

# MALIFAUX ERRATA

Version 1, January 2010

## GENERAL

### Terms (p.13)

**Replace first sentence in second paragraph with:** "All models hired or summoned into your Crew and you control are **friendly** models, while all models your opponent hired and controls are **enemy** models."

**Add at end of second paragraph:** A **target** is a model, terrain feature, or object directly designated by a game effect.

### Add third paragraph:

"In Malifaux, an **attack** is defined as:

- Any Talent, Action, or Spell targeting an enemy model.
- Any Talent, Action, or Spell that inflicts damage or requires a Resist Duel targeting a friendly or neutral model.
- All Auras and Pulses that inflict damage or require a Resist Duel are also considered attacks."

### Add fourth paragraph:

"Some models are able to ignore or are immune to game effects:

- When something ignores X, other models are not affected by X when resolving the effect.
- A model immune to X cannot be affected by X when resolving the effect. Duels requiring X do not occur."

### Timing (p.13)

**Add to the end of the second paragraph in Timing:** "If an effect does not have an end listed, it ends during the Resolve Effects step of the Closing Phase."

*NOTE: please note that on Page 46 it states the end point for **Fast/Slow/Paralyze/Reactivate** even though the end point is not stated in the spell or talent causing the effect.*

### Add to the end of the section before Timing Example:

"To resolve more than one effect occurring at the same time players should resolve in the following order: acting player, then follow activation order (p.43). Any effects that are not controlled by either player, such as any terrain or environmental or encounter effects, are resolved last. Players always resolve their models' effects in an order of their choosing."

## THE BASICS

### CHARACTERISTICS

#### Construct (p.21)

**Replace** "ignore" **with** "are immune to"

#### Insignificant (p.21)

**Replace with:** "Insignificant models do not count toward some encounter victory conditions."

#### Totem (p.21)

**Replace description with:** "Totems are manifestations of a Master's magical talents. A Totem must be connected to a Master when it is hired by a Crew or summoned. A Master may only be connected to one Totem at a time. A Totem is sacrificed any time it is not connected to a Master in play. Totems with a Master's name in parenthesis can only be connected to Masters with that name."

#### Spirit (p.21)

**Replace** "ignore" **with** "are immune to"

**Add to the end of the entry:** "Spirits do not block Line of Sight."

#### Undead (p.21)

**Replace** "ignore" **with** "are immune to"

## STATISTICS

### Statistics (p.22)

**Add at the end of the first paragraph:** "A statistic cannot be reduced lower than 0. **Walk** and **Charge** cannot be reduced lower than 1 each unless an effect specifically states it is reduced to "-."

**Add at the end of the first paragraph under Weapons:** "A basic weapon's stats cannot be reduced lower than 0 unless an effect specifically states it is reduced to "-."

## LINE OF SIGHT

### Line of Sight (p.24)

**Move** "(Terrain, p 83)" from end of first paragraph to end of second sentence.

**Replace** "Other models and..." **with** "Other models, game effects, and..." **in the last sentence of the first paragraph.**

## REMOVING MODELS FROM PLAY

### Removing models from play (p.24)

Replace the second, third, and fourth paragraphs with the following: “

- A model is **killed** when it is reduced to 0 **Wounds** (p.55) or receives an effect that kills a model. Killed models are removed from play and generate any applicable Counters.
- A model is **sacrificed** when it receives an effect that sacrifices a model. Sacrificed models are removed from play without generating any applicable Counters.
- A model is **buried** when it receives an effect that buries a model. Buried models are removed from play but return to the game when the effect that buried them allows them to do so.”

## COUNTERS

### Markers (p.24)

**Add to the end of Counters:** “Some special effects require players to use markers to indicate events, locations, or other situations during the course of play. Unless otherwise indicated, markers behave just like Counters, are 30mm rounds, and remain in play only as long as it takes to resolve the effect. Markers can be picked up by models only when a specific rule allows the marker to be picked up.”

## RANGE EFFECTS

### Pulse (p.25)

**Remove the last two sentences and replace with:** “It simultaneously affects all models, except the model using this effect, within the effect's range in inches.”

## THE FATE DECK

### Twisting Fate (p.33)

**Replace third paragraph with:** “The Red Joker can be used in a negative twist, even if it is not the lowest value card. Regardless of the number of cards flipped in a positive or negative twist, you **must** use the Black Joker if it is flipped (discard all other cards you flipped, including the Red Joker).”

### Running out of Fate Cards (p.34)

**Replace the first sentence with:** “When you need to draw or flip a Fate Card, and your Fate Deck is empty, pick up your discard pile, **re-shuffle** the cards, and place them face down as your Fate Deck.”

## THE GAME

### Simultaneous Activation Callout (p.43)

**Add to the end of the callout:** “A model may gain simultaneous activation during the course of another model's activation. In this case this model activates immediately following the acting model's activation. This occurs before your opponent activates their next model.”

## GENERAL ACTIONS

### Search Action (p.45)

**Remove the (all) Search Action and replace with:** “(all) **Scavenge:** Scavengers Only. The model gains 1 Scrap Counter.”

### Cast Action (p.62)

**Replace last sentence beginning with** “Note: Casting a (0) Action...” **With** “Note: Casting a (0) or (all) spell counts as the model's (0) or (all) Action respectively for its activation.”

### Movement (p.46-47)

**The following replaces the rules for Movement on pages 46 and 47:**

#### “Movement

During the course of an encounter, models will change their position on the table through one of the following types of effects: movement effects (see Movement Effects below), placement effects (see Placement Effects below), or summoning effects (see Summoning, p.66).

