

v2

# 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**  
The Dynamite Markers begin the Encounter Disarmed. Your models may take a (1) **Interact** Action while in base contact with a Dynamite Marker to Arm it. Your opponent's models may take a (2) **Interact** Action while in base contact with an Armed Dynamite Marker to Disarm it. Insignificant models and models engaged with enemy models cannot take these Actions.

**VICTORY**  
**Score 2 VP:** If at least three Dynamite Markers are Armed at the end of the Encounter.  
or  
**Score 4 VP:** If all five Dynamite Markers are Armed at the end of the Encounter.

Strategy  
INDIVIDUAL

1

v2

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

Strategy  
INDIVIDUAL

2

v2

# Contain Power

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

**VICTORY**  
**Score 2 VP:** If all your opponent's leaders are no longer in the game at the end of the Encounter.  
or  
**Score 4 VP:** If all your opponent's leaders are no longer in the game at the end of the Encounter and were either killed or sacrificed by your leaders.

Strategy  
INDIVIDUAL

3

v2

# 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 opponents' leaders to Deliver a Message. Insignificant models cannot take this Action.

**VICTORY**  
**Score 2 VP:** If one of your models Delivers the Message while within 2" of an opposing leader during the Encounter.  
or  
**Score 4 VP:** If one of your models Delivers the Message while within 2" of an opposing leader during the first four turns of the Encounter.

Strategy  
INDIVIDUAL

4

v2

# Destroy the Evidence

THE OPPOSING CREW HAS STUMBLED UPON POTENTIALLY DAMNING EVIDENCE YOUR CREW WOULD PREFER DIDN'T EXIST. DESTROY THE EVIDENCE BEFORE IT'S TOO LATE!

**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. These Markers must be placed at least 8" from one another.

**SPECIAL**  
Your models in base contact with an Encounter Markers may take a (1) **Interact** Action to Destroy the Evidence and remove the Marker from the game. Insignificant models and models engaged with enemy models cannot take this Action.

**VICTORY**  
**Score 2 VP:** If at least two of the Evidence Markers have been removed from the game by the end of the Encounter.  
or  
**Score 4 VP:** If all three of the Evidence Markers have been removed from the game by the end of the Encounter.

Strategy  
INDIVIDUAL

5

v2

# Distract

KEEP YOUR OPPONENT BUSY ELSEWHERE LONG ENOUGH TO MISS THE REAL FIREWORKS!

**SPECIAL**  
Insignificant models do not count toward the Victory condition.

**VICTORY**  
**Score 2 VP:** If your opponent does not have any leaders completely in your Deployment Zone at the end of the Encounter.  
or  
**Score 4 VP:** If your opponent does not have any leaders completely on your half of the table at the end of the Encounter.

Strategy  
INDIVIDUAL

6

v2

# Escape and Survive

YOU SIMPLY CANNOT AFFORD ANY MORE LOSSES RIGHT NOW.

**SETUP**  
Note the number of models in your Crew at the start of the Encounter

**SPECIAL**  
Insignificant models do count toward the Setup or 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 at least 50% of the number of models you started the Encounter with in play at the end of the Encounter and those models are at least 8" from your Deployment Zone.  
or  
**Score 4 VP:** If you have at least 75% of the number of models you started the Encounter with in play at the end of the Encounter and those models are at least 8" from your Deployment Zone.

Strategy  
INDIVIDUAL

7

v2

# 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 take a (1) **Interact** Action to Plant Evidence when in base contact with a piece of terrain completely on its opponent's side of the table. You may not Plant Evidence on the same piece of terrain more than once during the Encounter. Insignificant models and models engaged with enemy models cannot take this Action.

**VICTORY**  
**Score 2 VP:** If your models Planted Evidence on at least two pieces of terrain completely on your opponent's half of the table during the Encounter.  
or  
**Score 4 VP:** If your models Planted Evidence on at least four pieces of terrain completely on your opponent's half of the table, or on at least two pieces of terrain in the opponent's Deployment Zone during the Encounter.

Strategy  
INDIVIDUAL

8

v2


# 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. You control a table quarter when the majority of models completely within that quarter are yours.

**VICTORY**  
**Score 2 VP:** If you have control of at least three table quarters at the end of the Encounter.  
or  
**Score 4 VP:** If you have control of all four table quarters at the end of the Encounter.



Strategy  
INDIVIDUAL

9



# Slaughter

v2

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). Models that are Summoned into play and killed will add their Soulstone costs. Models with no Soulstone cost who enter play by replacing another model(s) are worth the Soulstone cost of the model(s) they replaced. Models that can return to play, when killed for the first time by the opposing player count their Soulstones only the first time they are killed.

## VICTORY

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

or

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

Strategy  
INDIVIDUAL

10

# Supply Wagon

v2

## SETUP

Place a 50mm Wagon Marker (Ht 4, impassable, hardness 3 and can suffer 3 Dg before being removed from the game) completely within your Deployment Zone and touching a table edge in your Deployment Zone after all Crews have deployed.

