/ranged weapon to make a melee/ranged Strike.
(1) Defensive Stance: Must be first (1) action taken. Until Closing Phase, model receives ⚷⚷ when defending in a melee or ranged attack Duel & - 2/-2 Wk/Cg.
(2) Focus: Perform a basic melee or ranged Strike. Attack flip and damage flip receive ⚷ .
Bash: melee weapon available to all models, Rg 1, Cb 3, Dg 0/1/2
Disengaging Strike: Take when model leaves melee, on hit no dmg, but action canceled.

Strike Attack Sequence (p 54)

1. **Declare Target, then Check Range** (Fail if not in LOS and Range)
   • Any model, other than attacker may be targeted.
2. **Strike Duel** (Cb -> Df)
   a. Flip Starting Attack and Defense Totals
   b. Change Starting Totals or Pass
   c. Calculate Final Attack and Defense Totals & Activate 1 Trigger
   d. Apply Duel Results (Damage)

Damage Flip (p 56)

Damage Flip Twist: (Attack - Defense): 0=⊟⊟, 1-5=⊟, 6-10=None, 11+=⚷
Damage: (B.Joker)0 (1-5)Weak (6-10)Moderate (11+)Severe (R.Joker)Severe+Card
Prevent Damage: Use Soulstone (B.Joker)0 (1-5)1 (6-10)2 (11+)3 (R.Joker)3+Card

Combat Modifiers/Effects (p 53,25)

Paired Weapons: Attacker's attack flip receives ⚷
Ranged into Soft Cover: Attacker's attack flip receives ⊟
Ranged into Hard Cover: Attacker's attack flip receives ⊟, Target gains Armor 1
Ranged into Melee: Defender receives +1 Df for each Melee model in its melee range. Attacker must flip 1 card (2 if Ht>=3) per model in melee. Lowest card is target.
Ranged while in Melee: Not allowed, except spell caster can fire at model in melee with.

Aura: 🜂 ongoing circular range of effect around a target
Blast: 🜲 50mm base affecting touched models. Models other than target receive one strength step lower damage and no trigger effects.
Pulse: (ɾ) instantaneous circular range of effect around target, ignores model using effect

MAGIC (p 62)

Magic Actions (p 62)

(#) Cast Spell (CC/Rst/Rg): CC=TN for Casting Duel, Rst=Resist Stat, Rg=Range The model casts one spell. Some spells have a # > 1 and require more than 1 AP to Cast. Note: Casting a (0) spell counts as a model's (0) Action for its activation.
(2) Channel: The model Casts a (1) spell with ⚷ on both its casting and damage flips.
(1) Drain Souls: Masters Only. Sacrifice up to 3 friendly models within 6", ignoring LoS. Soulstone Pool +1 per model. Non-Master models in Crew receives a cumulative -1 Wp for the remainder of the game. Insignificant models cannot be sacrificed.

Summon: Place model completely <= 6" of summoner. Receives Slow turn summoned.
Transform: Model receives new stats, except keeps original spells. Wds/effects transfer.
Attack: Spells affecting enemy models are considered attacks & follow basic attack rules.

Casting Sequence (p 63)

1. **Declare Spell and Target** (Fail if not in LOS and Range)
2. **Casting Duel** (Ca -> CC)
   a. Caster Flips Starting Casting Total
   b. Caster Changes Starting Total or Passes
   c. Caster Gets Final Casting Total & Activates 1 Trigger
3. **Resist Duels** (if necessary) (Rst Stat -> Casting Total)
   a. Resisting Model Flips Starting Resist Total
   b. Resisting Model Changes Starting Total or Passes
   c. Resisting Model Gets Final Resist Total & Activates 1 Trigger
   • Final Resist Total must be GREATER THAN Casting Total for Success.
   • Friendly model who resisted can choose instead to tie total (Fail).
4. **Apply Spell Effects**

TERRAIN (p 84)

Types (p 84)

Area: Area with a boundary providing effect(s) to models at least partially within.
Element: Single piece of terrain providing effect(s) to models within 1".
Blocking LOS: Blocks if both model's Ht <= Ht of terrain between them.

