

# Malifaux

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## Abilities Quick Reference

### General Actions (p.45)

**(1)Heal:** *Soulstone Users Only.* Discard 1 Soulstone the Model Makes a Healing Flip (p.57)

**(#)Interact:** The model spends the indicated number of actions to Interact with the game table of terrain peice

**(1)Pass:** the model does nothing with this action

**(all)Search:** *Graverobbers and Scavengers only.* The model gains 1 counter of the appropriate type (Corpse,Scrap)

### Action Modifiers (p.46)

Each of this action modifiers may not affect a model more than once at a time

**(+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)

**Note: Slow and Fast Cancel each other**

**(-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)

**Note: Paralyzed and Reactivate cancel each other**

### Movement Actions (p.46)

**Walk:** the model movels up to its Wk in Inches

**Charge:** A Model may take the Charge actions if it has a target model within its LoS, Which is not already within melee range. The charging model must move along a straight path to its target. Obeying normal rules for movement up to is CG Value. The model immediately makes a melee attach with one basic melee weapon and receives + on its damage flip

**Climb:** the model moves up to is Wk in inches up or down a climbable surface (p.83)

**Jump:** the model moves up to ½ of its wk distance across a gap or moves up to ½ of its Wk distances from a high elevation to a lower one.

### Movement Penalties (p.47)

**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. A Model with **Float** can move over terrain and other models without penalty and CAN end their movement over impassable terrain. Neither can 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 not damage is done, the action of the disengaging model ends immediately.

### General Combat Actions:

**Strike:** the model makes an opposed Cb -> Df with a Melee or Ranged Weapon

**Defensive Stance:** Until the closing phase this model receives ++ when defending a melee or ranges attach the model also receives -2/-2 Wk/Cg.

**Focus:** the model performs a basic strike (melee or ranged) the attack and damage flip receive +

### Melee Modifiers

Focus	+ on Attack and Damage
Charge	Move up to Cg and receive + on the damage flip
Defensive Stance	Defence Flip receives ++
Paired Weapon	Attackers Attack Flip Receives +

### Ranged Modifiers

Target in Soft Cover	Attack Flip Recives -
Target in Hard Cover	Attack Flip Recieves – and Target receives Armor 1
Firing into Melee	Defender receives +1 Df for each model in ITS melee range
Focus	+ on Attack and Damage
Defensive Stance	Defence Flip receives ++
Paired Weapon	Attackers Attack Flip Receives +

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### General Magic Actions: (p.72/73)

**(#) Cast:** the model casts one spell

**(2) Channel:** the model casts a (1) spell with + on both casting and damage

**(1) Drain Souls:** Masters Only. Sacrifices up to 3 friendly models within 6" (ignoring LoS) add + 1 SoulStone to the pool for each model sacrificed. Every non-Master model in the crew receives a cumulative - 1 Wp for the remainder of the game. Insignificant models cannot be sacrificed.

### Common Abilities List

**Arachnid:** this model ignores severe terrain movement penalties and climbs using it Cg instead of Wk

**Armor #:** Reduce damage by # down to a minimum of 1

**Black Blood:** All non-Neverborn models within 1" suffer 1 wound when this model suffers damage from melee

**Bulletproof #:** Reduce damage from ranged attacks by # to a minimum of 1

**Casting Expert (+1):** model receives 1 additional Cast action

**Casting Master (+2):** model receives 2 additional Cast actions

**Companion (model):** If this model and the companion (model) are within 6" of each other, they may activate simultaneously complete the acting models activation first

**Evasive #:** Reduce damage of Blast by # to a minimum of one (cumulative with other Armor)

**(2) Flurry:** discard 1 control card, this model immediately makes up to 3 melee strikes against a single model

**Gunfighter:** this model can make melee strikes upto 2" away using its ranged weapons

**Hard to Kill:** while this model has 2 or more Wd when suffering damage it can only be reduced to 1 Wd by a single damage source

**Hard to Wound 1, 2, 3:** Damage flips against receive -, --, --- respectively

**Harmless:** Enemy models must pass a Wp -> 12 Duel when targeting this model with an attack or the action fails, Harmless ends when model makes first attack, terrifying models ignore harmless

**Hunter:** This model ignores cover when targeting models, LoS into a forest is 6"

Immune to influence: this model ignores effects when defending a Wp duel

**Magic Resistant #:** Reduce damage from magic attacks by # to a minimum of 1

**Melee Expert (+1):** model receives 1 additional Melee action

**Melee Master (+2):** model receives 2 additional Melee actions

**Pass Through:** this model may move through intervening models

**Poison #:** place # poison counters next to target model, target suffers 1 wound per token each target model activation. At the start of each closing phase discard a counter until the target model is no longer poisoned.

**Ranged Expert (+1):** model receives 1 additional Ranged Strike

**Ranged Master (+2):** model receives 2 additional Ranged Strikes

**(2) Rapid Fire:** Discard a control card this model immediately makes 3 peacebringer strikes against a single model

**Regeneration #:** Heal this model the indicated number of 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 a 1ap action before being removed from play

**Terrifying #:** Living models that are engaged in melee or wish to charge it, 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**

### Common Triggers (p.73)

**Cb(ram) Critical Strike:** when damaging the defender with a strike, defender suffers +1 Dg for each (ram) in the duel total

**Cb(mask,mask) Flay:** when damaging defender with a melee strike, defender suffers +2Dg

**Cb(Crow,Crow) Rot:** when damaging defender with a melee strike, the damage flip receives +

**Ca(tome,tome) Surge:** after defender loses its resist duel and the model discards 1 control card, Draw 1 control card