

MALIFAUX

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

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	½ Wk across a gap or ½ Wk down an elevation				
(1) Heal	<i>Use Soulstone required</i> 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	<i>Scavengers only.</i> 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	<i>Masters only</i> • 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				
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					

Malifaux Suit				
Standard Suit				