

MALIFAUX FAQ

Version 1, January 2010

GENERAL

Q: What happens when a model attempts something that it couldn't do, like cast a spell to create an additional Rare model when my Crew's maximum number of that model are in play, or casts a borrowed spell that requires a weapon/ability my model doesn't have?

A: You cannot attempt the Action. If the Action would not work, reset back to before the Action began. If an event would require the model to enter play (such as a **Pine Boxed** third Viktoria coming into play when a Death Marshal is removed from play) the model does not enter play.

Terms

Q: When is a card "in play"?

A: A card is "in play" from the time it is flipped from the Fate Deck, or played from the Control Hand until it is moved to the discard pile or back to a Hand or Deck (p.13).

Q: Which takes precedence, "must" or "may" when resolving game effects?

A: When resolving game effects a "must" effect is resolved before any other choices can be made. Effects that "may" happen, occur after that.

Targeting Questions

Q: Who is the target of an effect if something shifts the effect to a new model?

A: The new model is now the target of the effect from the point it shifted onward.

Q: If a targeted model shifts the effect to a new target, and had activated a trigger, does the new model gain the benefits of the trigger?

A: No. The activating model's trigger would resolve normally.

Q: When can Line of Sight be checked?

A: Line of Sight is public knowledge and can be checked at any time by either player. Players cannot pre-measure when checking LoS.

Q: How is cover affected if a model can ignore LoS?

A: Models ignoring LoS also ignore any cover modifiers terrain provides the target.

CHARACTERISTICS

Spirits

Q: Can non-Spirit models move through Spirits?


A: Yes (p.21) .

Q: Can a Spirit end its movement in impassible terrain?

A: Yes (p.21).

STATS

Q: Are the talents listed for a weapon part of the weapon or the model carrying it? What about if a model casts a spell that uses the weapon, such as Mimic or Self-Loathing?

A: They are part of the weapon. The weapon's damage and talents are all considered when using the weapon. For example, Lady Justice would include the  her Greatsword grants when suffering **Self-Loathing** (p.22).

Q: What do colored stats and ghosted out suits do?

A: Colored stats and ghosted out suits are play aids. Colored stats are there as reminders that a trigger is associated with the statistic. Ghosted out suits are there as reminders the model has already met that suit requirement with the appropriate stat (p.23).

COUNTERS

Q: Do models leave Scrap/Corpse Counters when there are no Scavengers/Graverobbers in play?

A: No. Corpse and Scrap Counters are only generated while Graverobbers and Scavengers are in play (p.24-25).

Q: If the last model with a Counter-generating effect (Graverobber/Scavenger for example) leaves play, what happens to any of that type of Counters in play?

A: The counters remain in play (p.24) .

Q: Does picking up a Counter require an Action?

A: No. A model can pick up any Counter it is allowed to pick up by coming in contact with it (p.24).

Q: Do effects that force Counters to be sacrificed or discarded from play, such as Hamelin's Hungry Rats, sacrifice/discard Counters carried by models?

A: No. An effect cannot force a model carrying Counters to discard them unless it is part of the cost to use the effect, or the effect specifically states so (p.24).

Q: Is a Counter or marker carried by a model considered to be “on” the model for game effects like Shrug Off or Dispel Magic?

A: No. A Counter carried by a model is not considered “on” the model for the purposes of game effects. A Counter cannot be discarded by an effect unless it specifies Counters carried are affected.

AURAS AND PULSES

Q: If you cast a spell or use an ability that affects multiple models through an Aura/Pulse, does each model make a Resist Duel if one is listed?

A: Yes. Resist Duels are simultaneous. If more than one player has models in the affected area, resolve the Resist Duels in activation order, with each player completing all of their models’ Resist Duels in an order of their choosing before the next begins (p.25).

Placing Blast Templates

Q: How do I place the second and third blast templates from a multi-blast (say it was a 333) effect?

A: The first blast template must touch a portion of the initial target’s base. Each additional template must touch a previous template. For two templates, one must touch the target. The second must touch the template touching the target. For three templates: one must touch the target, the second must touch the template touching the target, and the third must touch a template of your choosing. Yes, this does allow you to have three templates in a line (p.25).

Q: Does the initial target of an attack with one or more 3 in it suffer the blast damage and the attack’s initial damage?