#### Movement Effects

All movement is measured from the edge of a model's base to the same edge of the model's base after it moves. A model's base is not allowed to pass over another model's base as it moves nor is a model allowed to end its move on top of another model's base. If a model's base does not fit through a gap between bases or terrain, the model must find an alternate path or stop its movement at the point where it can no longer pass. The distance a model can move may be affected by terrain (p.83).

Any time the model moves by taking the **Walk, Charge, or Jump** Actions, is moved using its **Walk/Charge** stat, is Pushed, or falls back (see Morale, p.78), it is being affected by a movement effect.

Models forced to move:

- **Toward/away from** something (another model, a specific point, table edge, etc.) must move by the shortest route. A model moving in this manner cannot end the movement further from/closer to the thing than it began.
- **Directly toward/away from** something must move as far as the effect requires in a straight line. They will stop this move if they come into contact with any intervening models or terrain they could not move through or over.

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## Climbing

A model can climb any vertical surface with the climbable terrain characteristic (p.84). The model moves 1 **Ht** for every 2" of movement it spends. If the model ends its activation short of the top or bottom, mark the model's height with a marker indicating how high it is.


## Movement Penalties

Movement penalties may apply when a model uses a movement effect. All penalties to movement are cumulative during a model's Action, but a model's **Wk/Cg** cannot be reduced lower than 1/1, unless an effect specifically gives the model **Wk/Cg** -/-. (Terrain, p.83).

Terrain Type	Penalty
Severe	Movement through severe terrain costs double the distance moved.
Impassable	Cannot enter
Hazardous	Suffer damage (p.85)
Climbable	Movement up or down climbable terrain costs 2" per 1 <b>Ht</b> .

## General Movement Actions

**(1) Walk:** The model moves up to its **Wk** in inches. This may be in any direction and does not need to be in a straight line. A model may **Walk** into melee combat with a target if it chooses.

**(2) Charge:** A model may take the **Charge** Action 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 the normal rules for movement (including disengaging and modifiers due to terrain) at its **Cg** value in inches. At the end of the **Charge**, the model immediately makes a melee attack with one of its basic melee weapons and receives  on its Damage Flip for that attack. If the target of the **Charge** is out of melee range at the end of the model's move, the **Charge** Action ends immediately.

**(2) Jump:** The model moves up to 1/2 of its **Wk** distance across a gap or moves up to 1/2 of its **Wk** distance from a higher elevation to a lower one, without suffering damage.

## Pushes

When a game effect Pushes a model, it is moved the distance indicated by the effect causing the Push. Pushes are move effects, but do not generate disengaging **Strikes**.

## Flying Models

Models with the **Flight** talent move over terrain and over other models without penalty but cannot end their movement in or on impassable terrain or another model's base.

Models with the **Float** talent move over terrain and over other models without penalty, and can end their movement over impassable terrain but cannot end their movement over another model's base.

## Falling

If a model without Flight or Float is moved off an elevation by a game effect, or elects to fall down from an elevation, place the model at the base of the elevation. A falling model suffers **Dg** 2/4/6 and its controller performs 1 Damage Flip per 3" fallen; total damage to the model is the sum of all Damage Flips from the fall (Damage, p 55). You may not Cheat Fate on this Damage Flip.

## Disengaging

During its activation, your model may wish to disengage one or more enemy models by moving out of opposing models' melee ranges. Your model can do so, but this disengagement may be blocked by an enemy combatant (Combat, p 57).

## Placement Effects

A placement effect changes a model's location on the table without using a movement effect to travel through terrain or other models, or brings a model that is not currently in play onto the table. A model's base must be placed where it can fit, and may not be placed so that any portion of it is further than the placement effect permits.

Any time the model changes its location on the table or is brought into play by Place, Replace, or Switch, it is affected by a placement effect.

## Place

Place is a placement effect which requires a model to be Placed in a specific location. If the model is being Placed in base contact with another model there must be room for the model to fit. When a model is Placed in a new location, effects limiting the distance it may move immediately end. Unless stated otherwise, a model's base must be placed completely within any stated range.

## Replace

Some placement effects require a model (or models) to Replace one another. When a model(s) Replaces another, place that model in base contact with the model it is replacing, then remove the replaced model from play. There must be room for the model to fit. Any effects on the model(s) being replaced are applied to all Replacing models, including any **Wounds** suffered, which must be divided as evenly as possible between them.

The Replacing model(s) continue the activation using any general AP the replaced model(s) had remaining. If one model is Replacing multiple models, it uses the highest remaining general AP of those models. The Replacing model(s) can use their specific AP during this activation if any of the replaced models had not already used the same talent or spell. When multiple models replace a single model, they complete their activation using the simultaneous activation rules.

## Switch

The Switch placement effect requires multiple models to exchange locations. When Switching models, each model is relocated to the other model's position and must cover as much of the other model's base area as possible. When a model Switches locations, effects limiting the distance it may move immediately end."

# COMBAT

## Focus (p.52)

**Add to the end of description:** "Weapons that require more than 1 AP to make a **Strike** cannot be **Focused**."

## Defensive Stance (p.52)

**Replace description with:** "This Action must be the first (1) Action the model takes during its activation. Until the End Closing Phase, this model receives **+♣♣** when defending in a melee or ranged attack Duel. The model also receives **-2/-2 Wk/Cg** until the End Closing Phase."

## Melee Basics (p. 52)

**Delete fourth bullet point beginning with** "A model cannot **Charge** an enemy model..."

## Declare Target, then Check Range (p.54)

**Replace second sentence with** "Any model other than the attacker within the attacker's LoS can be targeted."

## Firing Into Melee (p.55)

**Delete first paragraph.**

**Add before first sentence of second paragraph:** "Models may fire into melee combat. Because the combatants in a melee are not standing still during the fight the attacker may wind up hitting another target than the one he intended to, or possibly an ally."