Characteristics (p 84)

Breakable: Can be destroyed. Attacks against hit automatically; make damage flip (can cheat). Destroyed if damage > hardness (wood=3, brick=6, stone=8, metal=10)
Climbable: Models can move up or down this terrain feature. 2" per 1" Ht.
Covering: (if any portion of LOS to model (w/height < 2x terrain) is blocked by terrain, provides soft or hard cover (see combat modifiers).
Elevated: While on, add the model's height to the terrain height when determining LoS.
Hazardous: Cause damage to models moving through. Burning: Dg 2/4/7, Lava: Dg 3/6/killed, Deep Chasm (Dg: killed/killed/killed). Leave no Counters. Flying ignores.
Height: Equal to its height in inches on the tabletop.
Impassable: Models cannot move into or through impassable terrain.
Obscuring: Area provides soft cover. Blocks LOS if > 3" through/into.
Open: Open terrain gives no penalties to movement or ranged attacks.
Severe: Movement through severe terrain costs double the distance moved.
Water: No effect, although some models receive bonuses or penalties for being in water.

GLOSSARY (p 204)

Buried Models (p 24) removed from buried effect; return when effect allows. No VP
Cheating Fate (p 33) playing a Control Card from hand to replace the Fate Card in play. Can be done on Duels and Damage Flips. Cannot be done if ⊟ negative twist.
Counters (p 24) 30mm 0 Ht. Can be picked up by walking over. (ex: Scrap/Corpse)
Killed Models (p 24) models removed when reduced to 0 Wds. Generate Counters
Line of Sight (LoS) (p 24) when a model can draw at least one unblocked line from any portion of its base edge across any portion of the target's base. Other models/terrain only block if Ht >= target Ht. Partially obstructed by **covering terrain** grants cover.
Measuring (p 13) done from/to the acting/affected model's base edge. No pre-measure.
Melee (In) (p 52) models in range of an enemy's basic melee weapon, or with an enemy model within their basic melee weapon range, are considered to be **in melee.**
Rounding (p 13) round up to the nearest whole number. Distances are not rounded
Sacrificed Models (p 25) models removed from sacrifice effect. No Counters
Stacking Effects (p 25) game effects with the same name do not stack; game effects with different names do stack, even if they are identical effects.
Twisting Fate (p 33) changes # of cards flipped ⚷ =positive, ⊟ =negative. Add all twists. (⚷,⚷⚷,⚷⚷⚷):highest (0):1 card (⊟,⊟⊟,⊟⊟⊟):lowest or R.Joker & cannot cheat. B.Joker always overrides and prevents cheating fate.

ABILITIES (p 72)

Arachnid: Ignores severe terrain movement penalties & climbs using Cg instead of Wk.

Armor #: A model suffering damage reduces damage by # to a minimum of 1). Stacks.

Black Blood: All non-Neverborn models within 1" suffer 1 wound when this model suffers damage from a melee attack.

Bulletproof #: Reduce damage model suffers from ranged attacks by # (minimum of 1).

(+1) Casting Expert: Model receives 1 additional Cast Action during its activation.

(+2) Casting Master: Model receives 2 additional Cast Actions during its activation.

Companion (model): If this model and 1+ companion (model)(s) are within 6" of this model at the start of companion's activation, all models may activate simultaneously. Complete the acting model's activation first.

Evasive #: Reduce the amount of damage this model suffers from 🎯 by the indicated number to a minimum of 1. This is cumulative with any other Armor.

Float: This mode1 may move over terrain and over other models without penalty, and can end its movement over impassable terrain but not over another model's base.

(2) Flurry: Discard a Control Card. This model immediately makes up to 3 melee Strikes against a single model.