## SPECIAL

Each turn, move the Wagon Marker 6" toward the center of the table at the start of the Resolve Effects Step. The Marker may not move over models and stops if it comes in contact with them. Models may attack the Wagon Marker with melee attacks only. The Marker cannot be attacked if it is within the melee range of one of your models.

## VICTORY

**Score 4 VP:** If the Wagon Marker is completely within 3" of the center of the table at the end of the Encounter but has suffered 1 or more Dg.

or

If the Wagon Marker is completely within 3" of the center of the table at the end of the Encounter but has suffered 0 or more Dg.

Strategy  
INDIVIDUAL

11

# Treasure Hunt

v2

## SETUP

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

## SPECIAL

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

A model changing position on the table by an effect other than the **Walk** Action or leaving play drops the Treasure Counter in base contact with itself. While carrying the Counter, a model reduces its **Wk** to 4, and cannot have its **Wk** increased by any means. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose **Flight** 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 2 VP:** At the end of the Encounter, if the Treasure Counter is carried by one of your models but not in your Deployment Zone or is completely within your Deployment Zone but not carried by a model.

or

**Score 4 VP:** If the Treasure Counter is carried by one of your models and that model is completely within your deployment Zone at the end of the Encounter.

Strategy  
INDIVIDUAL

12

# Turf War

v2

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

or

**Score 4 VP:** If you have more of your models completely on your opponent's half of the table than they have models completely on your half of the table and you have at least one model completely within their Deployment Zone at the end of the Encounter.

Strategy  
INDIVIDUAL

13

# The Joker

v2

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

# MALIFAU

v2

## CORE ENCOUNTERS

To play the original missions in the first book a player makes a flip and checks the value against the numbers on the left hand side of the Shared Strategy deck.

## EXPANDED ENCOUNTERS

A random player makes a flip and check the chart below.

**Jokers :** Flipping Player 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

v2

## 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. If the flips are tied, re-flip until one player has the high card.

The Attacking player place five 30mm Dynamite Markers along the centerline of the table, at least 6" apart.

## SPECIAL

The Dynamite Markers begin the Encounter Disarmed. A model in the Attacking Crew may take a (1) **Interact** Action while in base contact with a Dynamite Marker to Arm it. A model in the Defending Crew may make a (2) **Interact** Action while in base contact 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

v2

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 2 VP:** If a player has more models completely within 3" of the Claim Marker than his or her opponent does at the end of the Encounter.

**Score +2 VP:** If that player's opponent does not have any models completely within 3" of the Claim Marker at the end of the Encounter.

Strategy  
SHARED

9-11

2

# Contain Power

v2

BOTH MASTERS HAVE WATCHED THEIR OPPONENT GAINING TOO MUCH INFLUENCE AND TOO STRONG A Foothold IN MALIFAU.

## VICTORY

**Score 2 VP:** If all of his or her opponent's leaders are no longer in the game at the end of the Encounter.

**Score +2 VP:** If his or her leaders killed or sacrificed all of the opponent's leaders.

Strategy  
SHARED

3



v2

# 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 leaders to Deliver a Message. Insignificant models cannot take this Action.

**VICTORY**  
**Score 1 VP:** If you deliver the message during the Encounter.  
**Score +1 VP:** If the Message was Delivered during the first four turns of the Encounter.  
**Score +2 VP:** If his or her Message was Delivered before the opponent's was.

Strategy  
SHARED

4

v2

# Destroy the Evidence

**SETUP**  
Each player places one 30mm Evidence Marker completely inside his or her opponent's Deployment Zone and two Evidence Markers completely within 10" of his or her opponent's Deployment Zone. These Markers must be placed at least 8" from one another. Place an additional neutral Evidence Marker at the center of the table.

**SPECIAL**  
A friendly model in base contact with an Evidence Marker that you placed may take a (2) **Interact** Action to Destroy the Evidence and remove the Marker from the game. Any model in base contact with the neutral Evidence Marker may take a (2) **Interact** Action to Destroy the Evidence and remove the Marker from the game. Insignificant models and models engaged with enemy models cannot take this Action.

**VICTORY**  
**Score +1 VP:** If a player's Crew Destroys both the Evidence Markers that he or she placed outside an opponent's Deployment Zone.  
**Score +2 VP:** If a player's Crew Destroys the Evidence Markers he or she placed in the opponent's Deployment Zone.  
**Score +1 VP:** If a player's Crew Destroys the neutral Evidence Markers.

3-5

Strategy  
SHARED

5

v2

# 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 2 VP:** If a player's opponent does not have any leaders completely in the player's deployment zone at the end of the Encounter.  
**Score +2 VP:** If that player's opponent also has no opposing leaders completely on the player's half of the table at the end of the Encounter.

