

CAMPAIGN

INTRO

You hold in your hands the Malifaux Second Edition Campaign book! This is a supplement to Malifaux Second Edition (M2E), so you will still need a core rulebook, models, stat cards, a fate deck, and all of the usual odds and ends used while playing Malifaux. This book is designed to give you a way to link multiple games together to create one long, interactive story. You and your friends will agree on a length of time the Campaign will last and over that time your models will gain injuries, curses, find unique weapons, and learn new skills. Due to the character-driven nature of the Malifaux setting this is a perfect way to experience the game, and we hope you enjoy it!

WHAT IS DIFFERENT?

Campaign games sometimes require some extra set up before the game, but are otherwise generally played using the same rules as normal Malifaux. After the game is finished, you will determine what happened to your injured crew members and try to find new Upgrades for the survivors in the way of Skills and Equipment. These changes to your Crew will carry over from game to game until the Campaign is completed. In addition to this, there will sometimes be Campaign events which affect the game, such as special terrain, scenarios, or other fun challenges.

A COMMUNITY FOCUS

This book was designed with the community in mind. Nothing happens in a vacuum, and Malifaux is a very community oriented game. There will be events which change from week to week, so having a set place and time to gather everyone together who is taking part in the Campaign once a week is ideal. Short of this, participating players can be contacted through a community message board, email, etc. Regardless, there will be a certain level of organization required so it may be a good idea to charge one person with helping to organize; if you have a local Wyrd Henchman, he or she will likely be the perfect choice!

A FEW TERMS

Here are a few terms which you may come across. These will be discussed in more depth later, but it can be useful to have a general idea now:

SCRIP

Scrip is currency which will be earned as your Crew plays in the Campaign. It can be spent on new models or Upgrades. See pg. @@.

SKILLS

Skills are special Campaign-only Upgrades which models may earn as you play. See pg. @@.

INJURIES

Injuries are Campaign-only Upgrades which models may suffer if they are killed or sacrificed. See pg. @@.

FINISHED OFF

A flip to determine if a model suffers an Injury. See pg. @@.

AFTERMATH STEP

The Aftermath Step happens after each Campaign game and determines what happens to the Crew. This includes determining Injuries, acquiring new Skills, and other exciting things. See pg. @@.

BARTER FLIPS

Barter flips are earned during a game and determine which Campaign-only Upgrades your Crew may purchase during the Aftermath Step. See pg. @@.

AFTERMATH HAND

A hand of cards used to Cheat Fate during the Aftermath Step. See pg. @@.

ANNIHILATED

If a model or Upgrade is Annihilated, it is permanently removed from its Arsenal. See pg. @@.

ARSENALS

A player's Arsenal represents the models and Upgrades which the player has available to hire to form Crews for individual Encounters during the course of the Campaign.

Hiring models for an Encounter is done as normal, except that all models and Upgrades hired must be from the Crew's Arsenal. A Crew does not need to hire its entire Arsenal during an Encounter.

For example, you may eventually find yourself with 50 Soulstones of models in your Arsenal from which you will hire a 35 Soulstone Crew to complete a single Encounter.

Players will keep track of their Arsenals on Arsenal Sheets (available on pg. @@ and for download from wyrd-games.net). The Arsenal Sheet will also be used to track any Injuries, Skills, Scrip, Bounties, and various other things which may come up during the Campaign. A player's Arsenal Sheet is always public knowledge.

STARTING THE CAMPAIGN

The first thing you must decide on is how long the Campaign will last. A Campaign may last for 4, 6, 8, or 12 weeks. Designate one day each week to resolve weekly events. This day should be the day that the most people will be free to show up and play, however it is not necessary that everyone is there as life often gets in the way. For example, your group may largely be free on Tuesdays, so you determine that Tuesday will be the day when you flip for weekly events.

At the start of the first week, each player must declare a Faction and hire their starting Arsenal. Declaring a Faction is done the same way as declaring a Faction for an Encounter, only it will last for the entire Campaign.

Each player has 35 Soulstones with which to hire their starting Arsenal. This Arsenal must include one Henchman which is designated as the Leader and may not include any Masters (the Leader is paid for like any other model). Multiple Henchmen may be hired, but one must be noted as the Leader. Any models may be hired into the Arsenal which the Leader may legally hire when declaring the chosen Faction. (Note: These models cost the same as they would in a normal Crew. For example, out of Faction Mercenaries will generally cost one more, etc.) A Crew may only purchase a maximum of one Upgrade at this time; it may not have the "Campaign" trait and must be

able to be attached to at least one model in the Crew. This Upgrade may open up new hiring options for the Crew which it can take advantage of at this time. Each Soulstone not spent at this time becomes one Scrip, up to a maximum of three Scrip (See Scrip pg. @@). Once all players have declared their Factions and assembled their Arsenals, flip for the first weekly event and then start playing some Campaign games!

ZERO COST HENCHMEN

Some Henchmen have a Cost of 0. For the purposes of the Campaign these models are considered to have a cost of 13 minus their cache while Leading. For example, a Henchmen with a cost of 0 and 3 Cache would be considered to have a cost of (13-3) 10 while leading for the Campaign.

VARIATIONS

Different groups have different needs depending on how often they play or personal tastes. Here are some variations which you may wish to use:

Starting Arsenal Size

Players with larger collections or who simply do not like smaller games may wish to play with a larger starting Arsenal size. In this case, your group may play with a starting Arsenal size of their choice (a maximum of 65 is recommended).

Masters

Under normal circumstances, players do not start the Campaign with a Master. This is for balance reasons, as Masters can become powerful very quickly once they start racking up Skills. However, some groups may not play frequently enough to hire Masters later, or they may simply feel that it "isn't Malifaux" without a Master. In this case, every player starts with a free Master of their choice. If this method is chosen, Masters are never paid for or factored into Crew size, always Lead the Crew, and add their Cache as normal.

What Is A Week?

This Campaign is written with the assumption that all players in the group will play 1-2 games per week. If your group plays less frequently, you may wish to start a new "Campaign week" every 2, 3, or even 4 weeks. Simply choose an allotment of time which will allow most people to play 1-2 games. You may also adjust the number of weeks the Campaign lasts to whatever suits your needs.

START OF A NEW WEEK

At the start of each week, on the designated day, players gather to determine the Weekly Event and gain New Hires. The Weekly Event is a unique happening which affects games played that week. New Hires represent opportunities to gain new Crew members.

NEW HIRES

Skip this entire step during the first week of the Campaign. Before determining the Weekly Event, players hire any new models or non-Campaign Upgrades they wish into their Arsenal.

The start of each week is the only time players may hire new models for their Arsenal, and every player must hire at least one model. Any model which the Crew may legally hire considering its Leader and chosen Faction may be hired into the Crew's Arsenal (this includes models the Crew may hire due to Upgrades or rules such as Infiltration or the Mercenary Characteristic). The Crew must immediately spend an amount of Scrip equal to the model's cost. (Note: These models cost the same as they would in a normal Crew. For example, out of Faction Mercenaries will generally cost one more, etc.)

The first model a Crew hires each week costs 5 fewer Scrip than it normally would (this discount only applies to the Scrip paid to hire the model into the Arsenal, it does not affect its actual Soulstone cost in any way). Although every player must hire a minimum of one new model at this time, there is no maximum; players may hire as many models as they like so long as they have the Scrip.

Non-Campaign Upgrades are also purchased at this time. This includes any Upgrade which does not have the Campaign trait. Non-Campaign Upgrades may be purchased for an amount of Scrip equal to double their Soulstone Cost. If the Upgrade has a cost of 0, it costs 2 Scrip. Players may purchase as many or as few non-Campaign Upgrades as they like at this time. Upgrades purchased in this way are added to the Crew's Arsenal and will be available to attach to the Crew's models during Campaign games. The start of each week is the only time non-Campaign Upgrades may be purchased in this way.

LEADERS

Each Campaign Crew will have one model designated as the Leader. The Campaign Leader must be hired as the Crew's Leader during Encounters, and it may not change from game to game. The Crew's Leader also determines which models may be hired into the Crew's Arsenal. Any models which the Leader may legally hire when declaring the Faction chosen for the duration of the Campaign are fair game to hire, even if those models do not belong to the declared Faction (this includes hiring options the Leader may get from Upgrades).

The leader may change in two ways. First, if a Master is hired into the Crew's Arsenal, the Master automatically becomes the new Leader. If a Crew already contains one Master, it may not hire another.

Second, the current Leader may be Annihilated during the course of the Campaign. If this happens, a new Leader must be chosen. If the Crew has a Henchman, a Henchman must be chosen. If not, the model with the highest Soulstone cost becomes the new Leader (if multiple models are tied, choose one).

If a Crew's Leader changes and some of the models in its Arsenal are no longer legal to hire due to the change, those models are now considered legal for the Crew to hire, although future models purchased into the Arsenal must follow all regular hiring restrictions.

ADDING A MASTER

Masters are some of the most powerful and well-known characters in Malifaux, and your Crew will have to distinguish themselves to attract one.

To represent this, during the New Hires phase of the week which marks the halfway point in the Campaign (for example, the New Hires phase at the start of week 4 in a 6 week Campaign or the start of week 5 in an 8 week Campaign, etc) every Crew which has completed at least one Bounty (see pg. @@) may pay 10 Scrip to add a Master to its Arsenal. The Scrip cost of Masters may not be reduced.

From this point on, any Crew which has completed at least one Bounty may pay 10 Scrip during the New Hires phase of a week to purchase a Master for its Arsenal.

WEEKLY EVENT

Next, flip to determine the weekly Event. Weekly Events vary greatly; some require players to use unique terrain in every game played that week, others require a certain scenario to be played, or even a random occurrence to happen. Some Events will affect every game played that week, while others may have one-off effects or contests which happen immediately.

Most weekly events allow players to acquire more Scrip. A Crew may not earn more than 6 Scrip from a Weekly Event during a single game. If the same result as the previous week is flipped, reflip until a new result is obtained. Use the following table:

FLIP	EVENT
Black Joker	A Bad Moon Rises
1 of ♠ or ♣	Contract Work
2 of ♠ or ♣	They Ride
3 of ♠ or ♣	Ancient Monument
4 of ♠ or ♣	Carnivorous Plants
5 of ♠ or ♣	Saloon
6 of ♠ or ♣	Vermin Infestation
7 of ♠ or ♣	Swamp Creatures
8 of ♠ or ♣	The Lonely Traveler
9 of ♠ or ♣	Guild Patrol
10 of ♠ or ♣	Forbidden Text
11 of ♠ or ♣	Dead Zone
12 of ♠ or ♣	Map It Out
13 of ♠ or ♣	Pit Fight
1 of ✂ or 📖	Extermination
2 of ✂ or 📖	A Lucrative Offer
3 of ✂ or 📖	Ampersand
4 of ✂ or 📖	Junkyard
5 of ✂ or 📖	A Bullet With Your Name
6 of ✂ or 📖	A Sinner's Prayer
7 of ✂ or 📖	Kythera
8 of ✂ or 📖	Returning From a Job
9 of ✂ or 📖	Fate Favors the Bold
10 of ✂ or 📖	Wandering Mercenaries
11 of ✂ or 📖	Soulstone Vein
12 of ✂ or 📖	The Plot Thickens
13 of ✂ or 📖	Chain Gang
Red Joker	The Event

NEUTRAL MODELS

Many Weekly Events use Neutral models which belong to neither player. These models are considered enemy to all models, may not take Interact Actions, and may not drop or place Markers of any kind. Neutral models which come into play at the end of a Turn and Activate at the end of the Turn will Activate the Turn they come in.