A: No. The initial target of the attack causing the 3 suffers only the attack’s Dg. All other models in the 3 suffer the Dg indicated one step down on the attack’s damage. For example, an attack with Damage of 1/33/533 inflicting Severe damage would inflict 5 damage on the target, then place two 3 and inflict 3 damage on any other models touched by the two 3s (p.56).

Q: Does a model need LoS to the location it wishes to place a blast?

A: No. LoS is not needed to any of the blasts the model places (p.25).

CARDS

Q: Who’s Control Cards and Fate Deck are used when you are controlling another model?

A: You always use your Control Cards and Fate Deck for any models you control (p.13).

FATE DECK

Twisting Fate

Q: I have a 8 flip. I flip my two cards and they come up as 88 and 8X. Which card do I use?

A: Both cards have the same value. When the flipped cards are tied for lowest value, the flipping player can choose which card to keep (p.33).

CHEATING FATE

Q: When, specifically, am I allowed to Cheat Fate?

A: You are allowed to Cheat Fate under the following circumstances:

- All Duels (when a neutral or positive flip)
- The Damage Flip (when a neutral or positive flip)
- When a specific rule allows

(p.33).

DISCARD PILE

Q: Should the top card of my discard pile be visible to all players?

A: Yes. Players cannot look through any discard pile, but all players should be able to see the top card of every player’s discard pile (p.34).

JOKERS

Q: Which Joker takes precedence if the Red and Black Jokers come up during a Fate Flip?

A: The Black Joker (p.32).

Black Joker

Q: Can I still add a Soulstone when I flip the Black Joker in a Duel?

A: Yes. The Black Joker prevents Cheating Fate, but not Soulstone use (p.36).

ACTIONS

Q: Can a model take the same Action multiple times during an activation, such as taking the Cast Action to cast the same spell multiple times?

A: Yes, as long as the model has the AP and there are no restrictions on the Action in question (or spell being cast) being used multiple times in an activation or turn (p.44).

Simultaneous Activation

Q: Once a model receives Simultaneous Activation from an effect, does it have it for the remainder of the game?

A: No. Simultaneous Activation only affects the model’s next activation, which should be immediately following the model that gave it Simultaneous Activation’s activation (p.43).

SPECIFIC ACTIONS

Q: Can I take the Focus or Channel Actions using AP granted from Melee or Casting Expert respectively?

A: No. **Melee** and **Casting Expert** grant specific AP for **Strike** and **Cast**, respectively. You may not **Charge** or use any talents that require general AP using the specific AP granted. You may only perform the Actions permitted by specific AP (p.45).

MOVEMENT

Pushes

Q: Does a push have to be in a straight line?

A: No (p.47).

Q: If an effect allows me to Push an enemy model (no restriction on direction), can I choose to push it off an elevation, or onto a Shafted counter, or into hot lava?

A: Yes. As long as the Push is a legal move, the model can be Pushed into terrain/effects that can harm it (p.47).

COMBAT

DAMAGE

Jokers and Blasts

Q: What damage do I inflict on models in a ☠ when I flip the Red Joker?

A: The initial target model suffers Severe damage + the second flip, while the other models touched by the ☠ suffer Moderate damage (p.56).

PREVENTING/HEALING DAMAGE

Q: If a Damage Prevention Flip amount is higher than the number of wounds caused (say the model suffered 1 wound, but the flip prevents 2) does the model heal the difference?

A: No. A Prevention Flip only stops incoming damage; it does not heal wounds the model has already suffered. Damage healing and prevention do use the same chart (page 57), but the effects differ.

Q: Is “damage inflicted” the amount of damage done before things like Armor reduce the amount of wounds taken? Or is “damage inflicted” after modifications to damage made?

A: Damage inflicted is the total amount of damage a model suffers before reducing effects are taken into account. Incoming damage, including bonuses, is totaled, and then inflicted on the recipient who has an opportunity to reduce the inflicted damage before it is applied as wounds (p.55-56).

MAGIC

Q: I'm a bit confused by spell types. I understand that all spells affecting enemy models are considered attack spells, but what are “ranged” and “melee” attack spells, specifically?

