

A Line in the Sand

YOUR TIRED OF YOUR OPPONENT'S CREW IN YOUR TURF SO YOU'RE GOING TO DRAW A LINE IN THE SAND ... WITH DYNAMITE

SETUP

Place five 30mm Dynamite Markers along the centerline of the table at least 6" apart

SPECIAL

A model may make a (1) **Interact** Action while in base contact with a Dynamite Marker to arm it. One of your opponent's models may make a (2) **Interact** Action with a Dynamite Marker you have armed to disarm it. A model cannot take either of these Actions if they are Insignificant or engaged with an enemy model.

VICTORY

Score 4 VP: If all five Dynamite Markers are armed at the end of the Encounter.

Score 2 VP: If at least three Dynamite Markers are armed at the end of the Encounter.

Strategy
INDIVIDUAL

1

Claim Jump

TIME TO STAKE YOUR CLAIM IN SOMEONE ELSE'S TERRITORY!

SETUP

Place a 30mm Claim Marker at least 8" away from the center of the table and at least 12" from your Deployment Zone.

SPECIAL

Insignificant models do not count towards the Victory condition.

VICTORY

Score 4 VP: If you have twice as many or more models completely within 3" of the Claim Marker than your opponent at the end of the Encounter.

Score 2 VP: If you have more models completely within 3" of the Claim Marker than your opponent at the end of the Encounter.

Strategy
INDIVIDUAL

2

Contain Power

YOU HAVE BEEN ASSIGNED TO CONTAIN THE EXPANSION OF YOUR OPPONENT'S POWER.

VICTORY

Score 4 VP: If your opponent has no Masters, Henchmen and Totems in play at the end of the Encounter.

Score 2 VP: If you have killed at least one of your opponent's Masters or Henchmen.

Strategy
INDIVIDUAL

3

Deliver a Message

I'M JUST THE MESSENGER!!

SPECIAL

A model in your crew may make a (2) **Interact** Action while within 2" of one of your opponent's Masters or Henchmen to Deliver a Message. Insignificant models cannot take this Action.

VICTORY

Score 4 VP: If one of your models delivered the message in the first 4 turns.

Score 2 VP: If one of your models delivered the message during the Encounter.

Strategy
INDIVIDUAL

4

Destroy the Evidence

THE OTHER PLAYER HAS SET UP ON SOME KEY EVIDENCE LEFT BEHIND FROM A PREVIOUS ENCOUNTER, AND YOU NEED IT DESTROYED

SETUP

Place one 30mm objective Marker completely inside your opponent's Deployment Zone and two 30mm objective Markers completely within 10" of your opponent's deployment zone. Markers cannot be placed within 8" of each other.

SPECIAL

A model in your Crew in base contact with any one of these objective Markers may make a (1) **Interact** action to remove the Marker from play. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

VICTORY

Score 4 VP: If all three of the objective Markers have been destroyed at the end of the Encounter.

Score 2 VP: If two of the objective Markers have been destroyed at the end of the Encounter.

Strategy
INDIVIDUAL

5

Distract

YOU NEED TO GET THE WATCHFUL EYE OF YOUR OPPONENT OFF YOUR PLANS.

SPECIAL

Insignificant models do not count toward the Victory condition.

VICTORY

Score 4 VP: If your opponent does not have a Master, Henchman or Totem completely on your half of the table at the end of the Encounter.

Score 2 VP: If your opponent does not have a Master completely on your half of the table at the end of the Encounter.

Strategy
INDIVIDUAL

6

Escape and Survive

YOU SIMPLY CANNOT AFFORD ANY MORE LOSSES RIGHT NOW.

SETUP

At the start of the Encounter note what models your Crew hired.

SPECIAL

Insignificant models do not count toward the Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when summoning the model.

VICTORY

Score 4 VP: If you have at least 75% of the number of models you started the Encounter with in play are at least 8" from your Deployment Zone at the end of the Encounter.

Score 2 VP: If you have at least 50% of the number of models you started the Encounter with in play are at least 8" from your Deployment Zone at the end of the Encounter.

Strategy
INDIVIDUAL

7

Plant Evidence

YOU'VE DECIDED TO TRY AND TURN PUBLIC OPINION AGAINST YOUR OPPONENT BY FRAMING THEM, BUT TO DO THIS YOU NEED TO PLANT THE EVIDENCE.

SPECIAL

A model in your Crew may make a (1) **Interact** Action to Plant Evidence when in base contact with a terrain feature. You may not plant evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if they are Insignificant or Engaged with an enemy model.