# DAMAGE

## Damage (p.55)

**Replace** "A model cannot use a talent or cast a spell that would reduce its **Wounds** to 0." with "A model cannot use a talent or cast a spell that inflicts **Wd** if it would reduce the model's **Wounds** to 0."

## Jokers (p.56)

**Replace the first Jokers paragraph with:** "When a Black Joker is flipped or revealed while Cheating Fate for damage, the attacker must use it and all other cards flipped are discarded. If it was flipped the attacker cannot Cheat Fate. The Damage Flip inflicts no damage."

**Add to the end of the second paragraph:** "When a Red Joker is flipped in the Damage Flip during a negative twist it can be used instead of the lowest value card, dealing damage as normal."

## Damage Chart (p.57)

**Replace** "Strong" with "Severe"

# PREVENTING/HEALING DAMAGE

## Healing/Prevention Chart (p.57)

**Replace the text under the chart with:** "When you flip the Red Joker when preventing wounds, you prevent 3 wounds + 1 Fate Card Flip. Add the wounds prevented with the flip to the 3. When you flip the Red Joker when healing, the model heals all of its wounds."

## Damage Prevention Errata (p.57)

**Replace** "To prevent damage, the target model..." with "To prevent wounds, the target model..."

# DISENGAGING

## Disengaging (p.57)

**Add to the end of Disengaging:** "Models being Pushed, Placed, or Switched do not generate **Strikes** when they leave an enemy model's melee range."

# MAGIC

## Spell Basics (p.62)

**Delete** "ranged" in the last sentence of second paragraph.

## (Rst) Resist Duel Required (p.62)

**Replace** "Friendly models targeted by spells with Resist Duels in their description can choose to automatically lose the Duel before generating a starting total; they will automatically be affected by the spell if this option is chosen."

**With** "Friendly models making Resist Duels must resist as normal, but when determining final totals, can choose to tie the casting total if the resist total was higher."

## A. Resisting Model Flips Starting Resist Total, bullet 1... (p.64)

**Replace** "The resisting model is winning the Duel if its starting total is equal to or greater than..."

**With** "The resisting model is winning the Duel if its starting total is greater than..."

## C. Resisting Model Calculates Final Total... (p.64)

**Replace** "The resisting model wins the Duel and resists the spell if its final total is greater than the spell's casting total (Success). Otherwise, the resisting model has lost the Duel and suffers the spell's effects (Failure)."

**With** "The resisting model wins the Duel and resists the spell if its final total is greater than the spell's casting total"

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(Success). Friendly models can opt to reduce their total to tie the casting total. If the model's final total is equal to or lower than the casting total it has lost the Duel and suffers the spell's effects (Failure). If the spell causes a damage flip, the difference in the totals is used as the spell's combat total and damage is applied as normal."

## 4. Apply Spell Effects (p 65)

**Replace the first sentence with:** "If the resisting model won the Resist Duel, the spell has no effect."

**Remove the sentence** "When the defender resists a spell that causes a damage flip...and damage is applied as normal."

## Summoned Models (p.66)

**Replace the first and second sentences with the following:** "Summoning effects allow a model to be summoned to the game. The summoned model must be placed within 6" of the summoning model. Models summoned to another model or point in play must be placed with their base completely within 6" of the model or location being summoned to. A model summoned into base contact with another model must be placed in base contact with that model. A model cannot be summoned if its base does not fit."

**Add to end of paragraph:** "Any effects or wounds suffered by a model that previously left play are removed before it returns to play through summoning."

# MORALE

## Morale (p.78)

**Replace first paragraph with:**

"A model in Malifaux is conducting a **Morale** Duel when:

- It is confronted by a **Terrifying** opponent.
- It is affected by a spell or talent requiring a Morale Duel."

## Terrifying (p.78)

**Add before Terrifying header:**

"If the affected model lost the Morale Duel, it is falling back. If the falling back determination occurred during the target model's activation, it immediately makes its fall back move. If the falling back determination happened outside of the affected model's activation, it makes its fall back move at the start of its next activation."

**Replace the first line in Terrifying with:** "Enemy living models without the **Terrifying** -> # ability conduct a Morale Duel using their **Wp**..."

## Morale Duel (p.79)

**Delete:** entire left column

# TERRAIN

**Add above Terrain Characteristics:**

## "Terrain Blocking LoS

A model's LoS is blocked to a target if it cannot draw a line to the target's base through terrain or game effects or its **Height** and the **Height** of the target is equal to or less than that of the terrain."

## Terrain Characteristics (p.84)

**Add to end of first paragraph:** "Terrain may only be targeted by game effects that specify they may target terrain."

## Blocking Terrain (p.84)

**Delete Blocking Terrain Characteristic**

## Climbable (p.84)

**Replace the effect with:** "Models may move up and down climbable terrain. This movement costs double the distance moved."

## Breakable Terrain (p.84)

**Revise** "...and counts as severe terrain." **To read:** "...and counts as severe terrain with a **Ht** of 0."

## Height (p.85)

**Add to the end:** "Models may not make melee attacks against targets that are on terrain that has a **Ht** of greater than the **Ht** of the model attacking."