Fly: This model may move over terrain and over other models without penalty but cannot end its movement in or on impassable terrain or another model's base.

Gunfighter: This model can make melee Strikes up to 2" away with its ranged weapon. The weapon gains the melee type when making these attacks.

Hard to Kill: While this model has 2 or more Wd remaining when it suffers damage, it can only be reduced to 1 Wd by a single damage source.

Hard to Wound 1: Damage flips against this model receive ⊟.

Hard to Wound 2: Damage flips against this model receive ⊟⊟.

Hard to Wound 3: Damage flips against this model receive ⊟⊟⊟.

Harmless: Enemy models must win a Wp -> 12 Duel when targeting this model with an attack or the Action immediately fails. Harmless ends when this model takes action other than Walk or Pass. Terrifying models ignore Harmless.

Hunter: Ignores cover when targeting models & its LoS through obscuring is 6".

Magic Resistant #: Reduce damage this model suffers from spells by # (minimum of 1).

Immune to Influence: Immune to Wp Duels as defender.

(+1) Melee Expert: Model receives 1 additional Melee Strike during its activation.

(+2) Melee Master: Model receives 2 additional Melee Strikes during its activation.

Pass Through: This model may move through intervening models.

Poison #: Replace/Place # of Poison Counters on target model if # > current Counters. Target model suffers 1 Wd/Counter, each time it activates. Target model discards 1 Counter at start of each Closing Phase. Model is not Poisoned once it has no Counters.

(+1) Ranged Expert: Model receives 1 additional Ranged Strike during its activation.

(+2) Ranged Master: Model receives 2 additional Ranged Strikes during its activation.

(2) Rapid Fire [basic ranged weapon]: Discard a Control Card. This model immediately makes up to 3 Strikes against a single model.

Regeneration #: Heal this model the indicated number of Wd at start of its activation.

Ruthless: Ignores Harmless and Pitiful when targeting enemy models.

Scout: This model ignores severe ground movement penalties.

Slow to Die: When killed, immediately take a 1 AP Action before being removed.

Terrifying #: Living models who are engaged in melee with this model, or who wish to Charge this model, must win a Morale Duel or fall back (Morale, p 77).

Use Soulstones: All Masters have. May use game effects that require Soulstones and for: healing flip, damage prevention flip, adding card to duel total, re-flipping initiative flip.

TRIGGERS (p 73)

Cb(🎯) Critical Strike: When damaging defender with a melee or ranged weapon Strike, defender suffers +1 Dg for each 🎯 in this model's attack Duel total. The weapon the model may apply the Critical Strike trigger to will be listed in the models statistics.

Cb(🦋) Flay: When damaging defender with a melee Strike, defender suffers +2 Dg.

Cb(✖✖) Rot: When damaging defender with a melee Strike, damage flip receives ♻.

Ca(▦▦▦) Surge: After defender loses its Resist Duel, and this model discards 1 Control Card. Draw 1 Control Card.

MODEL CARDS (p 20)

Characteristics (p 25)

Construct: non-living models, immune to Morale Duels

Graverobber: can pick up Corpse Counters

Insignificant: do not count toward some encounter victory conditions

Living: default; if it's not a Construct, Spirit, or Undead, it's Living

Mercenary: hirable by any faction

Rare: not a lot of these guys walking around

Scavenger: can pick up Scrap Counters

Spirit: non-living, non-corporeal, can move over terrain & through models, immune to Morale Duels, receive half damage from nonmagical sources. Do not block LoS.

Totem: Must be connected to a Master when hired

Undead: non-living models, immune to Morale Duels

Unique: each Crew may only have 1 copy of a Unique model at any time

Statistics (p 22)

Walk/Charge (Wk/Ch) distance, in inches, a model may cover when moving

Height (Ht) how tall a model is

Willpower (Wp) represents strength of will, determination, and self-control

Casting (Ca) used in Casting Duel to cast spells

Defense (Df) models with higher Defenses are harder to hit

Wounds (Wd) amount of damage a model can suffer before being killed

Soulstone Cost: number of Soulstones needed to hire a model as a Minion

Soulstone Cache: Masters stat of how many Soulstones they add to pool.

