

MALIFEAUX

QUICK REFERENCE SHEET V1.2
INCLUDING RISING POWER

TURN SEQUENCE

(MRB p.42)

- 1) Draw Phase
 - a. Discard Control Cards
 - b. Draw Control Cards
- 2) Activation Phase
 - a. Flip for Initiative
 - b. Alternating Activations
- 3) Closing Phase
 - a. Resolve Effects
 - b. Shuffle Fate Decks

STRIKE DUEL SEQUENCE

(MRB p.54)

- 1) Declare Target
- 2) Check Range
- 3) Strike Duel
 - 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

CASTING DUEL SEQUENCE

(MRB p.63)









- 1) Declare Spell and Target
- 2) Casting Duel
 - a. Caster Flips Starting Caster Total
 - b. Caster Changes Starting Total or Passes
 - c. Caster Gets Final Casting Total & Activates 1 Trigger
- 3) Resist Duel (if necessary)
 - 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
- 4) Apply Spell Effects

MORALE DUEL SEQUENCE

(MRB p.79)




- 1) Flip Starting Total
- 2) Change Starting Total or Pass
- 3) Calculate Final Total & Activate 1 Trigger
- 4) Model Falls Back (if necessary)

MALIFEAUX SUITS

	 Rams	 Crows	 Masks	 Tomes
Standard Suits				

COMBAT TOTAL MODIFIERS

(MRB p.55)

Final Combat Total	0	1-5	6-10	11+
Damage Flips Received			0	

DAMAGE CHART

(MRB p.57)

Damage Flip Values	Black Joker	1-5	6-10	11+	Red Joker
Damage Type	0	Weak	Moderate	Severe	See Below
Damage: Inflict Severe Damage and flip 1 Fate Card. Combine the damage of the 2 cards.					

HEALING/PREVENTION CHART

(MRB p.57)

Value of the Flip	Black Joker	1 - 5	6 - 10	11+	Red Joker
Damage Healed/Prevented	0	1	2	3	See Below
Healing: Restores all Wd.					
Damage Prevention: Prevents 3 Wd + 1 additional flip					


ACTION MODIFIERS

(MRB p.46)

(+1) Fast:	the model receives 1 additional general AP during its current or next activation (whichever is first)
(-1) Slow:	the model forfeits 1 general AP during its current or next activation (whichever is first)
(-all) Paralyzed:	until the end of the models next activation, the model loses its melee range, activates with 0 total AP, cannot take any actions, or activate triggers and cannot react to disengaging models
(*) Reactivate	the model may activate a second time this turn (can only be used once per turn)

GENERAL ACTIONS



(MRB p.45, 46)

(1) Walk *	Move Wk in inches
(2) Charge *	Declare Target • Line of Sight Required Move Cg in Straight path •  on Damage Flip
(2) Jump	½ Wk across a gap or ½ Wk down an elevation
(1) Heal	Use Soulstone required Discard 1 Soulstone • Model makes a Healing Flip
(#) Interact	Spends # AP to interact with table or terrain piece
(1) Pass	Model does nothing for this Action
(all) Scavenge	Scavengers only. The model gains 1 scrap counter

* Severe terrain costs double to move through. Impassable terrain can't be entered. Climbable terrain costs 2" per 1 Ht up or down. Hazardous terrain does damage (MRB p.85)


GENERAL COMBAT ACTIONS

(MRB p.52)

(1) Strike	Model makes an opposed Duel against target model
(1) Defensive Stance	This Action must be the first (1) Action. Receive  when defending in an attack duel. Receive -2/-2 Wk/Cg • Lasts until Closing Phase
(2) Focus	Model performs a basic Strike Attack and Damage flips receive 





GENERAL MAGIC ACTIONS

(MRB p.62)

(#) Cast	Spend # to cast one of model's spells
(2) Channel	Model casts a (1) spell. Attack and Damage flips receive 
(2) Drain Souls	Masters only • Sacrifice up to 3 friendly models within 6" Gain 1 Soulstone for each model sacrificed. All non-Masters receive cumulative -1 Wp for remainder of game each time this is used





MELEE MODIFIERS

(MRB p.52)

Focus	Attacker's Attack Duel and Damage Flip receive 
Charge	Attacker may move up to its Cg in a straight line and attacker's damage flip receives 
Defensive Stance	Defender's defense flip receives 
Paired Weapon	Attacker's attack flip receives 


RANGED MODIFIERS

(MRB p.53)

Target is in Soft Cover	Attacker's attack flip receives 
Target is in Hard Cover	Attacker's attack flip receives  Target receives Armor 1
Firing into Melee	Flip a card for each model involved in melee Lowest card becomes the target of attack Defender gains +1 Df for each model in its melee range
Defensive Stance	Defender's defense flip receives 
Paired Weapon	Attacker's attack flip receives 