When a Weekly Event calls for a Neutral model to Activate, follow these steps:

1. If the Neutral model does not have Range or LoS to any model controlled by either player with any of its Attack Actions, it takes a Walk Action which must end with the Neutral model as close as possible to the closest model controlled by either player.
2. If the model has Range and LoS with any Attack Action to a model controlled by either player, it immediately takes an Attack Action against the closest player-controlled model. If multiple models are tied for closest, the First player chooses the target. If the Neutral model has multiple Attacks in range, the player who does not control the target model chooses the Attack Action.
3. If the Neutral model did not move in step 1, it will make a second Attack as in step 2.

Neutral models always make Disengaging Strikes against player-controlled models when they can.

When a Neutral model makes a flip it, it uses the deck belonging to the opposing Crew of the model it is Attacking or Defending against. It may not Cheat Fate or declare Triggers, but it receives + to all duels (not damage flips) and always chooses the highest card. If the Neutral model is Attacking and the highest card it flips is a ♠, then any resulting damage flip will gain +. If the Neutral model is Defending and the highest card it flips is a ✂, then any resulting damage flip against it suffers -.

Player-controlled models which are killed or sacrificed by a Neutral model are automatically Finished Off (see pg. @@).

Any player-controlled model in base contact with a Neutral model may make a (1) Interact Action targeting it to push it up to 6" in any direction.

A BAD MOON RISES

Finished Off flips may not be cheated this week.

Flip for another Weekly Event to affect each game this week, reflip Pit Fight and either Joker.

CONTRACT WORK

During every Encounter this week, players earn 2 additional Scrip for every enemy Enforcer, Henchman, and Master killed or sacrificed during the Encounter.

THEY RIDE

At the end of the second Turn, one player flips a card which may not be Cheated, reflip Jokers. If the card is a 6 or higher, place one Horseman in the center of the table (or as close as is possible). Flip at the end of each Turn until a Horseman arrives. At the end of Turn 4, the Rider arrives on a 1 or higher. Consult the card's suit to determine which Horseman:

♠: Pale Rider (Crossroads pg. 32)

♣: Dead Rider (Crossroads pg. 64)

♠: Mechanical Rider (Crossroads pg. 116)

♣: Hooded Rider (Crossroads pg. 158)

The Rider is a Neutral model which Activates immediately after each Leader ends an Activation (up to twice per Turn).

At the end of the game, if a player killed or sacrificed the Neutral Horseman, that player earns 6 additional Scrip. The player which did not kill or sacrifice the Neutral Horseman earns 3 additional Scrip if they made at least one successful Attack Action against it.

ANCIENT MONUMENT

Every Encounter this week must include an Ancient Monument terrain piece. While placing terrain, randomly determine a player to place the Ancient Monument. The Ancient Monument is on a 50mm base and is Ht 5, blocking, impassable terrain. It may be placed anywhere on the table within 2" of the Center line. While within 2" of the Ancient Monument, models receive +2 **Ca** to all **Ca** Actions.

Whenever a model within 2" of the Ancient Monument kills or sacrifices an enemy model, the Acting model's Crew gains 2 Scrip.

CARNIVOROUS PLANTS

Every Encounter this week must include Carnivorous Plant terrain. Each player places one 50mm Plant Marker within 6" of the Centerline of the table. Plant Markers are Ht 0, severe, hazardous terrain which deal 1/4/7 damage. Any model which ends a move or push within 3" of a Plant Marker must succeed on a TN 14 **Wk** duel or be pushed into base contact with the Plant Marker. Any model may target a Plant Marker with a **///** Attack. In this case the Plant is considered to have **Df** and **Wp** 7 and the opposing player flips and cheats for it. If the Attack succeeds, remove the Plant Marker.

Whenever a Carnivorous Plant is discarded, the player who discarded it earns 3 Scrip.

BAR

Every Encounter this week is played in a Bar. Due to the ceiling, all models lose **Flight** for the duration of the game.

In addition, each player places two 30mm Barstool Markers within 6" of the Centerline. Any model within 1" of a Barstool Marker may discard it to take the following Action:

(1) Thrown Stool (Sh 5 / Rst: Df / Rg: ⚡10 or /// 2): Target Suffers 2/3/7 damage. If the target suffers weak damage, or this Attack fails, place a Barstool Marker in base contact with the target.

Whenever a player kills an enemy model with the **Thrown Stool** Action, that player gains 3 Scrip.

VERMIN INFESTATION

Every Encounter this week suffers a Vermin Infestation, and you're getting paid to clean it up. Before deploying Crews, players take Turns placing Vermin Markers (**Ht** 0, 30mm) until 8 Markers have been placed. The Markers may not be placed in a Deployment Zone or within 6" of another Marker. Any model in base contact with a Vermin Marker may make a (1) Interact Action with it. When this happens, the *opposing* player flips a card, which may be cheated:

0-8: *Squish!* The acting model's Crew gains 2 Scrip.

9-10: *It bit me!* The acting model gains the **Poison +1** Condition.

11-13: *Quick critters...* The Vermin Marker is pushed up to 6" in a direction chosen by the player who flipped.

Red Joker: *They're everywhere!* The acting model suffers 3 damage and ends its Activation.

SWAMP CREATURES

Every Encounter this week will be ripe with Swampfiends. After deploying Crews, choose one player to flip a card which may not be cheated. If the card is 9 or lower, the Swampfiends for this game will be Silurids (M2E pg. 184), if it is 10 or higher they will be Waldgeists (M2E pg. 186). Place 3 Swampfiends on the board at the end of the second Turn. Determine a random player to place the first Swampfiend and alternate until all of them are placed. A player may not place a Swampfiend within 8" of a friendly model or within 4" of another Swampfiend. These Swampfiends are Neutral models.

At the end of every Turn, all Swampfiends Activate. After all Swampfiends have Activated, if they are Silurids, each one is pushed 7" directly away from the closest player controlled model. After all Swampfiends have Activated, if they are Waldgeists, place two 50mm Tree Markers touching each other (Ht 5, severe terrain, soft cover) in base contact with a randomly determined Waldgeist. The First Player places the Markers. Remove all Tree Markers if no Neutral Waldgeists are in play. Each time a player kills or sacrifices a Neutral Swampfiend, that player gains 2 Scrip.

THE LONELY TRAVELER

A Lonely Traveler joins every Encounter this week. Place a 30mm Traveler Marker in the center of the table (or as close as possible). This Marker is Ht 2, impassable, blocking, and it may be Attacked. When it is Attacked it is considered to have **Df** and **Wp** of 5 and 8 **Wd**. The Crew which is not Attacking it flips and cheats for it.

Any model within 1" of the Traveler may make a (1) Interact Action targeting it to ask it for guidance. When this happens, flip on the following chart (this flip may not be cheated):

FLIP	RESULT
Black Joker	The model is immediately killed.
	Heal all damage on the model.
	The model's controller may place a Scheme Marker anywhere on the table.
	The model's controller gains 2 Scrip.
	The model's controller gains 2 Scrip.
Red Joker	The model's controller flips an additional Barter Card at the end of the game.

GUILD PATROL

Every Encounter this week is subject to a Guild Patrol. At the end of the second Turn, place 4 Guild Guard on the board (M2E pg. 105). Determine a random player to place the first Guild Guard and alternate until all Guild Guard are placed. A player may not place a Guild Guard within 8" of a friendly model or within 4" of another Guild Guard. These Guild Guard are Neutral models which Activate at the end of the Turn.

Reinforcements! Starting on Turn 3, at the end of each Turn, if none of the original 4 Guild Guard are still in play, place a Peacekeeper (M2E pg. 106) in the center of the board (or as close as is possible). Only one Peacekeeper comes into play this way per game. The Peacekeeper is a Neutral model which Activates at the end of the Turn.

Each time a player kills or sacrifices a Neutral Guild Guard, that player gains 1 Scrip. If a player kills or sacrifices the Neutral Peacekeeper, that player gains 5 Scrip.

FORBIDDEN TEXT

Every Encounter this week is a good place to pick up some forbidden books! Each player places two Text Markers (Ht 0, 30mm) within 3" of the Centerline of the table. Any model may take a (1) Interact Action while in base contact with a Text Marker to discard it and draw a card.

When a Text Marker is discarded, the player who discarded it gains 2 Scrip.

DEAD ZONE

Every Encounter this week is affected by Dead Zones. A Dead Zone is Ht 0, 3" by 3", severe terrain. Each player places one Dead Zone anywhere on the table within 6" of the Centerline and at least 3" from another Deadzone. While in base contact with a Dead Zone, models may not take **Ca** Actions and are immune to **Ca** Actions.

When a player's model which is in a Dead Zone kills or sacrifices an opposing model, that player gains 2 Scrip.

MAP MAKING

Map making can turn a profit in Malifaux. After determining VP, gain 2 Scrip for each friendly Scheme Marker on the opponent's half of the board.

PIT FIGHT

A Pit Fight is a singular event. It takes place once, so choose a time and place when the most players can join in. Each player chooses one Minion or Enforcer in their Arsenal and attaches up to one Upgrade to it which it can legally attach. Set up a typical 3' by 3' Malifaux board and players alternate deploying their chosen fighter anywhere on the table which is not within 8" of another model. Players each get a hand of 3 cards, then flip for initiative. The player who wins initiative Activates his or her model, and play proceeds clockwise from there. Once all players have Activated their model, the Turn ends and a new one begins (keeping in mind each player's hand size is still 3). The player whose model is left standing wins. This game has no Aftermath step, so models will not be injured, etc.

Players gain 3 Scrip for each opposing model they kill or sacrifice. The winner and the first player to be eliminated each gain 3 additional Scrip.

Once the Pit Fight is done, flip for another Weekly Event to affect each game this week, refliping Pit Fight and either Joker.

EXTERMINATION

During every Encounter this week, players earn 2 additional Scrip for every enemy Minion and Peon killed or sacrificed during the Encounter.

A LUCRATIVE OFFER

Every game this week, players may select a third Scheme. This Scheme does not need to be available in the game's Scheme Pool, and it may not be one the player already selected. Players do not score VP from this third Scheme, instead they gain 2 Scrip for each VP they would earn from it.

AMPERSAND

Every Encounter this week is played in or around Ampersand. Place a 50mm Watchtower Marker in the center of the table at the start of the game. This Marker is **Ht 5**, impassable, blocking. Every model within 6" of the Marker gains the Construct trait. Any model which suffers damage within 6" reduces the damage by 1, to a minimum of 1. Any model within 6" of the Marker is automatically Finished Off if it is killed or sacrificed.

Each player gains 2 Scrip for every enemy model killed or sacrificed within 6" of the Watchtower Marker.

JUNKYARD

Each Encounter this week is played in a junkyard. Each player places two Junk Heap Markers (**Ht 0**, 30mm) within 3" of the Centerline of the table. Models in base contact with a Junk Heap Marker may discard it to take the following Action:

(1) Here Goes Nothin... (**Sh 5 / Rst: Df / Rg: ⚔10 or ♣2**): Target model suffers 3/5/7 damage. This Action must declare a Trigger if able.

✂ **Catastrophic Failure:** After resolving, the acting model suffers 4 damage.