Strategy  
SHARED

6

v2

# Escape and Survive

YOU SIMPLY CANNOT AFFORD ANY MORE LOSSES RIGHT NOW.

**SETUP**  
Note the number of models in your Crew at the start of the Encounter.

**SPECIAL**  
Insignificant models do count toward the Setup or 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 a player has at least 50% of the number of models he or she started the Encounter with in play at the end of the Encounter and those models are at least 8" from his or her Deployment Zone.  
**Score +1 VP:** If that player has at least 75% of the number of models he or she started the Encounter with in play at the end of the Encounter and those models are at least 8" from his or her Deployment Zone.  
**Score +1 VP:** The player who has lost the fewest number of models.

Strategy  
SHARED

7

v2

# 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 on its opponent's half of the table. 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 his or her models Planted on terrain completely on an opponent's half of the table up to a maximum of 4 VP.

Strategy  
SHARED

8

v2

# 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. You control a table quarter when the majority of models completely within that quarter are yours.

**VICTORY**  
**Score +1 VP:** For each table quarter he or she controls at the end of the Encounter.

6-8

Strategy  
SHARED

9

v2

# 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). Models that are Summoned into play and killed will add their Soulstone costs. Models with no Soulstone cost who enter play by replacing another model(s) are worth the Soulstone cost of the model(s) they replaced. Models that can return to play, when killed for the first time by the opposing player count their Soulstones only the first time they are killed.

**VICTORY**  
**Score 2 VP:** If the total Soulstone Cost of enemy models he or she has killed or sacrificed is greater than the total Soulstone cost of your models your opponent has killed or sacrificed.  
**Score +1 VP:** If the total was 1.5 times that of his or her opponent.  
**Score +1 VP:** If his or her opponent has no leaders in the game at the end of the Encounter.  
**Score +1 VP:** If the total Soulstone Cost of a player's opponent's models still in play at the end of the Encounter is less than half the total Soulstone Cost of his or her Crew at the start of the Encounter.

12-13

Strategy  
SHARED

10

v2

# Supply Wagon

**SETUP**  
Each player places a 50mm Wagon Marker (Ht 4, impassable, hardness 3 and can suffer 3 Dg before being removed from the game) completely within his or her Deployment Zone and touching a table edge in the Deployment Zone after all Crews have deployed.

**SPECIAL**  
Each turn, both players move their Wagon Marker 6" toward the center of the table at the start of the Resolve Effects Step. A Wagon Marker may not move over models and stops if it comes in contact with them. Models may attack Wagon Markers with melee attacks only. The Marker cannot be attacked if it is within the melee range of one of its Crew's models.

**VICTORY**  
**Score 2 VP:** If a player's Wagon Marker is completely within 3" of the center of the table at the end of the Encounter and his or her opponent's is not.  
**Score +1 VP:** If a player damages an opponent's Wagon Marker during the Encounter.  
**Score +1 VP:** If a player's Wagon Marker is undamaged at the end of the Encounter.

Strategy  
SHARED

11

v2

# 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**  
A model in base contact with the Treasure Counter may take a (2) **Interact** to pick it up. A model carrying the Counter can drop or pass it to another model in base contact as a (1) **Interact** Action.  
A model changing position on the table by an effect other than the **Walk** Action or leaving play drops the Treasure Counter in base contact with itself. While carrying the Counter, a model reduces its **Wk** to 4, and cannot have its **Wk** increased by any means. Spirits lose the ability to move through other models and the ability to ignore terrain penalties while carrying the Treasure Counter. Models lose **Flight** 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 2 VP:** If, at the end of the Encounter, the Treasure Counter is carried by one of his or her models but not in his or her Deployment Zone or is completely within his or her Deployment Zone but not carried by a model.  
or  
**Score 4 VP:** If the Treasure Counter is carried by one of his or her models and that model is completely within his or her deployment Zone at the end of the Encounter.

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 2 VP:

If a player has models completely within his or her opponent's Deployment Zone

Score +1 VP:

If the player has more models completely within his or her opponent's Deployment Zone.

Score +1 VP:

If the player has more models completely within his or her opponent's half of the table.

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.



J

Strategy  
SHARED

J

MALIFAU

ENCOUNTER SETUP SEQUENCE

1 Choose Encounter Size

2 Choose Faction

3 Choose Encounter Location

4 Choose Deployment Type

5 Determine Strategies

6 Hire Crews

7 Deploy Crews

- Reveal Crew and starting Soulstone Pool

- Add 2 Soulstones to Pool for each Scheme not selected

- Reveal Announced Schemes

- Reshuffle Fate Decks

DEPLOYMENT TYPE

A random player makes a flip and check the chart below.

Jokers : Flipping Player Chooses Deployment

1-4

5-9

10-13

12.5"

12.5"

12.5"

12.5"

12.5"

12.5"

12.5"

12.5"

12.5"

Encounter  
SETUP