CASTING MODIFIERS

(MRB p.62)

Channel	Caster's Casting Duel and Damage Flip receive 
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RANGE EFFECTS

(MRB p.25)

①# Aura :	an ongoing circular effect extending # inches from the the target's base edge. It lasts for the stated duration. Doesn't affect target model or caster. Aura moves with target. Models are affected by Aura whilst in this area.
(X)# Pulse :	an instantaneous circular effect extending # inches from the target's base edge. It simultaneously affects all models, except the model it's centred on, within this area.
☼ Blast :	an instantaneous effect. For each ☼ place a 50mm blast within the listed range following any placement criteria. All markers must touch but not overlap. If the effect targets a model, one of the markers must cover part of the models base. All bases touched by a ☼ are affected. Initial target suffers Dg listed others suffer the Dg one step down.

ABILITIES

(MRB p.72, RP p.254)

- Arachnid:** This model ignores severe terrain movement penalties and climbs 1 Ht for each 1" of movement it spends.
- Armor #:** A model suffering damage reduces the damage by the indicated number down to a minimum of 1.
- Black Blood:** All non-Neverborn models within 1" suffer 1 Wd when this model suffers damage from a melee **Strike** or melee **Spell**.
- Bulletproof #:** Reduce the amount of damage this model suffers from ranged **Strikes** or ranged **Spells** by the indicated number to a minimum of 1. This is cumulative with any other **Armor**.
- Comes Cheap:** This model's Soulstone Cost is not increased when hired by another Faction.
- Companion (model):** When activating this model, if it is within 6" of (model), this model and any number of other friendly (model) within 6" receive Simultaneous Activation. Complete this model's activation before continuing to the other model(s) activation(s). A model may receive **Companion (model)** during the course of another model's activation. In this case the model receiving **Companion (model)** activates immediately following the end of the other (model's) activation as per Simultaneous Activation.
- Easy to Wound #:** Damage Flips against this model receive one ♣ per #.
- 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 model may move over terrain and over other models without penalty, and can end its movement over impassable terrain but cannot end their movement over another model's base.
- 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 [Weapon]:** This model can make melee **Strikes** up to 2" away with this weapon. The weapon gains ♣ and loses ♠ when making these **Strikes**.
- 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 #:** Damage flips against this model receive one ♠ per #.
- Harmless:** Enemy models must win a **Wp** → 12 **Duel** when targeting this model with an attack or the Action immediately fails. Harmless ends when this model performs an Action other than **Walk** or **Pass**. **Terrifying** models ignore **Harmless**.
- Hunter:** This model ignores cover and increases its LoS through obscuring terrain to 6".
- Immune to Influence:** This model is immune to **Wp** Duels when it is the defender.
- Magic Resistant #:** Reduce the damage this model suffers from spells by the indicated number to a minimum of 1.
- Pass Through:** This model may move through intervening models.
- Poison #:** The affected model receives the indicated number of Poison Counters if it has no Poison Counters on it. The affected model replaces any Poison Counters on it with the indicated number if that number is greater than the number of Poison Counters it currently has. The model suffers 1 **Wd** per Poison Counter on it at the start of its activation, and then discards 1 Poison Counter.
- Regeneration #:** Heal this model the indicated number **Wd** at the start of its activation.
- Ruthless:** This model ignores **Harmless** and **Pitiful** when targeting enemy models.
- Scout:** This model ignores severe movement penalties.
- Slow to Die:** When this model is killed, it immediately takes a 1 AP Action before being removed from play.
- 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.
- Use Soulstones:** This model may use game effects that require Soulstones. All Masters and Henchmen automatically have this ability.

ACTIONS

(MRB p.44, 72, RP p.254)

- (+1) **Casting Expert:** This model receives one additional **Cast** Action during its activation.
- (+2) **Casting Master:** This model receives two additional **Cast** Actions during its activation.
- (2) **Flurry:** Discard a Control Card. This model immediately makes up to three melee **Strikes** against a single model.
- (2) **Furious Casting:** Discard a Control Card. This model receives 3 AP that must immediately be used on **Cast** Actions.
- (+1) **Instinctual:** This model may perform two different (0) Actions during its activation.
- (0) **Link:** This model and target model in base contact with it are **Linked**. After the model this model is **Linked** to completes a **Walk** Action or finishes its activation, Push this model into base contact with the **Linked** model. A model can be **Linked** to only one model at a time. Link ends if the two models are not in base contact at the Start Closing Phase.
- (+1) **Melee Expert:** This model receives one additional **Melee Strike** Action during its activation.
- (+2) **Melee Master:** This model receives two additional **Melee Strike** Actions during its activation.
- (+1) **Nimble:** This model receives one additional **Walk** Action during its activation.
- (+1) **Ranged Expert:** This model receives one additional **Ranged Strike** during its activation.
- (+2) **Ranged Master:** This model receives two additional **Ranged Strike** during its activation.
- (2) **Rapid Fire:** Discard a **Control Card**. This model immediately takes up to three **Strike** Actions with this **Weapon** against a single model.