A: Ranged and melee attack spells are those spells that have a ranged (☞) or melee (☞) icon in their **Range**. These spells follow the rules for that type of attack and receive any bonuses or penalties associated with that type of attack (i.e. a model casting a spell with the ☞ icon that targets a model in soft cover would receive a ☐ on the Attack Flip). Spells without ranged or melee icons ignore any restrictions or benefits that would apply to those types of attacks (i.e. the spell above cast without the ☞ icon would not suffer the soft cover penalty) (p.62).

MORALE

Q: I'm confused by what qualifies as a "Morale Duel"?

A: A Duel is only a Morale Duel if it is indicated in its description (p.78).

ABILITIES

Armor

Q: Does Armor stack?

A: Armor from different named sources does stack. Example, a model with **Armor 1**, behind hard cover (**Armor 1**), affected by a spell that grants **Armor 2** would have an **Armor** of 4 (Hard Cover, p.72).

Companion

Q: Can a model affected by Pacify activate earlier in the turn than the spell would allow through Companion?

A: No (p.72).

TRIGGERS

Q: I am confused by when I activate triggers. I have a damage trigger, so why doesn't it activate off the damage total?

A: You check to see what trigger you can use during the Calculate Final Duel Totals and Activate 1 Trigger step in a Duel. The trigger is activated then, but may not take effect until later in the Duel resolution (in the above case, when damage is inflicted) (p.36).

Q: Can I activate a trigger that requires me to discard a card if I have none left in my hand?

A: No. A player must meet all requirements to activate a trigger (p.73).

SPECIAL EFFECTS

Forested

Q: Is the entire table considered woods terrain for the game if the Forested effect is flipped?

A: No. Forested gives the table the light covering characteristic and models cannot see further than 3", but it does not treat the entire table as a woods.



PERDITA

Quick Draw

Q: Does a Moleman lose its Armor from Dug In or Tunneling when a model Quick Draws against it?

A: Yes. As soon as the Moleman declares an Action that would end either **Dug In** or **Tunneling** its **Armor** ends. So, it would not receive the **Armor** against **Quick Draw**.

RESURRECTIONISTS

DR. DOUGLAS McMOURNING

Body Parts

Q: Can a model use the Body Parts ability more than once during its activation?

A: Yes.

MORTIMER

Exhume

Q: Is the Fate Flip for (1) Exhume Cheatable?

A: No.

SEBASTIAN, MORGUE ASSISTANT

Body Parts

Q: Can a model use the Body Parts ability more than once during its activation?

A: Yes.

ARCANISTS

DECEMBER ACOLYTE

Bearskin Armor

Q: What part of the ⚡ damage does a model with the Bearskin Armor ability ignore?

A: The model ignores the ⚡ damage, not the initial damage if it was the target.

ICE GAMIN

Sub Zero

Q: Would a model that activated a trigger that grants it an additional attack still get the attack if it was affected by the Sub Zero trigger?

A: Yes and no. The model would receive the attack, but before it could make the attack its activation would end.

ICE GOLEM

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MARCUS

Wild Heart

Q: If a model with the Instinctual ability Casts (0) Wild Heart, would using (0) Blinding Strike count as the second of its two (0) Actions?

A: Yes.

RASPUTINA

Bearskin Armor

Q: What part of the ⚡ damage does a model with the Bearskin Armor ability ignore?

A: The model ignores the ⚡ damage, not the initial damage if it was the target.

Biting Chill

Q: Can a model cast (0) Biting Chill multiple times in its activation if each triggers Overpower?

A: Yes. Actions generated from triggers do not count against its AP for the activation.

Q: If I cast Biting Chill with suits that allow me to activate either Overpower or a different trigger, can I choose to activate a trigger other than Overpower?

A: No. **Overpower** automatically triggers if the defender loses their resist Duel.

NEVERBORN

BABY KADE

Kid's Got a Knife!

Q: Does a model need to make two Wp Duels if a model with Harmless casts Kid's Got a Knife?

A: Yes. The resisting model's controller can choose which order to conduct the Duels in, but must conduct both, regardless of the results of the first one resolved.

BAD JUJU

From the Earth

Q: Do I lose another model's activation when I use From the Earth?