Weapons (p 22)

Basic Weapons: Melee ⫻ or Ranged ➹

Range (Rg) furthest effective distance, in inches, the weapon can reach

Combat (Cb) represents a model's skill of attack, used in Strike Duel

Damage (Dg) amount of damage done. weak/moderate/severe

Talents (p 23)

Abilities (p 23, p 72) always active, unless indicated. No Action Points required.

Actions (p 23, p 44) may use during an activation with Action Points.

Triggers (p 23, P 73) talents that requires certain conditions to occur

ENCOUNTERS (p 90)

1. **Encounter Size** & Number of Soulstones Available
   - Scrap: Soulstones:1-45, Max Hand: 6, Masters: 1, Max SS Pool: 8, Schemes: 0-2
   - Brawl: Soulstones:30-70, Max Hand: 7, Masters: 2, Max SS Pool: 10, Schemes: 0-3
2. **Location** for the Encounter and Terrain
   - Flip Fate card to determine location
   - Alternate placing terrain until one person done, then other person places 1 more.
3. **Deployment Type** - B.Joker=Flipper decides, R.Joker-Non-Flipper decides
   - Diagonal (1-4) Split table diagonally. Center: 20" no-man's land. 8" deep deploy area
   - Standard (5-9) 6" deep deploy areas along opposite table edges
   - Corners (10-13) 8"x8" deploy area in 2 opposite corners
4. **Strategy & Schemes** - Each player flips Fate Card for Strategy
   - (Joker)Player's choice (1-3)Treasure Hunt (4-5)Assassinate (6-8)Slaughter (9-10)Claim Jump (11-13)Reconnoiter
   - May select Schemes and may choose to announce after deployment for extra points.
5. **Hire Crews**
   - Limits: Scraps=Rare #, Brawls=2x Rare #. Only one copy of each Unique
   - Masters: Only from faction or Mercenary. In Brawls, may trade 1 for 10 soulstones
   - Minions: Only from faction or <=2 Mercenary. Outside faction costs +1 soulstone. Outcast my hire only Outcasts. Totems must be connected to Master and die with.
   - Starting Soulstones: Leftover soulstones + Master's cache(s)
6. **Deployment** - player with highest Fate Flip decides who choses sides and deploys first
   - After deployments, may announce schemes. Before starting, re-shuffle decks.

Game Length: At end of 6th turn and each turn after, game continues on card flip (10+)

Winner: Total VPs from strategies and schemes to determine winner.

ENCOUNTER REFERENCE (P 94-99)

Strategies (p 94)

Assassinate (4-5): 4VP=No opposing Masters left. 2VP=No Masters left

Claim Jump (9-10): Place area terrain >= 5"x5" in center of table. 4VP=any of your models completely within, no opponent models. 2VP=More models than opponent. Insignificant not counted.

Reconnoiter (11-13): 4VP=Models in all 4 table quarters. 2VP=3 quarters. Insignificant not counted.

Slaughter (6-8): 4VP=No opponent models. 2VP=Only opp. Masters/Insignificant left

Treasure Hunt (1-3): Place 30mm marker in center of table, after deployment. Models in base contact may (1) Interact to pick it up. Can drop or pass marker for (1) Interact. Drop marker when killed. Can only Walk with treasure, no flying, swapping, or spirit moving through terrain.. 4VP=Your crew non-Insignificant model carrying marker and in your deployment zone. 2VP=Marker in deployment zone

Schemes (p 94-95)

Score at game end, except Kidnap. Schemes w/only 1VP, add: Announce +1VP.

Army of the Dead (Resurrectionists Only): 1VP=Your undead models+carried Corpse Counters > # of opponent models at game end. Insignificant not counted.