SUMMON

(MRB p.66)

Summoned models may be placed within 6" of the summoning model. Summoned models receive **Slow** when they enter play but may otherwise activate on the turn they were summoned.

TRIGGERS

(MRB p.72)

A **trigger** is a talent that requires certain conditions to occur, including an activating event and one or more suits in the model's **Duel** total, before its game effect begins. When the trigger is reached, the controller declares his intent to use the trigger than applies its effects. A model can only activate 1 trigger during an Action or in response to an event, regardless of the number of triggers that model possesses. The model's controller chooses which trigger to activate.

A trigger with more than one activating event listed can be activated when any of those events are met, but the trigger must meet the suit requirements as normal.

COMMON TRIGGERS

(MRB p.72, RP p.254)

- Cb(♣) Brutal [Weapon]:** When damaged by this **Weapon**, defender suffers +1 **Dg** for each ♣ in this model's **Duel** total.
- Cb(♠) Critical Strike:** When damage 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 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**, the damage flip receives ♣.
- Ca(♣♣) Surge:** After successfully casting a **Spell**, discard 1 **Control Card**. Draw 1 **Control Card**.

MOVEMENT

(MRB p.46)

- Pushes:** A pushed model is not considered to be moving and if pushed out of melee range it is not considered to be disengaging.
- Flying:** Models with **Flight** may move over terrain and other models without penalty but cannot end their movement in or on impassable terrain. Model can not finish on another models base.
- Float:** A Model with **Float** can move over terrain and other models without penalty and CAN end their movement over impassable terrain. Model can not finish on another models base.
- Falling:** If a model is pushed or elects to jump from a higher elevation the model suffers a **Dg 2/4/6** flip per 3" fallen. Total damage is the SUM of all flips, which CANNOT cheat fate.
- Disengaging:** Any time a model moves out of your melee range you may perform 1 basic melee strike action, if you hit with the **Strike** no damage is done, the action of the disengaging model ends immediately.

COMMON TRAITS

(MRB p.21, RP p.34)

- Construct:** Immune to **Morale Duels**. Create **Scrap Counters** when killed.
- Graverobbers:** May pick up **Corpse Counters**.
- Insignificant:** Do not count toward some victory conditions
- Living:** Anything without a listed type. Generate **Corpse Counters** when killed.
- Nightmare:** Not considered **Living** models.
- Object #:** Not considered **Living** models. Reduce **Wd** suffered by # to a minimum of 1.
- Scavenger:** May pick up **Scrap Counters**.
- Spirit:** May move over and through or stop in any terrain. May move through and be moved through by other models. Immune to **Morale Duels**. Receive half damage from non-magical sources. Do not block **LoS**. Do not generate any form of counter.
- Totem:** Must be connected to a **Master**. A **Master** may only connect to one **Totem** at a time, unless otherwise stated. Sacrificed if not connected to a **Master** in play.
- Undead:** Immune to **Morale Duels**. Generate **Corpse Counters** when killed.

RULE OF EQUIVALENCY

(RP p.34)

When a model is killed or sacrificed the maximum number of reactions that produce **Counters** (per counter type) or **Card Draw** is limited by the base size of the figure being removed (30mm = 1; 40mm = 2; 50mm = 3). Only one **Summon** reaction may result irrespective of base size. Figures take reactions starting with the nearest figure until the cap is reached. If two models are the same distance, models friendly to the removed model react first. Effects generated by **Actions** are not affected by the **Rule of Equivalency**.

COUNTERS

(RP p.34)

- Blight:** Whenever a model with one or more **Blight** **Counters** suffers **Wd**, it suffers 1 additional **Wd**.
- Burning:** In the **Resolve Effects** Stage, a model with any number of **Burning** **Markers** removes all **Burning** **Markers** and either suffers 1 **Wd** or receives **Slow** (their choice).
- Poison:** The model suffers 1 **Wd** per **Poison Counter** on it at the start of its activation, and then discards 1 **Poison Counter**.

REMOVING MODELS FROM PLAY

(MRB p.24)

- A model is **Killed** when it is reduced to 0 **Wounds** or receives an effect that kills a model. Killed models are removed from play and generate any applicable **Counters**.
- A model is **Sacrificed** when it receives an effect that sacrifices a model. Sacrificed models are removed from play without generating any applicable **Counters**.
- A model is **Buried** when it receives an effect that buries a model. Buried models are removed from play but return to the game when the effect that buried them allows them to do so.