A: No. When it is your turn to activate, you summon Bad JuJu instead of activating a model. The summoned model functions as normal for a summoned model this turn (i.e. receives **Slow**)

CANDY

Charm

Q: If a model without Harmless casts Charm, does it become Harmless?

A: No. A model cannot regain a talent or spell it did not already have.

Self-Loathing

Q: I cast Self-Loathing on a model whose weapon has talents. Self-Loathing says make a Damage Flip with \square . Are a weapon's talents applied as well? For example, what if the weapon added $\oplus \oplus$?

A: Yes. The weapon in the example would add the net \oplus ($\oplus \oplus - \square$).

Q: Does the spell's combat total for Self-Loathing factor into the Damage Flip?

A: No. **Self-Loathing** inflicts a Damage Flip at \square . It is not modified by the combat total nor can it be Cheated.

DOPPLEGANGER

Mimic

Q: Can a model Mimic the Hooded Rider's Passage of Time ability and gain all 3 phases?

A: No. **Passage of Time** is selected at the beginning of the game; therefore it would have no effect if **Mimicked** after the game begins.

LILITH

Illusionary Forest

Q: Does an Illusionary Forest disappear when the caster is killed/sacrificed?

A: No. They've created a permanent piece of terrain that remains in play until cast again.

Transposition

Q: Do both targets of Transposition have to test to resist?

A: Yes. If one passes the Resist Duel, the spell fails.

MATURE NEPHILIM

Wing Buffet

Q: What order do I move models affected by the Mature Nephilim's Wing Buffet in?

A: The affected models are moved simultaneously.

PANDORA

Expose Fears

Q: Who is the acting model for the Expose Fears ability?

A: The acting model is the model which is currently targeting the model with **Expose Fears**. There is no attacker or defender for **Expose Fears** (p.36) .

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A: Yes. The weapon in the example would add the net \oplus ($\oplus \oplus - \square$).

Q: Does the spell's combat total for Self-Loathing factor into the Damage Flip?

A: No. **Self-Loathing** inflicts a direct Damage Flip at \square . It is not modified by the combat total nor can it be Cheated.

SORROW

Emotional Distress

Q: Does a model with the Emotional Distress ability inflict a Wd on a Death Marshal when it successfully cancels Pine Box with a Wp → Wp Duel?

A: No. The model has not yet returned to play when **Emotional Distress** would cause the wound.

ZORAIDA

Proper Manners

Q: Can you clarify how Proper Manners works? Do I receive the bonus for Focusing or Channeling against the model with the ability, or does it simply negate the penalty?

A: You receive the \square against the model unless you **Focus** or **Channel**. When you **Focus** or **Channel** the \square is negated and you receive the normal \oplus for the Actions instead.

OUTCASTS

BAYOU GREMLIN

Reckless

Q: If a model uses Reckless while Slow, does Reckless cancel the Slow?

A: Yes, the model could cancel **Slow** with **Reckless**.

Squeel!

Q: Do you push a model back then remove it from play if it activated the Squeel! trigger, but was killed by the attack?

A: No. The model would be removed from play before the trigger resolved.

HAMELIN

Growing Influence

Q: Can a Crew hire other faction's Totems with Growing Influence?

A: Yes. Hamelin's Crew can hire **Ht 1** Totems from any faction, but any restrictions on connecting the hired Totems remain in effect.

HANS

Goggles

Q: Can a model with the Goggles ability ignore terrain brought into play through spells, i.e. Illusionary Forest or Ice Pillars?

A: Yes.

HOG WHISPERER

Squeel!

Q: Do you push a model back then remove it from play if it activated the Squeel! trigger, but was killed by the attack?

A: No. The model would be removed from play before the trigger resolved.

MISAKI

Foresight

Q: Can a model targeted by a spell that requires a Resist Duel force the caster to reflip its casting card with Foresight?

A: No. Since Casting Duels are completed before Resist Duels begin the model cannot force a completed Duel's card to be reflipped.

PIGLET

Pigcharge

Q: If a model with the Pigcharge Action receives an effect that restricts its movement in some way (i.e. Undead Psychosis) what requirements must it follow? Pigcharge's or the other effect's?

A: The other effect's. The specific limitation of **Undead Psychosis** overrides the general rule governing **Pigcharge's** movement.

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SOMMER TEETH JONES

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