

# MALIFAUX ABILITIES AND TRIGGERS

## COMMON ABILITIES LIST

**Arachnid:** This model ignores severe terrain movement penalties and climbs using its **Cg** instead of its **Wk**.

**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 wound when this model suffers damage from a melee attack.

**Bulletproof #:** Reduce the amount of damage this model suffers from ranged attacks by the indicated number to a minimum of 1.

**(+1) Casting Expert:** This model receives 1 additional **Cast** action during its activation.

**(+2) Casting Master:** This model receives 2 additional **Cast** actions during its activation.

**Companion (model):** If this model and the companion model (model) are within 6" of one another at the start of either model's activation, both 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 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.


**(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 makes its first attack in the game. **Terrifying** models ignore Harmless.

**Hunter:** This model ignores cover when targeting models and increases its LoS into forests to 6".

**Magic Resistant #:** Reduce the damage this model suffers from spells by the indicated number to a minimum of 1.

**Immune to Influence:** This model ignores effects that require the use of **Wp** when defending in a **Duel**.

**(+1) Melee Expert:** This model receives 1 additional Melee Strike during its activation.

**(+2) Melee Master:** This model receives 2 additional Melee Strikes during its activation.

**Pass Through:** This model may move through intervening models.

**Poison #:** Place the indicated number of Poison Counters on the target model. The target model suffers 1 wound per applied Poison Counter, each time it activates. The target model discards 1 Poison Counter at the start of each Closing Phase. A target model is no longer Poisoned, as soon as it discards its last Poison Counter.

**(+1) Ranged Expert:** This model receives 1 additional Ranged Strike during its activation.

**(+2) Ranged Master:** This model receives 2 additional Ranged Strikes during its activation.

**(2) Rapid Fire:** Discard a **Control Card**. This model immediately makes up to 3 Peacebringers Strikes against a single model.

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

**Ruthless:** The model may fire into close combat without a **Wp** **Duel**.

**Scout:** This model ignores severe ground movement penalties.

**Slow to Die:** When this model is killed, it immediately takes 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 (Morale, p 77).

**Use Soulstones:** This model may use game effects that require Soulstones. **All Masters Automatically have this ability**

## TRIGGERS

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.

**Remember: Only one trigger per model can be active per Action or event, regardless of how many of a model's triggers may have their requirements met.**

## COMMON TRIGGERS LIST

**Cb (P) Critical Strike:** When damage defender with a melee or ranged weapon Strike, defender suffers +1 **Dg** for each **P** 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 (M M) Flay:** When damaging defender with a melee Strike, defender suffers +2 **Dg**.

**Cb (X X) Rot:** When damaging defender with a melee Strike, the damage flip receives .

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