

Assassinate



Your opponent's Crew's leadership must die at all costs!

Setup

Make note of one of your opponents Crew's Masters or Henchmen. This Scheme may be taken multiple times; choose a different model each time.

Victory

Score 1 VP: If that model is not in play at the end of the game.

Announce: +1 VP

Scheme

Bodyguard



Your Crew's Leadership must be protected at all costs!

Special

Make a note of one of your Crew's Masters or Henchmen. This scheme may be taken multiple times; choose a different model each time.

Victory

Score 1 VP: If that model is still in play at the end of the game.

Score -1 VP: If the model is killed or sacrificed by an enemy model before the start of turn 5.

Announce: +1 VP.

Scheme

Breakthrough



Your crew must push its way through the opposition.

Special

Insignificant models do not count toward the Victory condition.

Victory

Score 1 VP: If you have more models in your opponent's deployment zone than they do at the end of the game.

Announce: +1 VP.

Scheme

Extermination



Your Crew's sights are fixed on one exterminating one threat.

Special

Select one type of model (i.e., Undead, Construct, Spirit, Souless, Nightmare, family, Nephilim, Woe, Doll, gremlin, Pig etc). Your opponent's Crew must contain at least three models of that subtype.

Victory

Score 1 VP: If your opponent has no models of the selected subtype left in play at the end of the Encounter.

Score -1 VP: If all of your opponent's models of the selected subtype are still in play at the end of the Encounter.

Announce: +1 VP.

Scheme

Eye for an Eye



It's time to show the opposing Crew you can trade blow for blow when they come a'calling!

Special

Insignificant models do not count toward the victory condition.

Victory

Score 1 VP: At the end of the game if the number of models you and your opponent have in play is equal or within 1 model.

Announce: +2 VP.

Scheme

Frame for Murder



Never hurts to get a little blood on the hands of your rivals... well, it hurts the person providing the blood.

Special

Secretly note one model in your Crew.

Victory

Score 1 VP: If the selected model is killed by your opponent's Master.

Announce: +1 VP.

Scheme

Grudge



One of your opponents Minions rubs your the wrong way.

Special

Secretly note one of your opponent's Minions.

Victory

Score 1 VP: At the end of the Encounter if the selected model was killed or sacrificed by one of your Crew's melee Strikes or melee spells.

Announce: +1 VP.

Scheme

Hold Out



Stand firm against the enemy.

Special

Insignificant models do not count toward the Victory condition.

Victory

Score 1 VP: If no enemy models are in your Deployment Zone at the end of the encounter.

Announce: +1 VP.

Scheme

Kill Protégée



You've heard that one of your opponent's Minions is being groomed as the Master's new Henchman.

Victory

Score 1 VP: At the end of the Encounter if you killed the Minion in the opposing Crew with the highest Soulstone Cost. In the case of a tie, note which Minion is the target of this Scheme.

Announce: +1 VP.

Scheme

Stake a Claim



This is your territory, and you'll be damned if some other Crew is going to come in and grab it without a fight!

Special

Make a note of a terrain feature on the opponent's half of the table. Insignificant models do not count toward the Victory condition.

Victory

Score 1 VP: If you have a model touching the terrain element at the end of the encounter.

Announce: +1 VP.

Scheme

Steal Relic



Your opponent's master is carrying something you really need for your plans!

Special

Your Crew's models may take a **(1) Interact** Action while engaged with your opponent's Master to conduct a **Wp -> Wp** Duel with the Master. The **Interact** Action can no longer be taken after one of your models wins the Duel. Insignificant models cannot take this Action. This scheme must be announced.

Victory

Score 1 VP: At the end of the Encounter if one of your models won the Duel.

Score +2 VP: If the model that succeeded in the Duel is still in play at the end of the Encounter.

Scheme

Round Up

Guild Only

Time to round up the little guys, and leave the big problems for later.

Victory

Score 1 VP: If the only models your opponent has remaining on the board are Masters or Henchmen at the end of the Encounter.

Announce: +1 VP.

Scheme

Raid!

Guild Only

Sometimes the Malifaux rabble needs a firm reminder who the law is this side of the Breach. Teach them a lesson.

Victory

Score 1 VP: If you have more non-Totem Minions in play than you opponent does at the end of the game.

Announce: +1 VP.

Scheme

Lay These Souls to Rest

Lady Justice Only

"The Souls of the innocent deserve peace. My Judge, we must lay these souls to rest.

Special

When an enemy Master or Henchmen is killed, place an objective Counter in base contact with the model before it is removed from play. These Counters count as corpse Counters, but can be picked up by anyone. Place objective Counters instead of Corpse Corpse while there is a Graverobber in play. This Scheme must be announced.

Victory

Score 1 VP: If there are no enemy Masters or Henchmen in play, and Lady Justice is carrying at least half the objective Counters at the end of the Encounter.

Scheme

Subjugate

Sonnia Only

"Your will is broken and your body is beyond repair. You have reaped what you have sown and now you must face the consequences. your servitude will continue until your death." — Sonnia Criid

Victory

Score 1 VP: If you create a Witchling Stalker by casting the **Violation of Magic** Spell on an enemy Master or Henchman during the Encounter.

Announce: +1 VP.

