

# Malifaux

## Quick Reference Sheet

### Turn Sequence

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

### Casting Sequence








- 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


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

### Strike Attack Sequence



- 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

Malifaux Suit				
Standard Suit				


### General Actions

(1) Walk	Move Wk in inches
(2) Charge	Declare Target • Line of Sight Required Move Cg in straight path •  on Damage Flip
(1) Climb	Move up or down Wk in inches
(2) Jump	1/2 Wk across a gap or 1/2 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.





### General Combat Actions

(1) Strike	Model makes an opposed Duel against target model
(1) Defensive Stance	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

(#) Cast	Spend # to cast one of model's spells
(2) Channel	Model Casts a (1) spell Attack and Damage flips receive 
(1) 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

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

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

Channel	Caster's Casting Duel and Damage Flip receive 
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### Combat Total Modifier

Final Combat Total	0	1-5	6-10	11+
Damage Flip Receives			None	

### Damage Chart

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

### Healing/Prevention Chart

Value of the Flip	Black Joker	1-5	6-10	11+	Red Joker
Damage Healed/Prevented	0	1	2	3	See Below
The model heals or prevents all wounds suffered including ones previously suffered					

Last Revised 09/10/2009