📖 **Extra Juice:** The damage flip gains +.

👉 **Whoa...:** After resolving, the opposing player places this model within 6".

🌀 **Invigorate:** After damaging, this model heals the amount of damage dealt.

Each time a player kills an enemy model with an **Here Goes Nothin...** Action, that player gains 3 Scrip.

A BULLET WITH YOUR NAME

This is a singular event. Write down the name of each player in the Campaign on a scrap of paper and place these scraps into a jar, bag, or the customary hat. Every player randomly draws one scrap of paper and secretly looks at the name. If a player kills or sacrifices the Leader of the Crew owned by the player whose name they drew, they must immediately reveal the name. The Leader is automatically Finished Off without flipping and the player who killed or sacrificed the Leader immediately gains 6 Scrip. If a player draws their own name, they may do this when they kill or sacrifice any Leader, but they only gain 4 Scrip. This may only be done once. If a player fails to kill or sacrifice their target before the end of the week, they have run out of time and earn no Scrip.

Flip for another Weekly Event to affect each game this week, refliping Pit Fight and either Joker.

A SINNERS PRAYER

At the end of every Encounter this week, each player flips a card for each of their models which was Finished Off. These flips may not be cheated. If a model flips a 10 or higher it does not need to flip on the Injury Chart and the player who controls it gains 3 Scrip.

KYTHERA

Every Encounter this week is played in or around Kythera. Place a 50mm Spire Marker in the center of the table at the start of the game. This Marker is **Ht 5**, impassable, blocking. Every model within 6" of the Marker gains the Undead Characteristic and all damage flips against models within 6" suffer \square . Any model within 6" of the Marker is automatically Finished Off if it is killed or sacrificed.

Each player gains 2 Scrip for every enemy model killed or sacrificed within 6" of the Spire marker.

RETURNING FROM A JOB

Every Encounter this week is played while the Crews have some spare cash. After deploying Crews, each player places 3 Scrip Markers onto stat cards of three different friendly models. When a model with a Scrip Marker is removed from play, place the Scrip Marker (**Ht 0**, 30mm) into base contact with it. Any model in base contact with a Scrip Marker may make a (1) Interact Action with it to place it onto the model's stat card.

At the end of the game, each player gains 1 Scrip for every Scrip Marker on the stat cards of friendly models.

FATE FAVORS THE BOLD

During every Encounter this week, whenever a player cheats fate, they may cheat fate with a random card from their hand rather than choosing one. If a player does this while they have 3 or more cards in hand during an opposed duel in which they are defending against an enemy Attack Action, they gain 2 Scrip.

WANDERING MERCENARIES

Every Encounter this week includes some Wandering Mercenaries. While hiring Crews, each player must hire a Mercenary model which is not a part of their Arsenal with a cost of 7 or less. Players do not need to pay for this model while hiring their Crew and it is not added to their Arsenal; this model is their Wandering Mercenary.

If a player kills or sacrifices an opposing Wandering Mercenary, that player gains 6 Scrip.

At the end of the week, if a Crew has played at least 2 games, used the same Wandering Mercenary during every game, and their Wandering Mercenary was never killed or sacrificed, then that player immediately adds that Mercenary to their Arsenal without paying for it.

SOULSTONE VEIN

Every Encounter this week is played near a Soulstone Vein. At the start of the game, each player places two Soulstone Vein Markers (**Ht 0**, 30mm) within 6" of the Centerline of the table. Any model in base contact with a Soulstone Vein Marker may make a (1) Interact Action to discard it and add two Soulstones to its Crew's Pool.

When a player discards a Soulstone Vein Marker, they gain 2 Scrip.

THE PLOT THICKENS

Every Encounter this week must be a Story Encounter. Any Story Encounters are eligible, whether they're from the Story Encounter section of the M2E book, Crossroads, or the Chronicles. Also, each game must use a random piece of special terrain (M2E Core Rulebook pg. 78).

The player who wins each game gains an additional 2 Scrip. Also, if a Crew's Leader is still in play at the end of the game, that Crew gains 2 additional Scrip.

CHAIN GANG

You have been tasked with keeping a bunch of prisoners in line! Before deploying Crews, players alternate placing a total of four Convict Markers on the table. These Markers must be placed at least 6" from the Centerline of the table and not in any Deployment Zone. These Markers are 30mm, **Ht 2**, impassable, blocking. Any model in base contact with a Convict Marker may make a (1) Interact Action with it to push it up to 4" in any direction.

At the start of each Turn, a random player flips a card for each Convict Marker which may not be Cheated. On a \heartsuit , the Marker is pushed 4" directly away from the Centerline. If the Marker is on the Centerline it is pushed towards a random Deployment Zone.

At the end of the game, each Crew gains 2 Scrip for every Convict Marker on its half of the board. Markers on the Centerline count for neither Crew. If all four Convict Markers are on the Centerline, both Crews gain 6 Scrip.

THE EVENT

Every player immediately adds one Avatar of their choice to their Arsenal. If a player does not have a Master, they may simply keep the Avatar in their Arsenal until the appropriate Master can be added as well.

Flip for another Weekly Event to affect each game this week, reflipping Pit Fight and either Joker.

SETTING UP A GAME

Setting up a Campaign game of Malifaux is slightly different than usual, the Encounter set up steps which are modified are listed here. If a step is not listed, it is not changed. One new step, the Campaign Rating step, is also added.

DETERMINE ENCOUNTER SIZE

During a campaign, the size of an encounter is limited by the models in each player's Arsenal. To determine the maximum size of an Encounter, add up the Soulstone costs of all the models in both player's Arsenals (ignoring Upgrades); the maximum is equal to the size of the smaller Arsenal total +5. If either player has a Master model in their Arsenal, it counts as a model with a Soulstone cost of 15. If the players agree, they can play an Encounter of a smaller size than this maximum limit.

For example, Nick has 27 Soulstones worth of models in his Arsenal, while Amy has 35 Soulstones worth of models. If they play a campaign game, the maximum Encounter size of their game is 32 (The Soulstone total of Nick's lower model total + 5)

DECLARE FACTION

Each player must declare the Faction which they declared for the Campaign.

HIRING CREWS

During the Hire Crews step of playing the Encounter, your Crew must be hired from the models and Upgrades in your current Arsenal. You do not need to use every model or Upgrade in your Arsenal, but you may not use any which are not in your current Arsenal.

Upgrades in your Arsenal may be given to any model legally able to equip them; they do not need to stay on the same model from game to game. For the purposes of hiring models during a Campaign game, Masters count as having a cost of 15 Soulstones, however all other usual rules apply to Masters (a Crew may not have more than one Master, the Master must be the Leader, the Master is not considered to have a cost for Schemes which may reference a model's cost, etc). If a Henchman is hired as the Crew's Leader, its Cost must be paid as if it were hired normally.

During a campaign a Crew must pay for its Leader in order to maintain a balanced experience; it would make for a very lopsided game if one Crew was able to field a free Master and the other did not yet have a Master. Due to the necessity of paying for a Leader, you may wish to play games at a slightly higher Soulstone level. (Note: Remember that Henchman with a Cost of 0 count as having a Cost of 13 minus their Cache when Leading a Crew during the Campaign.)

UPGRADES

Your Crew may acquire various Campaign Upgrades as you play. A Campaign Upgrade is just like a regular Upgrade, except that it may only be used while playing a Campaign game of Malifaux, it may never be taken during a pick-up game or a tournament.

CAMPAIGN RATING

After hiring and revealing Crews, determine each Crew's Campaign Rating for the game. The Campaign Rating is used to help offset any unfair advantages one Crew may have over the other due to advancements within the Campaign.

A Crew's Campaign Rating is equal to the total number of non-Injury Campaign Upgrades the Crew has minus the total number of Injury Upgrades the Crew has, +3 if the Crew has an Avatar Upgrade (Note that the Avatar Upgrade is still counted as a Campaign Upgrade when calculating the Campaign Rating in addition to granting the +3). Crews may have a negative Rating. For example: Jack's Crew has 5 non-Injury Campaign Upgrades and 2 Injuries, giving him a Campaign Rating of (5-2) 3. Jill's Crew has 2 non-Injury Campaign Upgrades and 2 Injuries, giving her a Campaign Rating of (2-2) 0. If either had an Avatar, their Rating would be 3 higher.

SOULSTONE POOL

Players may use excess Soulstones from hiring to increase their Pool as normal. However, Henchmen do not add their Cache. Masters add their Cache if the opponent also has a Master to lead their Crew, but count their Cache as 0 when playing against a Henchman-led Crew.

The Crew with the lower Campaign Rating gains a bonus number of Soulstones in their Pool equal to the difference in Campaign Ratings. This may exceed the usual maximum of 7 Soulstones. For example, if one Crew has a Campaign Rating of 3, and the other a Rating of -1, the lower rated Crew would receive a bonus of 4 Soulstones to its Pool.

PLAYING

A Campaign game is played just like a regular game of Malifaux with a few tweaks.

FINISHED OFF

When a model is reduced to zero Wounds, we generally refer to it as being killed. However, this isn't always the case, as it may simply represent the model being injured and taken out of action such that it can no longer participate in the skirmish. In a normal game of Malifaux, this doesn't really matter, but over the course of a Campaign it is important to keep track of which models were simply injured, and which ones were actually killed.

Whenever a model which was hired from a player's Arsenal (Note: this means models summoned during the course of the game are generally ignored) is killed or sacrificed, the model's controller flips a card to determine if the model was "Finished Off." If the card flipped is 3 or higher, the model was Finished Off and will need to flip on the Injury chart during the Aftermath step. If a 2 or lower is flipped, the model was simply knocked unconscious or otherwise incapacitated and will not receive any sort of permanent injury. The flip to determine whether a model is Finished Off may be cheated by the model's controller.

A model only ever flips to be Finished Off the first time it is killed or sacrificed, even if it has some unusual way of coming back. Models which are buried when the game ends count as killed and therefore flip to be Finished Off as normal (cheating is allowed from any cards the player had in their hand at the end of the game).

If a model is "automatically Finished Off" by some game effect, then no flip is made and the model must flip for an Injury during the Aftermath Step.

STRATEGIC WITHDRAW

A Campaign game is different than a regular game of Malifaux, because a player not only has to worry about accomplishing his or her objectives, but keeping the Crew alive to fight another day. As such, it is sometimes a better idea to play a little more defensively.

Immediately after flipping for initiative on any Turn, a Crew may make a Strategic Withdraw. The Crew which

won the initiative flip has the first chance to Withdraw. When a Crew makes a Strategic Withdraw, that Crew removes all of its models from play.

If the Crew Withdrew on or before the second Turn, then that Crew receives no VP, Barter flips, or Aftermath Hand and loses any Scrip earned during the game. The Crew skips its entire Aftermath Step except to flip for Injuries. The Crew which did not Withdraw uses any remaining Turns to score VP and then completes its Aftermath Step normally.

However, if the Crew Withdrew on or after the third Turn, then the Crew which did not Withdraw may use any remaining Turns to try to score VP. After that is done, compare the VP scored by each Crew as usual (keeping in mind that the Crew which Withdrew has no models in play when the game ends). If the Crew which Withdrew has fewer VP than their opponent, then VP is scored as normal. However, if the Crew which Withdrew has as many or more VP than the opposing Crew, then the Crew which Withdrew scores VP as normal and the opposing Crew counts as scoring 1 more VP than the Crew which Withdrew. In this case, both Crews proceed with their Aftermath Steps as usual, although the player who Withdrew will receive one less card in their Aftermath Hand.