## Obscuring (p.85)

**Add new terrain characteristic:** "**Obscuring:** Obscuring terrain grants models in the area soft cover. Obscuring terrain blocks a model's LoS if there is more than 3" of obscuring terrain between it and the target. Models can draw LoS into and through obscuring area terrain if the distance is less than 3". Multiple separate pieces of obscuring terrain do not stack to block LoS"

## Woods (p.85)

**Replace:** "Blocking" with "Obscuring"

**Delete** "soft covering"

# ENCOUNTERS

## CREW BUILDING

### Terrain Setup (p.91)

**Second column, Second paragraph: Add at the end:** "If more than one piece of special terrain must be placed in the center of the table, place the terrain side by side in base contact in a manner agreed upon by all players."

#### 4. Choose Strategies and Schemes (p.93)

**Second column: Add new paragraph at end:** "Players with the same strategy or schemes requiring the placement of a terrain piece or Counter or marker of some sort should place them side by side in base contact in a manner agreed upon by the players. For example, if both players are conducting a Treasure Hunt strategy they will both place treasures touching one another in the center of the table."

#### 5. Hire Crews (p.96)

**Add after the second sentence under the Totems bullet point:** "Totems with a name in parenthesis can only be connected to models with that name."

#### STRATEGIES (p.94)

##### Claim Jump & Reconnoiter

**Add to end:** "Insignificant models do not count toward [strategy name]."

##### Slaughter

**Replace** "are Masters." **with** "are Masters and Insignificant models."

##### Treasure Hunt

**Add to the end of the first paragraph:** "A model drops the Treasure Counter in base contact with itself before changing position on the table by any effect other than the **Walk** Action or before being removed from play. Spirits lose the ability to move through other models and ignore terrain penalties while carrying the Treasure Counter. Models cannot Fly or Float while carrying the Treasure Counter. The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the game."

##### Reconnoiter

**Replace the victory conditions with:**

"**Score 4 VP** if you have one or more models completely within each table quarter at the end of the game.

**Score 2 VP** if you have one or more models completely within at least 3 table quarters at the end of the game."

#### SCHEMES (p.94-95)

##### Army of the Dead

**Add to end:** "Insignificant models do not count toward these totals."

##### Breakthrough, Eye for an Eye, Hold Out, Raid!, Sabotage, Stake a Claim

**Add to end:** "Insignificant models do not count toward [scheme name]."

#### Thwart

**Replace description with:**

"This scheme must be revealed when Announced schemes are revealed.

**Score 1 VP** if your opponent partially completes their strategy. **Score 2 VP** if your opponent fails to complete their strategy."

**Delete the** "Announce...+1 VP" sentence.

#### GLOSSARY (P.205)

**Add: "Controller (p.13)**

player controlling a model. While a model is in a player's control, any cards the model is required to flip or play/discard come from that player's Deck and Hand."

**Add: "Target (p.13)**

A **target** is a model, terrain feature, or object directly designated by a game effect."

# Statistics

# Errata

## ABILITIES AND TRIGGERS

### Companion

**Replace description with** "When activating this model, if it is within 6" of (model), this model and any number of other friendly (model) within 6" may receive Simultaneous Activation. Complete this model's activation before continuing to the other model(s') activation(s). A model may receive **Companion (model)** during the course of another model's activation. In this case the model receiving **Companion (model)** activates immediately following the end of the other (model's) activation as per Simultaneous Activation."

### Harmless

**Replace** "...when the model makes its first attack in the game." **with** "...when the model performs an Action other than Walk or Pass."

### Hunter

**Replace description with:** "This model ignores cover and increases its LoS through obscuring terrain to 6"."

**Delete the last sentence starting with Immune to Influence. This is a separate ability.**

### Immune to Influence

**Replace description with:** "This model is immune to Wp Duels when it is the defender."

### Poison #

**Replace description with:** "The affected model receives the indicated number of Poison Counters if it has no Poison Counters on it. The affected model replaces any Poison Counters on it with the indicated number if that number is greater than the number of Poison Counters it currently has. The model suffers 1 wound per Poison Counter on it at the start of its activation, and then discards 1 Poison Counter."

### Rapid Fire

**Replace** "(2) Rapid Fire" **with** "(2) Rapid Fire [basic ranged weapon]"

**Replace** "...3 Peacebringer Strikes..." **with** "...3 Strikes with this weapon..."

### Ruthless

**Replace description with:** "This model ignores Harmless and Pitiful when targeting enemy models."

### Surge

**Replace description with:** "After successfully casting a spell, discard 1 Control Card. Draw 1 Control Card."

## GUID

### PERDITA ORTEGA

**Add** ♠ to Df stat.

### Bullet Bending

**Replace description with:** "Until the Start Closing Phase, this model's Peacebringer **Strikes** receive -2 Cb, and ignores cover."

### Quick Draw

**Replace description with:** "This model may make a [basic ranged weapon] **Strike** against a model within [basic ranged weapon Range] and LoS that has declared a ranged attack, **Cast/Channel**, or **Charge** Action before that model flips a Fate Card or moves. Quick Draw ends when this model makes the **Strike**, or the End Closing Phase, whichever comes first."

### Spellbreaker

**Add to the end of the description:** "Discard all Counters and end all effects on the target model + 1 additional model within 3" of the target per ♠ in the casting total. Wounds on the model or Counters carried by the model cannot be discarded."

### SONNIA CRIID

### Flame Burst

**Add** ♣ to Rg stat.

### Flame Wall

**Replace the following in Flame Wall:** "...and provide cover." **With** "... soft cover."

### GOVERNOR'S PROXY

### Watchful Eye

**Add** "Other" to **Watchful Eye's** second sentence to read "Other friendly Guild models losing a Morale Duel..."

### EXECUTIONER

### Love the Job

**Replace with:** "**Love the Job:** When an enemy model killed by a [Paired Executioner Blades] **Strike** is removed from play, heal all wounds on this model."