VICTORY

Score 4 VP: If you Planted Evidence on at least four terrain features on your opponent's half of the table, or on at least two terrain features in their Deployment Zone during the Encounter.

Score 2 VP: If you Planted Evidence on at least two terrain features on your opponent's half of the table during the Encounter.

Strategy
INDIVIDUAL

8

Reconnoiter

INVESTIGATE THE SURROUNDING AREA.

SETUP

Divide the table into equal quarters.

SPECIAL

Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. A model counts as occupying a table quarter if more than half of its base is in that quarter.

VICTORY

Score 4 VP: If, at the end of the Encounter you have as many or more models than your opponent completely within at least three of the table quarters.

Score 2 VP: If, at the end of the Encounter you have as many or more models than your opponent completely within at least two of the table quarters.

Strategy
INDIVIDUAL

9

Slaughter

THEY'VE GONE TO FAR, TIME TO TRY TO WIFE THEM OUT.

SPECIAL

Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (Multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model).

VICTORY

Score 4 VP: If the total Soulstone Cost of enemy models you have killed or sacrificed is 1.5 times greater than the total Soulstone Cost of your models your opponent has killed or sacrificed.

Score 2 VP: If the total Soulstone Cost of enemy models you have killed or sacrificed is greater than the Soulstone Cost of your models your opponent has killed or sacrificed.

Strategy
INDIVIDUAL

10

Supply Wagon

YOU ARE TRANSPORTING SOME VITAL SUPPLIES AND THEY MUST ARRIVE INTACT!

SETUP

Place a 50mm Wagon Marker in your deployment zone after you place your Crew.

SPECIAL

In the Start Closing Phase of each turn, move the Wagon Marker 6" directly towards the center of the table. A Wagon Marker has Hardness 3 and is destroyed if it is damaged 3 times. A model may not attack the Wagon Marker with ranged Strikes or Spells or if within an enemy model's melee range. Models may not move over the Wagon Marker, and the Wagon Marker may not move over models, and stops if it comes in contact with them.

VICTORY

Score 4 VP: If your Wagon Marker is within 3" of the center of the table and has not been damaged.

Score 2 VP: If your Wagon Marker is within 3" of the center of the table and has been damaged.

Strategy
INDIVIDUAL

11

Treasure Hunt

SETUP

Place a 30mm Treasure Counter in the center of the table.

SPECIAL

A model in your Crew in base contact with the Counter may (1) **Interact** to pick it up. A model can drop the Counter or pass it to another model in base contact as a (1) **Interact** Action. Models controlled by your opponent can take the Action once one of your models has picked it up at least once during the Encounter

A model drops the Treasure Counter in base contact with itself if it changes position on the table by any effect other than the Walk Action or before being removed from Play. A model carrying the Counter reduces its **Wk** to 4. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose **Fly** or **Float** while carrying the Treasure Counter. The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter

VICTORY

Score 4 VP: If one of your Crew's Models carries the Treasure Counter and is in your Deployment Zone at the end of the Encounter

Score 2 VP: If the Treasure Counter is in your Deployment Zone but not carried by the model.

Strategy
INDIVIDUAL

12

Turf War

YOU WISH TO CLAIM A LITTLE OF YOUR OPPONENTS REAL ESTATE FOR YOURSELF.

SPECIAL

Insignificant models do not count toward the Victory condition.

VICTORY

Score 4 VP: If you have more models on your opponent's half of the table than they have on your half of the table and you have at least one model in their deployment zone.

Score 2 VP: If you have more models on your opponent's half of the table than they have on your half of the table at the end of the Encounter.

Strategy
INDIVIDUAL

13

The Joker

THE STRANDS OF FATE ARE IN THE BALANCE. TRICKERY AND DECEIT HAVE PAID OFF.

RED JOKER

You may decide which Strategy you are going after this game.

BLACK JOKER

Your opponent decides your Strategy for you.



Strategy
INDIVIDUAL

J

MALIFAUX

CORE ENCOUNTERS

To play with just the Core Encounters a player makes a flip and checks the value against the numbers on the left hand side of the Shared Strategy deck.

EXPANDED ENCOUNTERS

Make a flip and check the chart below.

- Red Jokers :** Player Chooses Type of Strategy
- Black Joker :** Opponent Chooses Type of Strategy
 - 1 : Story Encounter or Individual Strategies
 - 2-8 : Individual Strategies
 - 9-12 : Shared Strategy
 - 13 : Story Encounter or Shared Strategy

INDIVIDUAL STRATEGIES

Each player makes a flip and checks the value against the number on the right hand side of the Individual Strategy deck.