ANNIHILATED

Sometimes a model or Upgrade is Annihilated. When this happens it is removed from the Crew's Arsenal entirely and may not be used in subsequent Campaign games. Anytime a model or Upgrade is Annihilated the rules will specifically say so, models which are killed or Upgrades which are discarded or removed are not usually Annihilated.

Even though the model or Upgrade is removed from the Arsenal, it may be purchased again if the opportunity arises. Although this may not seem very thematic, particularly in the case of named models, it can be seen as a person of similar abilities being sought out by the Crew.

When a model is Annihilated, any Injuries and Skills associated with it are Annihilated as well.

AFTERMATH

Aftermath is a special step added to every Campaign game after it is completed and a winner is determined. Aftermath is used to determine what happened to the models during the course of the game. The Aftermath step is broken into six phases:

PHASE 1: DRAW AFTERMATH HAND

Both players shuffle their decks and then draw their Aftermath Hands. Each player draws one card for each of the following:

Draw 1 card for completing the game without using Strategic Withdraw.

Draw 1 card for winning the game.

Draw 1 card for completing the final portion of a Bounty during the game (see pg. @@).

This means that a player's maximum Aftermath Hand size is three cards. These cards may be used to Cheat Barter flips, Reward flips (for completing Bounties), and Injury flips. As such, these flips must always be made in the proper order and one at a time. You may not flip multiple Barter cards or Injuries before deciding which one to cheat; you must decide whether or not to cheat a flip before moving on to another flip. Use your Aftermath Hand wisely!

PHASE 2: PAYDAY

It was a hard fight, now it's time to collect your rewards! Each Crew gains 1 Scrip for every 2 VP it earned during the game (rounded up) and the winning Crew gains 1 additional Scrip. If a Crew has a lower Campaign Rating (see pg. @@) than the Crew it opposed, then it earns an additional amount of Scrip equal to the difference in Campaign Ratings. Additional Scrip may be available depending on the weekly event.

SCRIP

Scrip is used to purchase new models and Upgrades. It may be used in the same Aftermath Phase in which it was earned or saved for later; in this case, keep track of your Crew's Scrip on its Arsenal Sheet.

MAXIMUM WEEKLY SCRIP

A Crew may not earn more than 16 Scrip per week. As such, you should keep track of how much Scrip you have earned during a single week as well as your Crew's total Scrip. All Scrip your Crew gains applies to this maximum, including Scrip gained for earning VP, completing Weekly Events, or any other source. Any excess Scrip is discarded.

PHASE 3: BARTER

Malifaux is a big place and even if you have the cash, you may not find what you are looking for. During this phase you make a Barter flip to determine which Campaign Upgrades you may purchase. Each Crew makes one Barter flip. This flip may not be modified except by things which specifically state they modify it. If the Crew scored 3 or more VP from the Strategy, then it makes an additional Barter flip. The weekly event or other game effects may allow a Crew to make even more Barter flips.

When a Crew makes a Barter flip, it compares its result to the chart on the following pages. It may immediately purchase any Campaign Upgrade with a Barter Rating (BR) equal to the Barter flip's value by discarding an amount of Scrip equal to the Upgrade's listed Campaign Cost (CC). If you do not like the result of the Barter flip, it may be Cheated. Remember to make Barter flips one at a time. In this way, a Crew may earn Campaign Upgrades after every game. Remember, non-Campaign Upgrades are purchased at the start of each week.

CAMPAIGN UPGRADES

Campaign Upgrades represent your Crew growing and changing over time. Campaign Upgrades may only be used during Campaign games of Malifaux and they are split into two categories: Skills and Equipment.

Skills: Skills are a special type of Campaign Upgrade which represent things the Characters have learned. When a Skill is purchased, it must be attached to a specific model. It may never be attached to a different model, and must always be attached to its designated model if that model is hired into a Crew. Only models which participated in the game when the Skill was purchased are eligible to be the one to equip it; models don't learn anything sitting on the sidelines! Skills do not count against the maximum number of other Upgrades a model may attach (although a model may only attach a certain number of Skills). Unlike most Upgrades, Skills may be attached to Minions. Only Actions and Abilities which specifically reference Skills may remove or discard them.

A model may only have a certain number of Skills attached, depending on its Station (remember, Skills do not count against the number of non-Skill Upgrades a model may attach). Consult the chart below:

STATION	MAX SKILLS
Peon	0
Minion	1
Enforcer	1
Henchman	2
Master	3

When a model has an opportunity to gain a Skill but is already at its maximum number of allowed Skills, it may Annihilate one of its current Skills in order to gain the new one.

Equipment: Equipment Upgrades function just like the normal Upgrades from previous Malifaux books. When a Crew purchases an Equipment Upgrade it is added to the Crew's Arsenal and may be attached to any model which may legally equip it at the start of a game.

Campaign Upgrades have a Soulstone cost which must be paid when they are purchased at the start of a game, just like regular Upgrades (although the cost of Skills is often 0).

Some Upgrades note that they are Annihilated to have an effect. In this instance, the Upgrade is removed from the Crew's Arsenal entirely; it may not be used again. However, if an Upgrade is discarded or otherwise removed during a game without being Annihilated then it still remains in the Arsenal.

On the following pages is a list of general Campaign Upgrades which may be purchased by any Faction. Their Barter Rating (BR) and Campaign Cost (CC) is noted here as well:

NAME	BR	TYPE	CC	SS	EFFECT
Good Lead	Always	Skill	2	0	After making a Barter flip, Annihilate this Upgrade to add or subtract 1 from the result.
Lucky Gremlin's Foot	Always	Skill	2	0	After flipping to determine this model's Injuries, Annihilate this Upgrade to add or subtract 1 from the result.
Change of Station	1	Skill	1	0	This Upgrade may be attached to a Peon. If this model is a Peon, it becomes a Minion. If it is a Minion, it becomes an Enforcer. Multiple copies of this Upgrade may be attached to one model. Does not count against the maximum Skills the model may have.
Can O' Beans	1	Equipment	1	1	(0) Fire In The Hole! (Ca 6 / TN: 10 / Rg: (X)2): All models in range must pass a TN 15 Wp duel or suffer 2 damage.
Coffee	1	Equipment	1	0	Coffee: This model may Annihilate this Upgrade at the start of its Activation to gain Fast.
Arcane Background	1	Skill	4	0	This model gains +1 Ca to all of its Ca Actions, up to a Maximum Ca of 7.
Whiskey	2	Equipment	2	0	Whiskey: This model may Annihilate this Upgrade at the start of its Activation to gain + to all duels for the remainder of the Turn.
Helmet	2	Equipment	3	1	Hard to Kill: While this model has 2 or more Wd remaining when it suffers damage, it may not be reduced to below 1 Wd.
The Hag's Kiss	2	Skill	3	0	The Hag's Kiss: Models damaged by this model's MI Attack Actions gain Poison +2.
Clockwork Seeker	2	Equipment	5	1	(1) Clockwork Seeker (Sh 5 / Rst: Df / Rg: ⚡12): Target suffers 3/4/5 damage. This damage ignores Hard to Wound .
Expanded Palate	3	Skill	2	0	(0) Jerky Time! (Ca 5 / TN: 10 / Rg: (X)3) Discard all Corpse Markers in range. Heal up to 2 damage on this model for each Marker discarded.
Tool Kit	3	Equipment	3	1	Tool Kit: This model may make the (1) Interact Action as a (0) Action.
Fortitude of Mind	3	Skill	2	0	This model gains +1 Wp.
Flammenwerfer	3	Equipment	4	1	(1) Flammenwerfer (Sh 5 / Rst: Df / Rg: ⚡10): Target suffers 2/3/4 damage. This Attack ignores cover.
Off-hand Fighting	4	Skill	3	0	Paired Melee Weapons: MI Attacks this model makes gain +.
Off-hand Shooting	4	Skill	3	0	Paired Range Weapons: Sh Attacks this model makes gain +.
Field Experience	4	Skill	2	0	Field Experience: This model is immune to Slow and Paralyzed.
Collier Pistol	4	Equipment	5	1	(1) Collier Pistol (Sh 5 / Rst: Df / Rg: ⚡10 or ⚡2): Target suffers 2/3/4 damage. This Attack Action gains +.
Steady Aim	5	Skill	3	0	This model gains the following Trigger to all Sh Attack Actions: Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.
Steady Hands	5	Skill	3	0	This model gains the following Trigger to all MI Attack Actions: Critical Strike: When damaging the target, this Attack deals +1 damage for each in the final duel total.
Soulstone Ale	5	Equipment	3	0	Soulstone Ale: At the start of this model's Activation it may Annihilate this Upgrade to gain Reactivate.
Katanas	5	Equipment	4	1	(1) Katanas (MI 5 / Rst: Df / Rg: ⚡2): Target suffers 2/4/5 damage. This Action gains + to the Attack flip.

NAME	BR	TYPE	CC	SS	EFFECT
Agility	6	Skill	5	0	This model gains +1 Wk.
Berserk	6	Skill	4	0	(2) Flurry: This model may discard a card. If it does, this model may make 3 Ml Attack Actions with an AP cost of 1 against a single target.
Machete	6	Equipment	3	0	Unimpeded: This model ignores penalties for severe terrain when moving.
Ancient Scrolls	6	Equipment	4	1	(1) Ancient Words (Ca 5 / Rst: Df / Rg: ⚔10 or ♣1): Target suffers 2/4/5 damage.
Duelist	7	Skill	4	0	This model gains +1 Ml to all of its Ml Actions, up to a Maximum Ml of 7.
Fan the Hammer	7	Skill	4	0	(2) Rapid Fire: This model may discard a card. If it does, this model may make 3 Sh Attack Actions with an AP cost of 1 against a single target.
Freikorps Suit	7	Equipment	2	0	Freikorps Suit: This model may ignore damage from (X) and ☠ effects.
Tough As Nails	7	Skill	2	0	Tough As Nails: This model is only Finished Off on a result of 11 or higher.
Quick Study	8	Skill	4	0	(2) Furious Casting: This model may discard a card. If it does, this model may make 3 Ca Attack Actions with an AP cost of 1 against a single target.
Sharpshooter	8	Skill	4	0	This model gains +1 Sh to all of its Sh Actions, up to a Maximum Sh of 7.
Metal Plate	8	Equipment	3	1	Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.
Greatsword	8	Equipment	5	2	(1) Greatsword (Ml 5 / Rst: Df / Rg: ♣2): Target suffers 3/4/6 damage. This damage flip gains + if this model did not Charge during this Activation.
Quick Reflexes	9	Skill	4	0	This model gains +1 Df, to a maximum Df of 7.
Scope	9	Equipment	3	0	Scope: This model ignores Soft Cover while Attacking.
Extended Blade	9	Equipment	6	1	Improved Reach: This model's Ml Attacks gain +1 Rg, to a maximum Rg of 3.
Neverborn Hide	9	Skill	4	0	Black Blood: All models without Black Blood within (X)1 suffer 1 damage when this model suffers damage.
Enchanted Weapons	10	Skill	3	0	Hag's Blessing: This model ignores the Incorporeal and Armor Abilities while Attacking.
Determination	10	Skill	5	0	Hard to Wound +1: Damage flips against this model suffer ☐.
Aetheric Disruptor	10	Equipment	3	1	Nether Fluctuation: Enemy models within (X)4 of this model ignore any suits associated with their Ca, Sh, and Ml stats.
Snares	10	Equipment	2	1	Snares: Enemy models cannot end a Charge within (X)3.
Thick Hide	11	Skill	5	0	Regeneration +1: When this model Activates it heals +1 damage.
Dynamite	11	Equipment	2	0	KABOOM!: Models within (X)3 suffer 3 damage when this model is killed, then Annihilate this Upgrade.
Bionic Legs	11	Skill	8	1	(0) Leap (Ca 5 / TN: 10♣): This model immediately moves up to its Cg, ignoring intervening terrain and models during the move.
Flak Jacket	11	Equipment	5	0	Bullet Proof +1: Reduce all damage suffered by this model from Sh Actions by +1 to a minimum of 1.