## FRANCISCO ORTEGA

### Shrug Off

**Replace description with:** "Discard 1 Counter or end 1 effect on this model + 1 effect or Counter per ♠ in the casting total. Wounds on the model or Counters carried by the model cannot be discarded."

## GUILD AUSTRINGER

**Add** Guardsman characteristic

## JUDGE

**Stat Card:** Long Arm Cb 6♠ and damage 2/4/5.

## GUILD GUARD

**Replace Family** and **Unique** characteristics **with** Guardsman characteristic

## NINO ORTEGA

### Shrug Off

**Replace description with:** "Discard 1 Counter or end 1 effect on this model + 1 effect or Counter per ♠ in the casting total. Wounds on the model or Counters carried by the model cannot be discarded."

## PAPA LOCO

### Shrug Off

**Replace description with:** "Discard 1 Counter or end 1 effect on this model + 1 effect or Counter per ♠ in the casting total. Wounds on the model or Counters carried by the model cannot be discarded."

### Take Ya With Me!

**Replace description with:** "Models, including Papa Loco, suffer 6 Dg. Papa Loco cannot make a Resist Duel to prevent this damage. **BOOM!** does not activate if this model is killed by this spell."

## SAMAEL HOPKINS

**Replace** "(2) Rapid Fire" with "(2) Rapid Fire [Colt. 45]"

### Snare

**Replace last sentence with:** "Until the target wins a Cb →15 Duel at the start of its activation it cannot move or be moved out of base contact with the marker."

## WITCHLING STALKER

### Dispel Magic

**Replace description with:** "Discard 1 Counter or end 1 effect on target model. Wounds on the model or Counters carried by the model cannot be discarded."

## SANTIAGO ORTEGA

**Replace** "(2) Rapid Fire" with "(2) Rapid Fire [Peacebringer]"

### Shrug Off

**Replace description with:** "Discard 1 Counter or end 1 effect on this model + 1 effect or Counter per ♠ in the casting total. Wounds on the model or Counters carried by the model cannot be discarded."

# RESURRECTIONISTS

## DR. DOUGLAS McMOURNING

### Master Surgeon

**Replace description with:** "Target a living or Undead model within 3" and LoS. Target model's controller makes a Healing Flip. This model's controller declares whether the target heals the Wd indicated or suffers an equal amount of damage. If the Red Joker is flipped, and This model's controller choose to inflict damage, the target suffers 3 Dg + an additional Healing Flip's worth of damage."

## NICODEM, THE UNDERTAKER

### Embrace Death

**Replace description with:** "This model can choose to gain the Undead characteristic when affected by talents or spells that affect Undead."

### Empty Vessel

**Replace** " , replace defender with...counters." **with** " , Place a number of Mindless Zombies equal to the defender's base size in base contact with the defender before it is removed from play. Defender does not generate Corpse Counters."

### Zombie Control

**Replace description with:** "At the end of the Activation Phase, Nicodem takes control of and activates any Mindless Zombies within 12". These Mindless Zombies lose the **Mindless** ability during this activation and activate before any other Mindless Zombies. Mindless Zombies Nicodem controls are considered friendly, and may Cheat Fate, but Nicodem's controller must discard a Control Card before they Cheat. When a controlled Mindless Zombies moves, its controller chooses where it moves to. Use activation order to decide which Nicodem activates a Mindless Zombie first if there is more than one Nicodem in play."

## SEAMUS, THE MAD HATTER

### Excessive Bleeding

**Remove** "...or .50 Flintlock..." from description.

### No Escape

**Replace** "...moves or is forced to move." **With** "...is moved using a movement effect."

# MALIFAUX STATISTIC ERRATA

## The Face of Death

**Replace The Face of Death description with:**

“Terrifying → 14. This replaces this model’s **Terrifying** ability.”

## Undead Psychosis

**Add to the end of the description:** “If an affected model cannot be moved without the movement ending within 3” of an Undead model it **Passes**.”


## COPYCAT KILLER

### Mistaken Identity

**Replace description with:** “Switch this model and target friendly Seamus.”

## VULTURE

### Eyes and Ears

**Replace description with:** “(1) **Eyes and Ears:** Until the End Activation Phase, when casting a spell, this model’s connected Master may draw LoS and range from this model. These spells receive -3 **Ca**. Spells with the  icon may not be cast through a model in melee using **Eyes and Ears**.”

## BÊTE NOIRE

### Depraved Tactics

**Replace the following in Depraved Tactics description:** “This model’s Knife **Strikes** receive...”

**With:** “This model’s Paired Knives **Strikes** receive...”

### Drawn to Death

**Replace** “, you may immediately...removed from play.” **with** “, you may choose to Place this model in base contact with the killed or sacrificed model before it is removed from play.”

### Mark for Death

**Replace** “Rst: -” **with** “Rst: Wp”.

## CROOKED MAN

### Cave In

**Replace** “Rst: -” **with** “Rst: Df”.

### Shafted

**Add to the end of Shafted:** “Shafted markers are removed from play at the end of the End Closing Phase.”

## MINDLESS ZOMBIE

### Empty Vessel

**Replace** “, replace defender with...counters.” **with** “, Place a number of Mindless Zombies equal to the defender’s base size in base contact with the defender before it is removed from play. Defender does not generate Corpse Counters.”