SHARED STRATEGIES

One player makes a flip and checks the value against the number on the right hand side of the Shared Strategy deck.

STORY ENCOUNTERS

Visit: <http://www.wyrd-games.net/storyencounters>

Strategy
CARDS

A Line in the Sand

SETUP

After selecting this Strategy, both players flip a Card. The player with the high card decides if they would like to be the Attacker or Defender in this Strategy. The Attacking player place five 30mm Dynamite Markers along the centerline of the table, at least 6" apart. These Markers begin the Encounter Disarmed.

SPECIAL

A model in the Attacking Crew may make a (1) **Interact** Action while in base contact with a Dynamite Marker to arm it. One of defender's models may make a (2) **Interact** Action with an armed Dynamite Marker to disarm it. Insignificant models or models engaged with an enemy model cannot take these actions.

VICTORY ATTACKERS

Score 2 VP: If at least two Dynamite Markers are armed at the end of the Encounter.

Score +1 VP: For each additional armed Dynamite Marker over three at the end of the Encounter.

VICTORY DEFENDERS

Score 2 VP: If at least three Dynamite Markers are disarmed at the end of the Encounter.

Score +1 VP: For each additional disarmed Dynamite Marker over three at the end of the Encounter.

Strategy
SHARED

1

Claim Jump

TIME TO STAKE YOUR CLAIM IN SOMEONE ELSE'S TERRITORY!

SETUP

Place a 30mm Claim Marker in the center of the table.

SPECIAL

Insignificant models do not count towards the Victory condition.

VICTORY

Score 4 VP: If any of your model's bases are completely within 3" of the Claim Marker and none of your opponent's models are at the end of the Encounter.

Score 2 VP: If you have more models whose bases are completely within 3" of the Claim Marker than your opponent does at the end of the Encounter.

Strategy
SHARED

9-11

2

Contain Power

BOTH MASTERS HAVE WATCHED THEIR OPPONENT GAINING TOO MUCH INFLUENCE AND TOO STRONG A FOOTHOLD IN MALIFAUX.

VICTORY

Score 3 VP: If your opponent has no Masters or Henchmen in play at the end of the Encounter.

Score 1 VP: If you have killed at least one of your opponent's Masters or Henchmen.

Score +1 VP: If you have killed all your opponents Totems.

Strategy
SHARED

3

Deliver a Message

I'M JUST THE MESSENGER!!

SPECIAL

A model in your crew may make a (2) **Interact** Action while within 2" of one of your opponent's Masters or Henchmen to Deliver a Message. Insignificant models cannot take this Action.

VICTORY

Score 3 VP: If you are the first player to deliver the message, which must happen in the first 4 turns.

Score 1 VP: If you deliver the message.

Score +1 VP: If your opponent does not deliver the message during the Encounter.

Strategy
SHARED

4

Destroy the Evidence

EVERYONE'S HANDS ARE DIRTY. JUST MAKE SURE THAT YOURS APPEAR LESS DIRTY THAN YOUR OPPONENTS.

SETUP

Place a Neutral 30mm objective Marker in the center of the board. Each player places one 30mm objective Marker completely inside your opponent's Deployment Zone and two objective Markers completely within 8" of your opponent's Deployment Zone. No objective Marker can be placed within 8" of each other.

SPECIAL

A friendly model in base contact with an objective Marker that you placed may use a (1) **Interact** action to destroy the objective Marker and remove it from the board. This may not be done while within melee range of an opponent's model. No model may Interact with the Neutral Objective Marker until all markers are removed from their opponents side of the board first.

VICTORY

Score +1 VP: For each objective Marker you placed that you removed from play during the Encounter.

Score +2 VP: If you removed the neutral objective Marker from play during the Encounter.

3-5

Strategy
SHARED

5

Distract

YOU NEED TO GET THE WATCHFUL EYE OF YOUR OPPONENT OFF YOUR PLANS.

SPECIAL

Insignificant models do not count toward the Victory condition.

VICTORY

Score 4 VP: If your opponent does not have a Master, Henchman or Totem completely on your half of the table and you have a Master completely on their half of the table at the end of the Encounter.

Score 2 VP: If your opponent does not have a Master, Henchman or Totem completely on your half of the table at the end of the Encounter.

Strategy
SHARED

6

Escape and Survive

YOU SIMPLY CANNOT AFFORD ANY MORE LOSSES RIGHT NOW.

SETUP

At the start of the Encounter note what models your Crew hired.

SPECIAL

Insignificant models do not count toward the Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when summoning the model.