NAME	BR	TYPE	CC	SS	EFFECT
Bond	12	Skill	3	0	Companion: After a friendly model ends its Activation within 6" of this model, this model may Activate immediately as a Chain Activation.
Hydraulics	12	Equipment	2	1	This model may Annihilate this Upgrade during its Activation to make the a Charge Action for 1 AP.
Instinctual	12	Skill	5	0	Instinctual: This model may take two (0) Actions during its Activation, so long as they are both different.
Grotesque Trophy	12	Equipment	5	0	Terrifying (All) 12: Enemy models must pass a TN 12 Horror Duel if they end a Walk Action within this model's engagement range or target this model with an Action.
Jetpack	13	Equipment	5	0	Flight: This model is immune to falling damage and may ignore any terrain or models while moving.
Healing Salve	13	Equipment	3	0	Healing Salve: At the start of this model's Activation, Annihilate this Upgrade to Annihilate an Injury on target model within 6".
Relic Hammer	13	Equipment	5	1	(1) Relic Hammer (Ml 6 / Rst: Df / Rg: $\frac{///}{3}$): Target suffers 3/4/6 damage. If the target is a Construct or a Tyrant the damage flip gains $\oplus \oplus$.
Gatling Gun	13	Equipment	7	2	(1) Steam Gatling Burst (Sh 6 / Rst: Df / Rg: \leftarrow 12): Target suffers 2/5/6 damage. This Action's Attack flip gains \oplus .
Fated	14	Skill	4	0	Fated: Damage flips against this model may not be cheated.
Those Who Thirst	14	Equipment	7	2	Flip on the Those Who Thirst table and gain the appropriate Campaign Upgrade.

THOSE WHO THIRST

These are ancient relics of Malifaux's past; terrible weapons infused with soulstones which grow stronger with each victim they slay. A Crew may only have one of these Upgrades, ignore this result if you already have one. If you turned in a Barter Card with a value of 14 and paid the appropriate amount of Scrip, flip a card and gain one of Those Who Thirst depending on the suit of the flip (reflip Jokers, your Aftermath Hand may be used to Cheat this flip):

🗨️ Edict

(1) Edict (Sh 7 / Rst: Df / Rg: ♠14): Target suffers 2/4/6 damage. If the target is killed, this Crew adds one Soulstone to its Pool.

🗨️ **Laws Written:** After damaging an enemy, discard all Scheme Markers within (X)4 of the target.

✂️ **Laid to Rest:** After killing, the target is Finished Off without flipping.

📖 Insight

(1) Insight (Ca 7 / Rst: Df / Rg: 8): Target suffers 3/3/5 damage. If the target is killed, this Crew adds one Soulstone to its Pool.

📖 **Visions Witnessed:** After damaging, look at the top five cards of either deck and replace them in any order.

✂️ **Laid to Rest:** After killing, the target is Finished Off without flipping.

✂️ Blight

(1) Blight (Ml 7 / Rst: Df / Rg: ♣2): Target suffers 3 damage and gains the following Condition for the rest of the game: "**Spiraling Oblivion +1:** When this model Activates, it suffers +1 damage. When this model is killed, the opposing Crew adds one Soulstone to its Pool."

✂️ **A Land Tainted:** After damaging, place a Scheme Marker in base contact with the target.

📖 **Rot In The Sun:** After killing, the target is Finished Off without flipping.

🗨️ Covenant

(1) Covenant (Ml 7 / Rst: Df / Rg: ♣3): Target suffers 3/4/6 damage. If the target is killed, this Crew adds one Soulstone to its Pool.

🗨️ **Promise Kept:** After damaging, draw a card.

✂️ **Laid to Rest:** After killing, the target is Finished Off without flipping.

PHASE 4: MAKE A REWARD FLIP

Any Crew which completed a Bounty during the game chooses either the Generic Reward Chart or its Faction's Reward Chart. The Crew makes a flip on the chosen Reward Chart and adds the Upgrade to its Arsenal corresponding to the suit of the card flipped, without spending any Scrip. This flip may be Cheated using the cards in your Aftermath Hand, reflip Jokers. If your Crew has a Master, that Master's Avatar may be selected regardless of the flip. If you flip a result you already have, reflip until a new result is reached.

GUILD

NAME	SUIT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Retribution		Equipment	1	Retribution: This model's MI Attack Actions ignore Hard to Wound and Armor .
Modified Barrel		Equipment	1	Modified Barrel: This model's  Attack Actions gain +4 Range.
Brutal		Equipment	1	Brutal: This model gains  to all damage flips it makes.
Improvised Explosives		Equipment	1	Improvised Explosives: This model gains an additional  to the moderate and severe of all damage tracks on its Attack Actions.

RESURRECTIONISTS

NAME	SUIT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Restless Dead		Equipment	1	Restless Dead: When this model is killed or sacrificed, summon a Resurrectionist Undead model into base contact with it with a cost of 5 or less, before removing this model from play.
My Own Concoction		Equipment	1	(0) My Own Concoction (Ca 7 / Rst : Wp / Rg : 6): Target enemy model with the Poison +2 Condition or higher gains Paralyzed .
Extra Limbs		Equipment	1	Extra Limbs: At the start of this model's Activation, it may discard a Corpse Marker within 6" and LoS to push up to 6" in any direction.
Edge of Eternity		Equipment	2	Edge of Eternity: At the end of the game flip a card for each model which this model summoned and is still in play. Any summoned model which flips a 10 or higher is added to this Crew's Arsenal. This flip may not be cheated.

ARCANISTS

NAME	SUIT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Tools of the Trade		Equipment	1	Tools of the Trade: At the end of this model's Activation, all friendly Constructs within (X)3 heal 2 damage.
Field Repairs		Equipment	1	(2) Field Repairs: Once per game, suffer 4 damage to Annihilate an Injury on target model within 6".
A Cold Wind		Equipment	1	A Cold Wind: After flipping for initiative, push this model up to 4" in any direction.
Stage Makeup		Equipment	1	Don't Mind Me: This model may take Interact Actions while engaged.

NEVERBORN

NAME	SUTT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Echoes of Madness		Equipment	1	Echoes of Madness: Once per game, when the opposing Crew has the opportunity to Activate a model, it must Activate a model of your choice which it can legally Activate.
Blessings of Fate		Skill	0	(0) Blessings of Fate: Look at the top three cards of either deck and place all of them back in any order or discard them.
Our Commands		Equipment	1	Our Commands: Friendly models within  6 gain  to all Attack duels which they make outside of their Activation.
On Our Ground		Equipment	1	On Our Ground: Friendly models within  10 are only Finished Off on an 11 or higher.

OUTCASTS

NAME	SUTT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Well Trained		Skill	1	Well Trained: Once per Turn, another friendly model within 6" and LoS may take one of this model's (1) Attack Actions but may not declare Triggers.
Aetheric Feed		Equipment	1	Aetheric Feed: When this model would discard a Soulstone, it may discard two cards instead.
Paid In Advance		Equipment	1	Paid In Advance: After flipping for Initiative, this Crew may draw a number of cards equal to the VP it has and then discard that many cards.
Torment to Spare		Skill	1	Torment to Spare: This model may attach one additional Upgrade during the hiring process.

GREMLINS

NAME	SUTT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Dolly Makin' Time		Equipment	1	Dolly Makin' Time: Models which are damaged by this model's MI Attack Actions must discard a card or gain Paralyzed .
Extra Powder		Equipment	1	Extra Powder: Blast Markers placed within  8 by friendly models which deal damage, deal +1 damage.
Long Lost Cousin		Equipment	1	(0) Long Lost Cousin (Ca 7 / TN: 15): If there are no friendly Totems in play, summon a Totem this Crew could hire.
Swamp Gas		Equipment	1	Friendly Gremlins within  8 gain the following Trigger to all MI Attacks:  Swamp Gas: After damaging, the target gains Slow .

TEN THUNDERS

NAME	SUTT	TYPE	SS	EFFECT
Avatar	Any	Skill	-	Select one Avatar which a model in this Crew may attach and attach it to that model.
Combo		Equipment	1	Combo: Once per Turn, after completing a Trigger generated by this model's Attack Action, this model may immediately take the Attack Action again.
Debts Paid		Equipment	1	Debts Paid: If this Crew has no Soulstones in its Pool, this model may discard a card when it suffers damage to prevent damage as if it had spent a Soulstone.
Introspection		Skill	0	Introspection: At the start of this model's Activation, if it has a Condition with a value, it may discard a card to increase the Condition's value by 1.
Lead From the Front		Equipment	1	Lead From the Front: Friendly Minions within  6 gain  + to all Attack and damage flips.

GENERIC CHART

NAME	SUTT	TYPE	SS	EFFECT
Favors of Treachery	Any	Skill	0	Favors of Treachery: Friendly models within  8 which are killed or sacrificed by a model they consider friendly do not flip to be Finished Off.
Favors of Steel		Equipment	0	(0) Favors of Steel: Once per game, all friendly models within  4 gain  + to Attack flips until the end of the Turn.
Favors of Wind		Equipment	0	(0) Favors of Wind: Once Per Game, give target model within 6" Fast .
Favors of Fate		Equipment	0	(0) Favors of Fate: Once per game, summon an Effigy belonging to this Faction which loses the Rare 1 Characteristic.
Favors of Death		Equipment	0	(0) Favors of Death (Ca 6 / Rst : Wp / Rg : 6): Target non-Leader model performs an Injury flip which may be cheated by the Attacker, reflip Jokers. Annihilate the Injury at the end of the game, before flipping for Injuries. This may not target a model which already has one or more Injuries. This Action may be taken once per game.

PHASE 5: PURCHASE BOUNTIES

Each player may purchase one Bounty for 4 Scrip. A Bounty represents a lead, job, or other ongoing plot which the Crew is trying to accomplish. The Scrip spent to get a Bounty represents the Crew gearing up before taking on the task. A Bounty is an objective which is maintained from game to game over the course of a Campaign and, when it is accomplished, the Crew will gain new items or skills. A player may only have one Bounty at a time. If you purchase a new Bounty while you still have one, the old Bounty is discarded. A single player may only accomplish a given Bounty once per Campaign. If you have already accomplished a Bounty, it is time to move on to one of the others!

Any time a portion of a Bounty is accomplished during an Encounter, mark it off on the Crew's Arsenal sheet. Once all portions of a Bounty are accomplished, the Bounty is complete and the Crew may perform a Reward flip on its Faction's Campaign Reward chart. Different Bounties may give different bonuses to the Reward flip. When a player purchases a Bounty, he or she may choose from the following (note that certain Bounties are specific to certain Factions):

Hunt Them Down: Kill or sacrifice 2 enemy Leaders. When this Bounty is accomplished, the Reward flip gains  .