### Mindless

**Replace description with:** “This model is uncontrolled and does not activate as normal during the turn. Players, in

activation order, activate and control 1 Mindless Zombie at the end of the Activation Phase. Move the Zombie its full **Wk** directly toward the closest model that is not another Mindless Zombie. If the Zombie ends its move with a model in melee range, or already has a model in its melee range it makes 1 Teeth **Strike** against the model. This model will not attack other Mindless Zombies. If there is more than one model in melee range, the controlling player chooses which model the **Strike** is against. This **Strike** cannot be Cheated. Continue activating Mindless Zombies until all have activated.

## THE HANGED

### Hangman’s Knot

**Replace** “Rst: -” **with** “Rst: Df”.

## MORTIMER, THE GRAVEDIGGER

### Six Feet Under

**Replace** “...and may not move or be pushed.” **with** “...and may not move or be moved.”

## ROTTEN BELLE

### Shambling

**Replace description with:** “This model ignores severe terrain movement penalties.”

## NECROPUNK

### Leap

**Replace description with:** “Move this model up to its **Cg**. This model receives **Flight** during the move. This spell cannot be cast if this model is in melee.”

## NURSE

### Furious Casting

**Replace description with:** “This model receives 3 AP that must immediately be used on **Cast** Actions.”

# ARCANISTS




## MARCUS

### Defend Me

**Replace description with:** “After this model is hit by a ranged attack or **Charge**, nominate a friendly Beast within 3”. The Beast is now the target of the attack.”

## RASPUTINA

### Bearskin Armor

Replace description with: “This model may choose to ignore damage inflicted by , , and .


### Freeze Over

**Replace** "...and may not move or be pushed..." with "...move or be moved..."

### Frozen Heart

**Replace** "ignores" with "is immune to".

### Ice Mirror

**Replace description with:** "When casting a spell, this model may draw LoS and range from a friendly model with **Frozen Heart** within 6". These spells receive -3 **Ca**. Spells with the  icon may not be cast through a model in melee using **Ice Mirror**."

### Ice Pillars

**Replace the following under Ice Pillars description:** "...with Hardness 3." **With** "...with Hardness 3 that remain in play until destroyed."

### White Out

**Remove** "blocking" from description.

## JACKALOPE

### Leap

**Replace description with:** "Move this model up to its **Cg**. This model receives **Flight** during the move. This spell cannot be cast if this model is in melee."

### Multiply

**Replace description with:** "When a non-Jackalope Beast is killed or sacrificed, but before it is removed from play, its controller may Push this model into base contact with the Beast. If this model was previously removed from play and is currently not in play, its controller may Place it in base contact with the Beast before it is removed from play. If Placed, this model receives **Slow**."




## WENDIGO

### Frozen Heart

**Replace** "ignores" with "is immune to".

## DECEMBER ACOLYTE

### Bearskin Armor

Replace description with: "This model may choose to ignore damage inflicted by , , and .

### From the Shadows

**Replace description with:** "This model may be deployed after all other models, in or behind any terrain more than 12" away from an enemy, or the objective of any strategy or scheme. This model may not be targeted by **Charges** or ranged attacks until it takes an Action other than **Pass** if deployed this way. If multiple models with this ability are in play players alternate deploying them using the deployment order for Crews."

### Frozen Heart

**Replace** "ignores" with "is immune to".

## ICE GAMIN

### Frozen Heart

**Replace** "ignores" with "is immune to".

### Statue

**Replace** "...may not move, be pushed," with "...may not be moved with movement effects,"

## ICE GOLEM

### Frozen Heart

**Replace** "ignores" with "is immune to".

### Statue

**Replace** "...may not move, be pushed," with "...may not be moved with movement effects,"

## MYRANDA

### Shapechange

**Replace with:** "Myranda transforms into a non-Unique Beast with a Soulstone cost of 8 or less. This model gains the Action: "**(0) Revert:** End this model's transformation." Transform also ends if this model casts Shapechange again."

### Furious Casting

**Replace description with:** "This model receives 3 AP that must immediately be used on **Cast** Actions."

## SABERTOOTH CERBERUS

### Leap

**Replace description with:** "Move this model up to its **Cg**. This model receives **Flight** during the move. This spell cannot be cast if this model is in melee."

### Roar

**Replace description with:** "Models failing to resist this spell count as losing a Morale Duel."

## STEAMPUNK ARACHNID SWARM

### Scatter

**Replace** "Summon 3 Steampunk Arachnids to this model..." **with:** "Summon 3 Steampunk Arachnids into base contact with this model..."

## STEAMBORG EXECUTIONER

### Knock Aside

**Replace** "...push defender up to 4". **with** "...Push defender up to 4" directly away from this model."

# MALIFAUX STATISTIC ERRATA

## STEAMPUNK ARACHNID

### Latch On

**Replace description with:** "Target model in base contact with this model receives -2 Df. This effect ends when either model is no longer in base contact with the other, or at the Start Closing Phase, whichever comes first. Multiple **Latch Ons** affecting a single model are cumulative."

### Swarm Together

**Replace first and second sentence with:** "Sacrifice this model and 2 other friendly Steampunk Arachnids in base contact with it. Replace these models with 1 Steampunk Arachnid Swarm."



## LILITH, MOTHER OF MONSTERS

### Illusionary Forest

**Replace the following in Illusionary Forest:** "Place 1 piece of forest area terrain no larger than 3" X 3" completely..." **with** "Place a 3" diameter circle of woods terrain completely..."

### Master of Malifaux

**Replace description with:** "This model ignores hazardous, severe, and water terrain effects when moving. This model ignores cover when drawing LoS."

### Transposition

**Replace description with:** "Target 2 models when casting this spell. Switch the 2 target models."

## PANDORA

### Martyr

**Replace description with:** "When this model is hit by an attack, but before applying the Duel's results, its controller may nominate a friendly Woe in base contact. The Woe is now the target of the attack."