VICTORY

Score 2 VP: If you have lost fewer models than your opponent

Score +1 VP: If you have at least 50% of the number of models you started the Encounter with in play at least 6" from your Deployment Zone at the end of the Encounter.

Score +1 VP: If you have at least 75% of the number of models you started the Encounter with in play at least 6" from your Deployment Zone at the end of the Encounter.

Strategy
SHARED

7

Plant Evidence

YOU'VE DECIDED TO TRY AND TURN PUBLIC OPINION AGAINST YOUR OPPONENT BY FRAMING THEM, BUT TO DO THIS YOU NEED TO PLANT THE EVIDENCE.

SPECIAL

A model may take a (1) **Interact** Action to Plant Evidence when in base contact with a terrain feature. You may not plant evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if they are Insignificant or Engaged with an enemy model.

VICTORY

Score +1 VP: For each piece of evidence you plant on your opponent's half of the table.

Strategy
SHARED

8

Reconnoiter

EACH OF YOU HAS DECIDED TO INVESTIGATE THE SURROUNDING AREA AND LEARN MORE THAN YOUR OPPONENT.

SETUP

Divide the table into equal quarters.

SPECIAL

Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. A model counts as occupying a table quarter if more than half of its base is in that quarter.

VICTORY

Score +1 VP: For each quarter with more of your models than opponent's models at the end of the Encounter.

6-8

Strategy
SHARED

9

Slaughter

SPECIAL

Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (Multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model).

VICTORY

Score 2 VP: If the total Soulstone Cost of enemy models you have killed or sacrificed is 1.5 times greater than the total Soulstone Cost of models your opponent has killed or sacrificed of yours.

Score 1 VP: If the total Soulstone Cost of enemy models you have killed or sacrificed is greater than the Soulstone Cost of models your opponent has killed or sacrificed of yours.

Score +1 VP: If your opponent has no Masters in play at the end of the encounter

Score +1 VP: If your opponent's remaining models are worth less than half the Soulstone value at the start of the game

12-13

Strategy
SHARED

10

Supply Wagon

SETUP

Each player places a 50mm Wagon Marker in your deployment zone after you place your Crew

SPECIAL

In the Start Closing Phase of each turn, move each Wagon Marker 6" directly towards the center of the table. Starting with the player who acted first this turn A Wagon Marker has Hardness 3 and is destroyed if it is damaged 3 times. A model may not attack the Wagon Marker with ranged Strikes or Spells or if within an enemy model's melee range. Models may not move over the Wagon Marker, and the Wagon Marker may not move over models, and stops if it comes in contact with them

VICTORY

Score 2 VP: If your Wagon Marker is within 3" of the center of the table and your opponent's is not.

Score +1 VP: If you damaged your opponent's Wagon Marker.

Score +1 VP: If your Wagon Marker is undamaged at the end of the Encounter.

Strategy
SHARED

11

Treasure Hunt

YOU HAVE DISCOVERED THE LOCATION OF A VALUABLE ARTIFACT AND MUST TAKE POSSESSION OF IT

SETUP

Place a 30mm Treasure Counter in the center of the table.

SPECIAL

Any model in base contact with the Counter may (2) **Interact** to pick it up. A model can drop the Counter or pass it to another model in base contact as a (1) **Interact** Action.

A model drops the Treasure Counter in base contact with itself if it changes position on the table by any effect other than the **Walk** Action or before being removed from Play. A model carrying the Counter reduces its **Wk** to 4. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose **Fly** or **Float** while carrying the Treasure Counter. The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter

VICTORY

Score 4 VP: If one of your Crew's Models carries the Treasure Counter and is in your Deployment Zone at the end of the Encounter

Score 2 VP: If the Treasure Counter is in your Deployment Zone but not carried by the model.

1-2

Strategy
SHARED

12

Turf War

YOU WISH TO CLAIM A LITTLE OF YOUR OPPONENTS
REAL ESTATE FOR YOURSELF.

SPECIAL

Insignificant models do not count toward the Victory condition.

VICTORY

Score 3 VP: If you have more models on your opponent's half of the board than they have on your half of the board and they have no model in your Deployment Zone at the end of the Encounter

Score 1 VP: If you have more models on your opponent's half of the board than they have on your half of the board.

Score +1 VP: If you have a model in your opponent's Deployment Zone at the end of the Encounter

Strategy
SHARED

13

The Joker

THE STRANDS OF FATE ARE IN THE BALANCE.
TRICKERY AND DECEIT HAVE PAID OFF.

RED JOKER

You may decide which Shared Strategy you are going after this game.

BLACK JOKER

Your opponent decides your Shared Strategy for this game.



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Strategy
SHARED

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