Build a Reputation: Earn 3 or more VP from a single Strategy 2 times.

Covert Operation: Earn full VP from two of the following Schemes: Plant Explosives, Make Them Suffer, and Deliver a Message. This Crew may always choose one of the above Schemes, regardless of Scheme Pool, so long as they have not already completed it for Bounty purposes. Only one Scheme may count towards this Bounty per game.

On the Payroll: Earn full VP from two of the following Schemes at least once: Breakthrough, Protect Territory, and Bodyguard. When this Bounty is accomplished, the Reward flip suffers . Only one Scheme may count towards this Bounty per game.

Cleanup Crew: Remove at least one enemy Scheme Marker using the (1) Interact Action 3 times. This may be accomplished in one game. When this Bounty is accomplished, the Reward flip suffers .

Hunting Party: Kill or Sacrifice three Neutral models.

Trophy Hunter: Kill or sacrifice the highest cost non-Leader model in an opposing Crew 2 times in two different games (if multiple models are tied, the first of the tied models killed or sacrificed counts for this Bounty).

Just Live Through This: Complete an Encounter without any friendly models being killed or sacrificed or using Strategic Withdraw, the Reward flip gains  .

Strange Times: Earn at least 1 Scrip from the weekly Event 2 times during 2 different Encounters.

Mark Our Territory: Score full VP from A Line in the Sand, 2 times.

Take Their Land: End the game with more friendly models in the opponent's Deployment Zone than enemy models, 2 times.

Map It Out: End the game with a Scheme Marker in each quarter of the board after scoring all VP, 2 times. Scheme Markers within 6" of the center of the board or straddling multiple quarters do not count.

Escort Mission: At the start of each game, secretly note a friendly non-Leader model. End the game with the noted model in the opposing Deployment Zone, 2 times.

Hit List: At the start of each game, secretly note down a non-Leader enemy model with a Soulstone Cost of 6 or more. Kill or sacrifice the noted model, 2 times.

Roundup (Guild only): After deployment, name a Characteristic shared by at least three enemy models. End the game with no enemy models with the named Characteristic in play 2 times.

Apprehend Their Leader (Guild only): End the game with at least two friendly models engaging the enemy Leader 2 times.

Drive Them Back (Guild only): Kill or sacrifice 10 enemy Minions, Peons, or Totems.

Lend a Hand (Resurrectionists only): End a game with 5 or more Corpse Markers in play 2 times.

The Dead Horde (Resurrectionists only): Summon 12 or more Soulstones worth of models during a game 2 times.

Infectious Fear (Resurrectionists only): Play a game in which two or more enemy models fail Horror Duels, 2 times.

Spare Parts (Arcanists only): End a game with 4 or more Scrap Markers in play 2 times.

Leave Our Mark (Arcanists only): End a game with 4 or more friendly Scheme Markers in play after determining all VP, 2 times.

Sabotage (Arcanists only): Allow the opponent to get 2 or fewer VP from the Strategy 2 times.

Purge (Neverborn only): Kill or sacrifice at least 4 Living or Undead enemy models during a game 2 times.

Unseen Objectives (Neverborn only): Win a game in which you took two unrevealed Schemes 2 times.

Lessons Learned In Blood (Neverborn only): Kill or sacrifice 4 enemy Masters, Enforcers, or Henchmen.

Cursed Wretches (Outcasts only): End the game with three or more enemy models suffering a Condition applied by one of your models or which have an Upgrade attached by one of your models, 2 times.

We'll Use That Later (Outcasts only): End the game with at least 2 Soulstones in your Pool, 2 times.

Do the Job, Get Paid (Outcasts only): Win two games.

Hogwild (Gremlins Only): End the game with at least one Pig in every Quarter of the board 2 times.

Burn Down the Barn (Gremlins Only): Have a friendly model be killed during its own Activation 5 times.

Kabloooy! (Gremlins Only): Kill 3 enemy models using Blast Markers.

Purity of Spirit (Ten Thunders only): Kill or sacrifice 6 enemy models while this Crew has no Soulstones in its Pool.

Ancestral Artifacts (Ten Thunders only): Attach 3 or more Upgrades to models in this Crew during a game, 2 times.

Strike From Darkness (Ten Thunders only): Kill or sacrifice the first model during a game, 2 times. The model must be an enemy.

PHASE 6: DETERMINE INJURIES

Any model which was Finished Off during the course of the game must flip to determine what Injuries it suffers. Each player flips one card for each of their models which was Finished Off. These flips may be Cheated using your Aftermath Hand. You must flip for one model at a time, deciding whether to Cheat before moving onto the next one. You may flip for Injuries on models in any order you choose.

If you Cheat to an Injury result which must be reflipped, then reflip as usual.

When a model suffers an Injury, it must attach the appropriate Injury Upgrade; this Upgrade is permanent and must always be attached to the model when it is hired. If a model flips an Injury result which it already has, do not apply the result again; the model got lucky and suffers no Injury this game. Some Injuries may reduce a model's stats; no model may have any stat reduced below 1 in this way. Injuries do not count against the maximum number of Upgrades a model may attach and may not be removed by Actions or Abilities unless they specifically reference Injuries.

If a model becomes too Injured, it will be Annihilated. To see a model's maximum number of Injuries, consult the following chart:

STATION	MAX INJURIES
Peon	1
Minion	2
Enforcer	2
Henchman	3
Master	3

If a model is at its maximum number of Injuries and it would receive another Injury, it is instead Annihilated. It is worth noting that not every result on the Injury chart applies an Injury Upgrade. If a model is at its maximum number of Injuries and it must flip for another Injury, hope is not lost; it may flip a result it already has or a result which states no Injury is gained.

If a model gets lucky and gets the Red Joker, it will be able to flip on its Faction specific Injury chart (this refers to the Crew's Faction, not necessarily the model's Faction). All of the results on these charts are good and count as Skills rather than Injuries, when applicable.

INJURY CHART

FLIP	EVENT
Black Joker	If this model is a Master, Henchman, or Enforcer flip twice more on this chart and apply the results. If this model is a Minion or Peon, it is a traitor. The model's current Crew counts it as Annihilated, and the Crew which opposed it in the previous game permanently adds it to their Arsenal and counts it as part of their declared Faction for Encounters. For whatever reason the model has switched sides, be it treachery, mind control, or just plain old slavery. The model still counts for any Rare limits as normal.
1 of  or 	Fragile +1: Damage flips against this model gain  .
2 of  or 	Shaky Nerves: This model may not Charge.
3 of  or 	Amputation: Reduce this model's Wd stat by 2.
4 of  or 	Knocked Out: This model may not be hired during the next game unless it is the Leader. No Injury is gained.
5 of  or 	Hearing Voices: Reduce this model's Wp by 2.
6 of  or 	Crippling Pain: Reduce this model's Wk by 1.
7 of  or 	Not Quite Right: This model may not take Interact Actions. If this model is Insignificant, reflip this result.
8 of  or 	Blow to the Head: This model must discard a card at the start of every Activation or gain Slow .
9 of  or 	Slowed Reflexes: Reduce this model's Df by 1.
10 of  or 	Cursed: This model loses all Suits printed on its Statistics. If this model has no Suits printed on its Statistics, reflip this result.
11 of  or 	Swamp Hex: This model must discard a card in order to perform a (0) Action. If it has no (0) Actions, reflip this result.
12 of  or 	Blood Hex: This model must discard a card in order to declare a Trigger. If this model has no Triggers, reflip this result.
13 of  or 	Shaken: This model suffers  to Df and Wp duels. Annihilate this Injury during the Aftermath phase of the next game this model plays, before determining Injuries.
1 of  or 	Broken Arm: Reduce this model's Ml by 1. If this model has no Ml Actions, reflip this result.
2 of  or 	Fractured Wrist: Reduce this model's Sh by 1. If this model has no Sh Actions, reflip this result.
3 of  or 	Missing Fingers: Reduce this model's Ca by 1. If this model has no Ca Actions, reflip this result.
4 of  or 	Baggage: When this model is killed or sacrificed, the opposing player may place a Scheme Marker in base contact with it before removing it.
5 of  or 	Big Head: Increase this model's Cost by 1. If this model is the Leader, reflip this result.
6 of  or 	Accident Prone: This model is automatically Finished Off when killed or sacrificed.
7 of  or 	Easily Distracted: While calculating VP, this model counts as having the Peon Characteristic. Reflip this result if this model has the Peon Characteristic.
8 of  or 	Flashbacks: When this model is targeted by a Charge, it must pass a TN 14 Wp duel or gain Paralyzed .
9 of  or 	Wanted: The next time this model is killed or sacrificed, the opposing Crew gains 2 Scrip and then this Injury is Annihilated.
10 of  or 	Unfocused: This model may not take the Focus Action.
11 of  or 	Foolhardy: This model may not take the Defensive Stance Action.
12 of  or 	Wanders Off: After flipping for initiative on the first Turn, the opposing player may push this model up to 6" in any direction.
13 of  or 	A Wayward Adventure: Do not deploy this model during the next game it plays. Place it in its deployment zone at the start of Turn 3 instead. No Injury is gained.
Red Joker	Flip again on this Crew's Faction specific Injury Chart. No Injury is gained.

GUILD INJURIES

FLIP	INJURY
	Martyr: When this model is killed or sacrificed, all friendly models in (X)6 gain Fast .
	In the Name of Research: After this model kills an enemy model, it may draw a card and then discard a card.
	Relentless: This model is immune to Horror Duels.
	Secret Directive: At the end of the game, before calculating VP, this model may push up to 3" and place a Scheme Marker in base contact with itself.
Either Joker	Deep Pockets: Any time this model is still in play at the end of a game, this Crew gains 1 Scrip and makes one additional Barter flip.

RESURRECTIONIST INJURIES

FLIP	INJURY
	My Lucky Stitches: When the Red Joker is flipped in a damage flip against this model, it is counted as the Black Joker instead.
	Too Many Pieces: When this model is killed, it places two additional Corpse Markers. (If it would otherwise place none, it now places two.)
	Embalmed: When this model would suffer damage due to the Poison Condition, instead, it heals 1 damage. When this model is deployed or summoned, it gains the Poison +5 Condition.
	Pounce: When an enemy model ends a push or move within this model's engagement range that is not part of a Walk or Charge Action, this model may immediately take a (1) AP MI Attack Action against the model without spending AP.
Either Joker	Spirit. If this model has the Incorporeal Ability, ignore this Injury. Otherwise, this model permanently reduces its Wd stat by half (rounded up) and gains the Spirit Characteristic and the Incorporeal Ability.

ARCANIST INJURIES

FLIP	INJURY
	Metal Patchwork: This model gains the Construct Characteristic. Hydraulic Limb: All of this model's MI Attacks which deal damage, deal +1 damage.
	Metal Patchwork: This model gains the Construct Characteristic. Armor +1: Reduce all damage suffered by this model by +1, to a minimum of 1.
	December's Hunger: At the end of this model's Activation, remove all Corpse Markers in (X)3 and heal 2 damage on this model for each Marker removed.
	Bestial Rage: At the start of this model's Activation it may suffer 3 damage to gain Fast .
Either Joker	Steamborg Executioner. This model may be Annihilated. If this happens, this Crew adds a Howard Langston to its Arsenal which loses the Rare 1 Characteristic. If the Annihilated model was the Leader, the new Howard Langston gains the Henchman Characteristic and becomes the Crew's new Leader.