### Project Emotions

**Replace description with** "After successfully casting this spell, but before Resist Duels, place a 50mm marker touching the target. The target and all models touched by the marker make Resist Duels. Models losing the Duel receive 1 of the following effects until the Start Closing Phase. A model can only be affected by Project Emotions once per turn. Friendly Woes may ignore Project Emotions."

### The Box Opens

**Replace "Rg: 12" with "Rg: 12".**

## ZORAIDA, THE HAG

### Bewitch

**Replace "(0)" with "(1)".**

## POLTERGEIST

### Tantrum

**Replace "Rst: Wp" with "Rst: -"**

**Replace first sentence in the spell's description with:** "Affected models must win a **Wp** → 12 Duel or treat the 1 as severe ground. This spell lasts until the End Closing Phase."

## VOODOO DOLL

### Conduit

**Replace everything after first sentence with:** "As long as this model is within 1" of Zoraida, she ignores LoS and range when targeting the nominated model with a spell, her casting and spell Damage Flips receive 1 when targeting the nominated model. The nominated model suffers **Poison 2** at the beginning of each End Closing Phase."

## BAD JUJU

**Replace "Hard to Wound" with "Hard to Wound 1".**

## CANDY

**Stat Card:** should have 8 wound boxes.

### Charm

**Replace "Re-activate" with "Regain" in description.**

### Martyr

**Replace description with:** "When this model is hit by an attack, but before applying the Duel's results, its controller may nominate a friendly Woe in base contact. The Woe is now the target of the attack."

## DOPPLEGANGER

**Add: "(0) Mimic Healing:** This model makes a Healing Flip."

### Mimic

**Add to end of first paragraph:** "Effects that reference a model by name cannot be **Mimicked**."

**Replace "reactivate" in Mimic Appearance with "regain" in description.**

**Add "own" after "its" in Mimic Attack description.**

**Delete Mimic Healing (player note: this is now its own Action).**

## HOODED RIDER

### Chase the Sun

**Replace description with:** "If the Hooded Rider was affected by **Noon**, **Noon** ends and it receives **Night**. If the Hooded Rider was affected by **Night**, **Night** ends and it receives **Morning**. If the Hooded Rider was affected by **Morning**, **Morning** ends and it receives **Noon**."

## BABY KADE

### Martyr

**Replace description with:** "When this model is hit by an attack, but before applying the Duel's results, its controller may nominate a friendly Woe in base contact. The Woe is now the target of the attack."

### Unseen Assailant

**Replace** "reactivate" **with** "regain" **in description**.

### Where's Teddy?

**Replace description with:** "Switch this model with 1 friendly Teddy within 15"

## SILURID

### Amphibious

**Replace description with:** "This model ignores movement penalties from water terrain. This model receives +2 **Wk** while moving in water terrain if it was in water terrain at the start of the Action."

### Leap

**Replace description with:** "Move this model up to its **Cg**. This model receives **Flight** during the move. This spell cannot be cast if this model is in melee."

## TERROR TOT NEPHILIM

### Grow

**Replace description with:** This model, or 1 friendly Nephilim within 6", discards 1 Blood Counter, sacrifice this model. Replace this model with a Young Nephilim before it is removed from play."

## MATURE NEPHILIM

### Knock Aside

**Replace** "...push defender up to 4". **with** "...Push defender up to 4" directly away from this model."

## YOUNG NEPHILIM

**Add** ♡ to **Ca** stat.

### Mature

**Replace description with:** "This model, or 1 friendly Nephilim within 6", discards 2 Blood Counter, sacrifice this model. Replace this model with a Mature Nephilim before it is removed from play."

## SORROW

### Siphon Magic

**Add to the end of the description:** "Spells that reference a model by name cannot be **Siphoned**."

## TEDDY

### Out of Control

**Replace description with:** "This model's **Charges** cost (1) and must target the closest model in LoS."

## WALDGEIST

**Replace all instances** "forest" **with** "woods".

### Entangle

**Replace** "...and must end any of its moves or pushes touching the terrain piece." **with** "...cannot move or be moved out of base contact with the terrain piece."

# OUTCASTS

## LEVETICUS, STEAMPUNK

## NECROMANCER

### Death's Lesson

**Add to the end of description:** "This model can reduce its **Wd** to 0 in this way."

### Desolate Warping (In Blessing of Desolation spell)

**Replace** "...summon 1 Steampunk Abomination to..." **with** "...summon 1 Steampunk Abomination into base contact with..."

**Replace** "...after killing defender..." **with** "...after killing enemy defender..."

### Desolation

**Add to the end of Desolation:** "This model can reduce its **Wd** to 0 in this way."

### Empty Inside

**Replace** "...do not draw cards..." **with** "...draw 0 cards..."

### Necrotic Unmaking

**Replace** "...summon 1 Steampunk Abomination to..." **with** "...summon 1 Steampunk Abomination into base contact with..."

# MALIFAUX STATISTIC ERRATA

## SOMER TEETH JONES

### Good 'ol Boys

**Replace first sentence with:** "Crews containing this model can only hire Gremlin, Pig, and Vermin models during scraps."

### Reckless

**Replace description with:** "This model may suffer 1 wound to receive **Fast**."

### Sooeey!

**Replace description with:** "Friendly Pigs may push up to their **Cg** toward this model. All pigs in range **Charge** this model if it loses the casting Duel."

### Survival of the Fittest

**Replace with:** "When a friendly Gremlin is killed or sacrificed within 6", draw 2 Control Cards. When 2 or more models with **Survival of the Fittest** are in range of the Gremlin, the closest model draws Cards."