Bodyguard: Choose 1 of your Masters/Henchmen. May be taken multiple times with different model. 1VP=Model still alive.

Breakthrough: 1VP=Your models > opponent models in opponents deployment zone. Insignificant not counted.

Eye for an Eye: 1VP=Your model count within 1 of opponent model count. Insignificant not counted.

Hold Out: 1VP=No enemy models in your deployment zone. Insignificant not counted.

Kidnap (Neverborn Only): Choose 1 opponent Masters/Henchmen. May be taken multiple times with different model. 2VP=reveal scheme when model killed w/Melee.

Raid! (Guild Only): 1VP=Your non-Totem Minions > opponent's. Insignificant not counted.

Sabotage (Arcanists Only): Choose element terrain on opponents half of table. May be taken multiple times with different terrain. Take (1) Interact with model while in base contact with terrain and reveal scheme. 2VP=That model still alive.

Stake a Claim: Choose element/area terrain on opponents half of table. May be taken multiple times with different terrain. 1VP=Your model(s) only within 2" of element terrain or completely within area terrain. Insignificant not counted.

Thwart (Outcasts Only): Must be revealed during Announce step. 1VP=opponent partially completes strategy. 2VP=opponent completely fails.

Features - Special Terrain (p 98)

Ancient Monument: 50mm, Ht 5 element terrain. Models within 1" receive +1 Ca.

Bog: Any portion of the table without terrain counts as severe and water.

Campsite: Severe area >=2"x2". Model on may (1) Interact: replace 1 card in hand.

Creepy Structure: Area >= 3"x3". Models on may (1) Interact: (once per turn) flip card:
   (Joker)Killed (1-3)Suffer 2 Wds (4-6)May inflict 2 Wds to a model on terrain
   (7-9)Heal 2 Wds (10-11)+2 Scrap (12-13)+2 Soulstones and heal all Wds.

Dead Zone: Open area >= 3"x3". Model touching may not cast spells.

Forested: Any portion of the table without terrain counts as covering.

Graveyard: Area >= 3"x3". Models completely on may (1) Interact: +1 Corpse Counter

Hanging Tree: 50mm, Ht 6 element terrain. Terrifying->12 if end activation within 2"

Hazardous Terrain: Area >= 3"x3". Placing player declares type and damage.

Magic Nexus: Area <= 3"x3". Models completely on gain 🔮 casting/resisting spells.

Mysterious Effigies: Each player places two 30mm markers in the unshaded area. At game end, the player with the closest model within 2" of an effigy marker scores 1 VP.

Rubble: Any portion of the table without terrain counts as severe.

Scrap Pile: Area >= 3"x3". Models completely on may (1) Interact: +1 Scrap Counter

Soulstone Vein: Area <= 2"x2". Masters completely on may (1) Interact: +1 Soulstone

Features - Special Events (p 99)

At end of Closing Phase, flip card: 10+ or Joker, event occurs next turn.

Alone in the Dark: (Entire Game) models falling back after failed Morale Duel are killed.

Cruel Winds: At the start of the game, randomly determine 1 table edge. During the next turn, each model is pushed 1" toward that table edge at the end of its activation.

Dark Omens: From Draw Phase to end of Activation Phase, 1=13 and 13=1.

Disturbing Whispers: (Entire Game) Models receive -1 Wp when defending in a Duel.

Earthquake: At start of Activation Phase, each player, in activation order, may push all of their opponent's models 1" in any direction unless those models have Flight or Float.

Foggy: Ranged attack flips receive ⊟.

Heat Wave: Models receive -1/-1 Wk/Cg.

Heavy Snows: Cannot Charge & -2 Cb ranged attacks. Models w/Frozen Heart ignore.

Rockfall: Start of Activation Phase, models within 1" of a terrain feature suffer 1 Wd.

Stampede!: Start of Activation Phase, models within 8" of centerline suffer Wds = to Ht.

Torrential Rains: Models cannot Charge.