NEVERBORN INJURIES

FLIP	INJURY
	To The Death: When this model is killed or sacrificed, it may perform a (1) Attack before being removed. This model is sacrificed after completing the Action.
	Silent: Models cannot ignore LoS or cover when targeting this model.
	Ravenous: When this model ends an Activation, remove all enemy Scheme Markers within (X)2.
	Slippery: When an enemy model fails with an Attack against this model, this model may push up to 3" in any direction.
Either Joker	Doppelganger. Add a copy of this model to this Crew's Arsenal which loses any Rare Characteristics. If this model is a Master, it suffers no Injuries and ignore this result.

OUTCAST INJURIES

FLIP	INJURY
	The Hunter: When this model kills an enemy with an MI Attack, it may discard a card to add one Soulstone to its Crew's Pool.
	The Scholar: This model may draw a card and discard a card at the start of its Activation.
	The Scavenger: Models killed by this model are automatically Finished Off.
	The Murderer: When performing a damage flip, this model may suffer 2 damage to gain  .
Either Joker	The Chosen: This model may choose to attach The Chosen Upgrade and become the Crew's new Leader so long as this Crew does not contain a Master. If it chooses to become the Leader, it may use Soulstones as if it were a Henchman and may attach one additional Upgrade. Ignore this result if this model is the Leader.

GREMLIN INJURIES

FLIP	INJURY
	Stop Hitting Yourself!: Reduce all damage this model suffers during its own Activation by 1.
	Lowered Expectations: Lower this model's SS Cost by 1.
	Twitchy: After resolving a Trigger on an Attack Action which did not deal damage or generate another Action, immediately apply the Trigger one additional time.
	Fast Runner: When this model is pushed, it may push up to 3 additional inches.
Either Joker	Scapegoat: When this model is killed by a friendly model, the friendly model heals all damage and gains Reactivate .

TEN THUNDERS INJURIES

FLIP	INJURY
	Out of the Fire: This model gains +2 Wd .
	Arcane Disturbance: If this Crew has no Soulstones in its Pool, this model gains  to all duels.
	Clear Mind, Pure Body: This model is immune to Slow and Poison .
	Reserves: This model may begin the game buried. If this model is buried and a friendly model is killed or sacrificed, it may be unburied in base contact with the model before removing it.
Either Joker	Ninja Attack!: When this model is killed or sacrificed, summon two Torakage into base contact with it. These Torakage immediately suffer 3 damage each.

AVATARS

Avatars are special Skill Upgrades which are tied to a specific Master. They represent that Master unleashing powerful Arcane energy from "The Event." Avatar Skill Upgrades add 3 to a Crew's Campaign Rating (in addition to counting as a Skill Upgrade). For the rules on Avatars, see the M2E Core Rulebook pg. 56-57.

Avatars Upgrades are gained by completing Bounties (See pg. @@). If a Bounty is completed and the Crew does not yet have a Master, then an Avatar Upgrade may not be chosen as the Bounty Reward.

MANIFEST OPTIONS

The five Manifest options for Avatars and their associated Manifest Events (if any) are listed here:

DELAYED MANIFESTATION

Manifest: On Turn 3, or any Turn after, this Master may choose to Manifest at the beginning of its Activation.

Manifest Event: After the Avatar is placed, immediately push this Master up to 6" in any direction.

BLOODY MANIFESTATION

Manifest: After killing or sacrificing a non-Peon enemy model this Master may Manifest immediately after the current Action is resolved.

Manifest Event: After the Avatar is placed, this Master may immediately perform a (1) Action without spending any AP.

DESPERATE MANIFESTATION

Manifest: After this Master suffers damage caused by an enemy model's Action or Ability, if it has half or fewer of its starting Wounds remaining, it may Manifest immediately after the current Action is resolved.

Manifest Event: After the Avatar is placed, push this model up to 3" in any direction and draw a card.

PLANNED MANIFESTATION

Manifest: This Master may discard 3 Soulstones to Manifest at the start of any of its Activations.

SACRIFICIAL MANIFESTATION

Manifest: At the start of the game, secretly note down a friendly model with a Cost of 4 or more. When the model is killed or sacrificed, reveal that it was noted down and then Manifest immediately. The noted model drops no Markers and summons no models as a result of being killed or sacrificed.

Individual Avatar cards are contained in the relevant Faction chapters and they are generally gained as a Reward for completing a Bounty, although there are other ways to get them.

All Avatars in this book have the Campaign Restriction, which means they can only be attached during a Campaign game. If two players both agree to use Avatars outside of a Campaign then that is perfectly fine, but the rules for Avatars contained here are not tournament legal and should only be used with the consent of all players.

SUMMONED MODELS

Some Crews are able to summon or otherwise create new models during the course of an Encounter. Summoned models are never entered into the Crew's Arsenal and never carry over from one game to another.

Sometimes summoning represents one model changing into something else, such as a model shapeshifting into a beast. If a model has access to a Tactical Action or Ability which requires that the model sacrifice itself in order to summon something, then the model does not need to flip on the Injury chart after the game. However, if the model which was summoned in this way is killed or sacrificed it flips to be Finished Off as normal and if it gets a 3 or higher, then the model which summoned it will have to flip on the Injury chart (this applies to any other friendly models sacrificed in order to summon it as well). When a model sacrifices itself, all Skills and Injuries on it are discarded, although the model will still retain them after the game.

For example, if Myranda uses her Shapechange Action to sacrifice herself and summon a Beast, she will not have to flip on the Injury chart unless the Beast is killed or sacrificed and fails its Finished Off flip, and any Skills and Injuries associated with her are discarded (although they will still be attached to her after the game). Also, if two Coryphee Dance Together to summon a Coryphee Duet, then neither Coryphee will have to flip on the Injury chart unless the Duet is killed or sacrificed and fails its Finished Off flip, in which case they will both have to flip on the Injury chart. In the rare instance a model sacrifices itself to summon multiple models, the model will flip to be Finished Off if any of the summoned models are killed or sacrificed (although one model only ever flips to be Finished Off once).

ATTACHING UPGRADES

Some Actions or Abilities allow a model to attach Upgrades during a game. Much like summoned models, these Upgrades are not required to be in the Crew's Arsenal for these Actions and Abilities to work, and they are not added to the Arsenal when the game is over. Likewise, a model which discards or removes an Upgrade during a game does not remove the Upgrade from its Arsenal; this only happens if the Upgrade is Annihilated.

STARTING ANEW

Sometimes a player may wish to scrap their current Campaign Crew and start a new one. This may be due to an accumulation of Injuries or simply a desire for something new. This is perfectly fine, in this instance, the player discards their old Arsenal and assembles a new one using the usual rules for starting a Crew for a Campaign with the exception that they will gain 5 additional Scrip with which to hire models and purchase Upgrades for each week the Campaign has progressed beyond the first. The Crew will also perform one Barter flip and be able to purchase one Campaign Upgrade for each week the Campaign has progressed (including the first week). The Crew does not have an Aftermath Hand with which to cheat these flips, and may attach Skills to models even though they haven't participated in any games. No more than one Skill may be attached to any single model in this way. Non-Campaign Upgrades may simply be purchased at their usual price as if it were the start of a new week. Use these rules if a new player decides to join a Campaign part way through.

ENDING A CAMPAIGN

At the start of the Campaign, the group agreed to an allotted amount of time for the Campaign to last (4, 6, 8, or 12 weeks). When the time is up, the Campaign ends. Campaigns need to end so that certain Crews do not become overly powerful and make it difficult for new players to join in. It also gives the community some breathing room to get some regular games in. When the Campaign is over, retire your Arsenal sheet and, if your group decides to play another Campaign, get out a new one! Your group may also decide to play a competitive Campaign in which players accrue points for the duration of the Campaign to determine a winner at the end. The rules for this are in the "Competitive Campaign" section of the Optional Rules, see pg. @@.

OPTIONAL RULES

TAILOR YOUR CAMPAIGN

A Campaign is a living, breathing thing which changes and adapts over time. You and your group may find that you do not like certain aspects of this book, or that you want to add a few things of your own, and that's great! A Campaign is a perfect setting to incorporate house rules, specialized terrain, or fun new concepts. Here are a few, optional, ideas on how to modify this Campaign system. Use as many or as few as you like. But don't stop here, we encourage you to experiment and find what works best for your group! Just be sure that all participants are clear on all optional rules before starting the Campaign.

NO INJURIES

Some groups may decide that seeing their models become Injured and Annihilated is a negative experience; these groups are only interested in the aspects of the Campaign which grow a Crew and add new Skills. In this case, simply ignore the Finished Off and Injury rules for all Crews. You will also need to ignore any other aspects of the Campaign which interact with those rules (such as the Healing Salve Upgrade).

INDIVIDUAL EVENTS

Some groups may grow tired of playing the same Weekly Event for every game during a week. This may especially be true for groups which play a large number of games per week. In this case, players flip on the Weekly Event table at the start of every game (before hiring Crews) to determine an individual Event for each game. If you use this method, reflip Pit Fight, either Joker, and A Bullet With Your Name.

EXTRA SCRIP

Some groups may feel that they are not gaining Scrip fast enough to gain all of the fun Skills and models they want for their Crews. In this case, every Crew gains an additional 2 Scrip for every friendly Enforcer and Henchman which is still in play at the end of the game, and the maximum weekly Scrip is increased from 16 to 20.

UNAVOIDABLE INJURY

Some groups may feel that Injuries are too easy to avoid and would like to see higher consequences for models being killed and sacrificed. To increase the number of Injuries, the Finished Off flip may not be cheated. Any other Campaign effect which prevents the Finished Off flip from being cheated (such as the Bad Moon Rising Weekly Event) now causes models to be automatically Finished Off instead.

COLLUSION AND TRADING

Generally speaking, it is against the rules to collude with your opponent and agree to help each other gain Scrip, accomplish Bounties, etc. It is assumed that all players try their best to win the game and thwart the opponent where possible. However, some groups may wish to allow players to make deals with each other about allowing Scrip gain, accomplishing Bounties, or even ganging up on other players who are ahead! This sort of back-room dealing is fitting for the world of Malifaux, and certain groups may enjoy it. Just keep in mind that your word is not your bond, you are perfectly welcome (and encouraged) to betray anyone who tries to make a deal with you (and you should not hold a grudge outside of the context of the Campaign if somebody betrays you, it is a part of this format). Additionally, players will be allowed to trade Equipment Upgrades (but not Skills or non-Campaign Upgrades) and Scrip in between games, and can even use them to bribe other players. It is worth noting that this option requires a certain mindset, and will not work for every group; you must not take things personally.

HIGHLANDER

Any time a model with the Rare 1 Characteristic is Annihilated, its Crew may never add another copy of the model to its Arsenal for the remainder of the Campaign. This provides a more thematic experience where named models do not come back, but may leave some players annoyed at permanently losing a model they enjoyed.

THE GOOD DOCTOR

Add a seventh Aftermath Phase: A Trip To The Doc's. During this phase, a player may spend 2 Scrip to send a single model with an Injury to the Doc's to get patched up. The model flips on the following chart. This flip may be cheated with the Aftermath Hand, an additional 2 Scrip may be paid to gain a .