### Woops!

**Replace description with:** "When this model misses with a [weapon name] **Strike**, the closest other friendly model within 10" and LoS suffers an unmodified Damage Flip of [weapon damage]. If there are no other friendly models within 10" there is no effect."

## VIKTORIA

### Sisters in Spirit

**Replace description with:** "Switch this model with 1 friendly Viktoria in play, or Push a friendly Viktoria in play to within 3" of this model."

### Fates Entwined

**Add to the end of the description:** "This ability has no effect if the spell has a movement or placement effect."

## GIANT MOSQUITO

**Replace Gremlin with Vermin** Characteristic.

**Change Companion (Hog Boss) to Companion (Som'er Jones).**

## RUSTY ALYCE

**Replace "(2) Rapid Fire" with "(2) Rapid Fire [Clockwork Seeker]".**

### Impressionable

**Add to description's end:** "This model gains all of the Master's abilities affecting its use of its **Ca**."

### Snares

**Replace Snares description with:** "Models **Charging** this model cannot move closer than 3" during the **Charge**."

## DESOLATION ENGINE

**Add:** "**Desolate:** This model cannot be summoned."

### Desolate Warping

**Replace** "...summon 1 Steampunk Abomination to..." **with** "...summon 1 Steampunk Abomination into base contact with..."

**Replace** "...after killing defender..." **with** "...after killing enemy defender..."

## STEAMPUNK ABOMINATION

### Concentrated Deformation

**Replace first and second sentence with:** "Sacrifice this model and 3 other friendly Steampunk Abominations in base contact with it. Replace these models with 1 Desolation Engine."

### Desolate Warping

**Replace** "...summon 1 Steampunk Abomination to..." **with** "...summon 1 Steampunk Abomination into base contact with..."

**Replace** "...after killing defender..." **with** "...after killing enemy defender..."

## CONVICT GUNSLINGER

**Replace "(2) Rapid Fire" with "(2) Rapid Fire [Paired Pistols]".**

## HANS

**Replace Cb** stat with 5♣.

**Replace Custom Sniper Rifle** damage **with** 2/2/5.

### Custom Sniper Rifle

**Replace description with** "This model may not make **Strikes** with this weapon during an activation in which it moves. All **Strikes** with this weapon must target the same model during an activation."

### Sniper

**Replace with** "This model ignores cover, obscuring terrain, and intervening models when targeting ranged attacks."

## MISAKI

### Wind

**Replace** "Rst: Df" **with** "Rst: -".

## TAEOR

**Stat Card:** should have 9 wound boxes.

### Menace

**Replace** "Rst: -" **with** "Rst: Wp".

**Replace** "Hard to Wound" **with** "Hard to Wound 1".

## RONIN

### Peasant Clothes

**Replace** "Activate" with "Regain" in description.

## KILLJOY

**Add to Abilities:** Terrifying → 13.

### Blood Price

**Replace** "...moves its **Wk** toward the closest model." with "...**Charges** the closest model."

**Delete the last sentence in the description.**

### Blood Sacrifice

**Replace** "...fourth turn, sacrifice this model and summon Killjoy to its location." with "...fourth turn, sacrifice this model and Place Killjoy in base contact with it before it is removed from play."

**Replace** "summoned" in 4th sentence with "Placed".

## HAMELIN

### Growing Command

**Replace description with:** "After target fails to resist **Irresistible Dance**, **Piper's Lure**, or **Obey**, cast one of the remaining spells on the same target. This trigger may only be used twice per activation. **Obey** can be cast a second time using this trigger."

## BAYOU GREMLIN

### Dumb Luck

**Replace** "damage" with "wounds" in last sentence.

### Reckless

**Replace description with:** "This model may suffer 1 wound to receive **Fast**."

### Whoops!

**Replace description with:** "When this model misses with a [weapon name] **Strike**, the closest other friendly model within 10" and LoS suffers an unmodified Damage Flip of [weapon damage]. If there are no other friendly models within 10" there is no effect."

## PIGLET

### Reckless

**Replace description with:** "This model may suffer 1 wound to receive **Fast**."

### Stampede

**Replace description with:** "This model must use all AP during its activation to make **Pigcharges**. During a **Stampede**, **Pigcharge** costs 1 AP and targets the closest non-Pig model in LoS. This model must be Pushed toward the target and can only **Strike** the target. **Stampede** ends if there

are no non-Pig models in this model's LoS when attempting **Pigcharge**. During a **Stampede**, the model may move through, but not stop on, another model's base. This model ignores **Terrifying** while **Stampeding**."

## HOG WHISPERER

### Sooney!

**Replace description with:** "Friendly Pigs may push up to their **Cg** toward this model. All pigs in range **Charge** this model if it loses the casting Duel."

### Survival of the Fittest

**Replace with:** "When a friendly Gremlin is killed or sacrificed within 6", draw 2 Control Cards. When 2 or more models with **Survival of the Fittest** are in range of the Gremlin, the closest model draws Cards."

## WARPIG

**Replace Gore** damage with 2/4/6.

### Reckless

**Replace description with:** "This model may suffer 1 wound to receive **Fast**."

### Stampede

**Replace description with:** "This model must use all AP during its activation to make **Pigcharges**. During a **Stampede**, **Pigcharge** costs 1 AP and targets the closest non-Pig model in LoS. This model must be Pushed toward the target and can only **Strike** the target. **Stampede** ends if there are no non-Pig models in this model's LoS when attempting **Pigcharge**. During a **Stampede**, the model may move through, but not stop on, another model's base. This model ignores **Terrifying** while **Stampeding**."