Cheatography

Malifaux Cheat Sheet

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Setup (pg 42)

A. Determine Encounter Size (Usually 50SS)

B. Place and define Terrain

C. Determine Scenario

D. Generate Schemes

E. Attacker selects deployment zone

F. Choose Factions and Leaders

G. Choose additional Masters

H. Hire Crew (Unspent points become Soulstones. Max 10)

I. Reveal Crew

J. Deploy (Attacker half and half, Defender deploys all).

K. Select Schemes

L. Start Game

Turn Sequence

Start Phase: Discard Cards, Draw Cards, Initiative Flip, Resolve Effects, Caluclate Pass Tokens

Activation Phase: Pass or Activate model, Switch Active Player

End Phase: Resolve Effects, Score VP (not first turn), Check if end of game, Shuffle discard pile into deck.

Actions (pg 22)

Actions (pg 22) (cont)

Assist
Target *other* friendly model within 2" and LoS lowers the value of its **Burning, Distracted** or **Injured** Condition by 1/2/3.

Walk
This model moves up to its **Mv**. This move cannot be used to leave the engagement range of models engaging this model.

Charge
Once per activation. Cannot be declared while engaged.
Push this model up to its *Mv*. It may then take a melee action that does not acount against its action limit.

Slam
Target an Impassable marker or any one Destructible Terrain piece within 1".
If the target is destructible remove it from play, otherwise Place it within 1" of this model.

Soulstone Usage

Draw Cards	During the draw phase, each player may spend a SS to draw 2 cards and must then discard down to their max hand size.
Enhance Duel	Before cards a flipped, a model may use a SS to add (+) to its flip *or* add a suit of its choice to its final duel total.
Block Damage	A model can spend a SS before a damage flip to add (-) to it.
Reduce Damage	After damage is suffered by a model, it can spend a SS to reduce it. The model flips a card (which cannot be cheated) and reduces the damage by 1/2/3. This reduction occurs after all other reduction and can reduce damage to 0.

By default only Masters and Henchmen can use Soulstones!

Conditions (pg 29)

Adversary (X): Models with the X keyword, Characteristics or Name receives (+) to Attack actions targeting this model.

Conditions (pg 29) (cont)

Shielded +X: Reduce damage by 1, to a minimum of 0. Each time this condition reduces damage, its value is lowered by 1. During the End Phase, end this condition.

Injured +X: Model suffers -X to **Df** and **Wp**. During the End Phase, end this condition.

Fast: The number of activations model can declare is increased by 1 (to a maximum of 3). End this condition after the model's activation. Canceled by **Slow**.

Slow: Reduce the number of activations this model can declare by 1. End this condition at the end of the model's activation. Canceled by **Fast**.

Staggered: Model suffers -2 **Mv** and cannot be moved by effects of other **friendly** models. End this condition at the end of the model's activation.

Stunned: Model cannot declare Triggers and its Bonus Action count against its Action Limit. End this condition at the end of the model's activation.

Burning +X: During the End Phase, this model suffers 1 damage + 1 additional damage for every 3 points of Burning beyond the first (max 5 damage).

Distracted +X: Model's actions that target an enemy model suffer (-). After resolving such action, the value of the condition is lowered by 1. Canceled by **Focused**.

Poison +X: During the End Phase, this model suffers 1 damage + 1 additional damage for every 3 points of Poison beoynd the first (max 5 damage. Then, it lowers the value of this condition by 1.

Interact
*Cannot be declared while engaged or if this model has taken the **Disengage** action.* Do one of the following:
1. Drop a scheme marker into base contact with the model and not within 4" of another friendly scheme marker.
2. Remove all Scheme markers in base contact with this model.
3. Resolve a specific rule that refers to an **Interact** action.

Disengage
Can only be declared while engaged.
One enemy model (opponent's choice) may take a melee Action targeting this model; neither model can declare Triggers during this action. After resolving the attack, this model pushes up to its **Mv**. If the attack was successful, reduce the model's Push by 2/4/6 inches. This flip gets (+) for every other enemy model engaging this model.

Concentrate
Once per activation. This model gains **Focused+1**

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