FLIP	RESULT
Black Joker	The model flips on the Injury chart, reflip Jokers.
	Remove one Injury from the model.
	Remove one Injury from the model. It permanently gains the Construct Characteristic.
	Remove one Injury from the model. It permanently gains the Undead Characteristic.
	Remove one Injury from the model and then it flips on the Injury chart, reflip Jokers.
Red Joker	Remove all Injuries from the model and it flips on its Faction's Injury chart.

THE WANDERING RELIC

There are many ancient and powerful relics in Malifaux. When using this optional rule, a random player flips on the Those Who Thirst chart (see pg. @@) and gains the noted Upgrade when building their initial Crew. Anytime the player with the relic loses a game, the Upgrade leaves its current Crew and is added to the Arsenal of the winning Crew. If the Crew with the Upgrade does not play at least one game during a given week, then it loses the relic and another, random Crew gains it.

BEFORE THE EVENT

Your Campaign can take place anywhere in Malifaux's history. If you choose to play a Campaign set before The Event, then players will not have access to Avatars. Avatars will not be available when completing a Bounty and any game effect which grants one will be ignored or reflipped.

CUT 'EM UP FOR PARTS

You would be surprised what you can sell in Malifaux. When using this option, in between games, any Crew may Annihilate any Crew members it wishes to gain an amount of Scrip equal to half of the model's Soulstone Cost (rounded up). This can be useful if a Crew member is injured beyond usefulness, or just generally being annoying.

COMPETITIVE CAMPAIGN

Sometimes, a group will wish to play more competitively and determine a winner once the Campaign is over. In that case, the group (or organizer) should choose a method of playing competitively before beginning the Campaign. Here are two ways to determine an overall winner.

TOURNAMENT STYLE

This is the most straight forward way to determine a winner and it may appeal to newer groups. It is also a good format to discourage certain players from abusing the system by doing things such as agreeing to ties to maximize Scrip, for example.

At the end of each game, players will score points in three areas: Campaign Points (CP), Differential (Diff), and Victory Points (VP).

CAMPAIGN POINTS

The player who wins a Campaign game earns 3 CP while the player who loses earns 0 CP. If both players tie, they each earn 1 CP. Players note the amount of CP they earned on their Arsenal sheet.

DIFFERENTIAL

Note the Difference between the players' **VP** at the end of each Campaign game. The player with the higher **VP** score receives a Differential equal to the positive amount of that difference, while the player with the lower **VP** score receives a Differential equal to the negative amount of that Difference.

For example, if a game ends with one player scoring 5 **VP** and the other 3 **VP**, the winner will gain +2 Differential while the loser will suffer -2 Differential. Each player marks their Differential on their Arsenal Sheet (players may have a negative Differential).

VICTORY POINTS

Finally, each player notes the total **VP** they scored for the game on their Arsenal Sheet.

MAXIMUM GAMES PER WEEK

Before starting, players must agree on a maximum number of Campaign games allowed to be played per week. This is simply to prevent one player racking up

excess CP simply due to number of games played. When all else is equal, two games per week is the recommended amount, but your group may differ.

FINAL STANDINGS

Once the Campaign is over, calculate the winner in the following manner:

- First players are ranked by their Campaign Points (CP), so players with higher CP finish above those with lower CP.
- Players who have the same CP as each other are then ranked by their Differential (Diff).
- Finally players who are still tied are ranked by their Victory Points (VP).

HIDE OUTS

In this version, each player is trying to build his or her ideal Hide Out, and the winner is the player with the most impressive one! During the Payday portion of the Aftermath step, players will earn Construction Material (CM) which they will spend during Requisitions to fortify their Hide Out. These Fortifications will generally have some sort of positive effect for the Crew. Certain Fortifications will require a Crew to already have some previous Fortifications to build upon. Fortifications may never be destroyed, lost, or traded; they are permanent.

At the start of the Campaign, each Crew chooses a specific type of Hide Out they will be building. This choice is permanent and the Crew will only be able to purchase Fortifications for their selected Hide Out, so choose carefully! A Hide Out may never have two of the same Fortification.

CONSTRUCTION MATERIAL

During the Payday step each Crew will earn 1 Construction Material (CM) if it earned at least 2 **VP** from a single Scheme and 1 CM if the Crew earned maximum **VP** from the Strategy. The winning Crew will also receive a bonus 1 CM (this makes the maximum amount of CM any Crew can earn per game 3). Each player notes their CM on their Arsenal Sheet; these may be spent immediately or saved for use after another game.

REQUIRED FORTIFICATIONS

Some Fortifications require previous Fortifications in order to purchase. These are Required Fortifications (RF).

TYPES OF HIDE OUTS

Here is a list of the types of Hide Outs available to the players at the start of the Campaign as well as the Fortifications which go along with them.

SALOON

NAME	CM	RF	DESCRIPTION
Grizzled Bartender	3	-	This Crew may reflip a Finished Off flip twice per game.
Gambling Tables	3	-	This Crew receives one bonus Scrip after each game.
Fine Liquor	3	-	This Crew may reflip one Barter flip, before Cheating.
Bouncer	5	Grizzled Bartender, Fine Liquor	Models in this Crew receive + to Finished Off flips.
Cash Box	5	Gambling Tables, Fine Liquor	This Crew may spend 3 Scrip to gain 1 additional Barter flip after each game.
Steady Stream of Customers	7	Bouncer, Cash Box	All models in your Crew have a maximum number of Injuries of 4.

WASTELAND OUTPOST

NAME	CM	RF	DESCRIPTION
Soulstone Vein	3	-	This Crew adds 1 Soulstone to its Pool.
Smuggling Tunnels	3	-	This Crew may add +1 to its Barter flips.
Scrap Pile	3	-	When one of this Crew's Upgrades is Annihilated, this Crew may spend 3 Scrip to keep it in its Arsenal (it is still discarded from play).
Fortified Walls	5	Smuggling Tunnels, Scrap Pile	Before flipping on the Injury chart, this Crew may spend a Scrip to gain + to the flip.
Extra Guards	5	Soulstone Vein, Scrap Pile	This Crew reduces the cost of the first New Hire each week by 6 instead of 5.
Advanced Scouts	7	Fortified Walls, Extra Guards	During the Draw Phase, this Crew may draw and discard one card.

HIDDEN LAB

NAME	CM	RF	DESCRIPTION
Surgical Tools	3	-	This Crew may reflip one Injury per game, before Cheating.
Library	3	-	This Crew may reflip its Reward card before Cheating. (see Bounties).
Electrodes	3	-	Models in this Crew ignore the Knocked Out Injury.
Brain In a Jar	5	Surgical Tools, Electrodes	This Crew may spend 1 Scrip to reflip initiative instead of a Soulstone.
Metal Servant	5	Electrodes, Library	This Crew may spend 1 Scrip to reflip the flip to determine the Strategy once per game.
My Creations!	7	Brain In a Jar, Metal Servant	The first time a model in this Crew is killed or sacrificed, summon a copy of the model into this Crew's Deployment Zone with 1 Wound remaining.

MAUSOLEUM

NAME	CM	RF	DESCRIPTION
Memento Mori	3	-	Gain 1 Scrip when a friendly model gains an Injury.
Loose Gravedirt	3	-	Place a Corpse Marker anywhere on the center line at the start of game
Tasteful Dirge	3	-	Friendly models killed or sacrificed in your Deployment Zone can reflip Finished Off Checks.
Marble Headstones	5	Memento Mori, Loose Gravedirt	Gain 3 Scrip when a friendly model is Annihilated.
Rousing Eulogies	5	Memento Mori, Tasteful Dirge	If your Leader is Injured, flip twice on the Injury table and choose a result.
Grand Tomb	7	Marble Headstones, Rousing Eulogies	Once per Campaign, add an enemy model killed during the game to your Arsenal. If the model could not be hired normally by your Crew it may be hired but gains the Undead Characteristic.

MOBILE ENCAMPMENT

NAME	CM	RF	DESCRIPTION
On The Move	3	-	You and your opponent may agree to play a different non-Joker Weekly Event than what was flipped.
Scouted Location	3	-	When a random player is called to place Unconventional Terrain, you always place the terrain.
Big Game Hunter	3	-	Your models gain + to Attack duels against Neutral models.
Hiding Place	5	On The Move, Scouted Location	Your models gain + to duels when Defending against Neutral models.
Trophy Rack	5	Big Game Hunter, Scouted Location	The first time per game this Crew kills a Neutral model, gain 1 Scrip.
A Fine Specimen	7	Hiding Place, Trophy Rack	You may choose to add a Sabertooth Cerberus as a Neutral model in every game. If you do, your opponent places it within 2" of the centerline before deploying Crews.

SWAMP VILLAGE

NAME	CM	RF	DESCRIPTION
Banjo Player	3	-	When you lose a game, gain 2 extra Scrip.
We Was Just Wrastlin'	3	-	Your opponent may offer you 1 Scrip to reflip one of their Injuries (you may refuse).
Pig Farm	3	-	Add a Piglet to your Arsenal. You may hire it regardless of Faction or other restrictions.
Drunken Revelers	5	Banjo Player, We Was Just Wrastlin'	Gain 3 Scrip when you complete a Bounty.
BBQ	5	Pig Farm, Banjo Player	Once per Turn after flipping Initiative, spend a Scrip to heal 1 damage on a model.
Hootenany	7	Drunken Revelers, BBQ	Gain an additional Barter flip each Aftermath.

JUNKYARD

NAME	CM	RF	DESCRIPTION
One Man's Trash...	3	-	You may reduce your Barter Card's value by 3.
Pick and Pull	3	-	Place a Scrap Marker anywhere on the center line at the start of game.
Junkyard Dogs	3	-	Gain 2 Scrip during Aftermath if there are five or more Scrap Markers on the table at the end of the game.
Appraisals	5	Junkyard Dogs, One Man's Trash...	Equipment Upgrades cost 1 less Scrip when purchased.
New Tools	5	Pick and Pull, One Man's Trash...	Gain one additional Barter flip for each friendly Upgrade Annihilated during the game.
Salvage Operation	7	Appraisals, New Tools	After Crews are revealed, a friendly model may gain a copy of an opponent's Equipment Upgrade for the duration of the game.

GUILD OUTPOST

NAME	CM	RF	DESCRIPTION
Wanted Posters	3	-	Before the game secretly note down an enemy model. If it is killed or sacrificed, gain 1 Scrip.
Gallows	3	-	Once per game, choose one Finished Off flip to reflip (friendly or enemy).
Deputy	3	-	Before the game secretly note down a friendly model. If it is in play at the end of the game, gain 1 Scrip.
Warrant	5	Wanted Posters, Deputy	When playing a relevant Story Encounter, this Crew may choose to Attack or Defend.
Posse	5	Wanted Posters, Gallows	Take Prisoner is always an available Scheme for this Crew and the opposing Crew.
Executioner	7	Warrant, Posse	Add an Executioner to your Arsenal. This model may be hired regardless of Faction or other restrictions and costs 2 Soulstones less than its normal cost.

FLAIR

If a Crew already has all six possible Fortifications, then it gains one Flair each time it wins a game. This represents the Crew decking out its Hide Out in style.

FINAL STANDINGS

Once the Campaign is over, the winner is the player with the most Fortifications. If two players have the maximum of six Fortifications, the player with the most Flair is the winner. If two or more players are still tied, they play one last game, winner takes all (this may be a multi-player game).