Scheme

Family Justice

Perdita Only

"It's not that I have a bullet with your name on it, it's that I have so many bullets in need of a good home." — Perdita Ortega

Victory

Score 1 VP: If you kill at least two models using **Execute** during the Encounter.

Announce: +1 VP.

Scheme

Machine Spirit

Hoffmann Only

"I prefer machines. they wouldn't betray me." — C. Hoffmann

Victory

Score 1 VP: If the only models left in play other than C. Hoffman are Constructs within 6" of C. Hoffman at the end of the Encounter.

Announce: +1 VP.

Scheme

Army of the Dead

Resurrectionists Only

"Raising" an army takes on an entirely different meaning for you.

Special

This scheme must be announced.

Victory

Score 1 VP: At the end of the Encounter if the number of Corpse Counters in play, either carried by your models or on the table, is greater than the number of models your opponent has left in play.

Score +1 VP: If the number of corpse counters carried by your models is greater than the number of models your opponent has left in play.

Scheme

Death After Death

Resurrectionists Only

All bodies aren't created equally.

Special

Note the number of models in your Crew at the start of the Encounter. This Scheme must be announced.

Victory

Score 2 VP: If you have more models in play at the end of the Encounter than you did to start.

Score -1 VP: If you have less than half as many models in play at the end of the encounter as you did at the start.

Scheme

My Little Friend

Seamus Only

"It's not that I encourage him to be so bloodthirsty. He just wants to make me proud." — Seamus

Victory

Score 1 VP: If your Crew's Copycat Killer kills a model with a Soulstone Cost of at least 7.

Announce: +1 VP.

Scheme

Precious Parts

Nicodem Only

"I do not need to animate the dead in order to subjugate my enemy. Sometimes the threat itself is enough to scatter his wits." — Nicodem

Setup

Divide the table into equal quarters.

Victory

Score 1 VP: If there are at least 2 Corpse Counters, not carried by or on the table within 1" of an enemy model, completely within each of at least three table quarters at the end of the Encounter.

Announce: +1 VP.

Scheme

That One's a Keeper

McMourning Only

"Everyone is not created equal, their parts aren't either." — McMourning

Victory

Score 1 VP: If McMourning gained at least five Body Part Counters from enemy Masters, Henchmen or totems during the Encounter.

Announce: +1 VP.

Scheme

Betrayed by Spirits

Kirai Only

"I have no use for the bodies. It is the souls that provide the real strength." — Kirai

Victory

Score 1 VP: If all enemy Masters and Henchmen were damaged at least once by a friendly Ikiryo.

Announce: +1 VP.

Scheme

Power Ritual

Arcanists Only

You need to set up a complex ritual.

Special

Your Crew's models may take a **(1) Interact** Action when they are within 8" of a corner of the table. Insignificant models cannot take this Action. this Scheme must be announced.

Victory

Score 1 VP: If models in your Crew **Interacted** with all four corners of the table during the Encounter.

Score +2 VP: If you complete this Scheme before the start of the 5th turn.

Scheme

Sabotage

Arcanists Only

A little sabotage causes no end of trouble for the opposition, and your Crew excels at it.

Setup

Secretly note a terrain feature on the opponent's half of the table.

Special

Models in your Crew may take a **(1) Interact** Action to Sabotage the terrain. Insignificant models cannot take this action.

Victory

Reveal this Scheme and score 1 VP: If the Sabotaging model is in play at the end of the turn it Sabotaged the terrain.

Announce: +1 VP.

Scheme

Do I Have To Do Everything Myself?

Ramos Only

"Sometimes you have to get a little dirty" — Ramos

Victory

Score 1 VP: If you kill at least one model with a Clockwork Fist **Strike** and one model with **Electrical Fire**.

Announce: +1 VP.

Scheme

Reflections of December

Rasputina Only

*"I will bring upon them such a cold that the very air will freeze."
— Rasputina*

Victory

Score 1 VP: At the end of the Encounter if you killed at least three models with spells cast through the **Ice Mirror** Ability.

Announce: +1 VP.

Scheme

Primal Source

Marcus Only

"We all must face the Beast Within. We are, after all, animals at heart." — Marcus

Special

This Scheme must be announced.

Victory

Score 2 VP: At the end of the Encounter if at least four enemy models who gained the Beast characteristic during the Encounter died during the Encounter while they had the Beast characteristic.

Scheme

Perfect Performance

Colette Only

*"I'd say you caught me at my best dear, but I don't do off nights."
— Colette*

Victory

Score 1 VP: If Colette's Crew has 7 or more Soulstones in its Soulstone Pool at the end of the Encounter.

Announce: +1 VP.

Scheme

Kidnap

Neverborn Only

The residents of Malifaux tell stories about your Crew sweeping in and spiriting away its victims during the night. How right they are!

Special

Secretly note three of your opponent's Minions.

Victory

Score 1 VP: If at least two of the selected models are not in play at the end of the Encounter.

Score +1 VP: If all three of the selected models are not in play at the end of the Encounter.

Scheme

Reclaim Malifaux

Neverborn Only

Reclaim Malifaux for the Neverborn!

Setup

Split the game board into 9 equal sections.

Special

Models in your Crew within 1" of a terrain feature may take a **(1) Interact** Action with that terrain feature. Insignificant models or models engaged with an enemy model cannot take this action. Mark the terrain feature with a Marker to indicate it has been Reclaimed. Both the terrain feature and the model's base must be in the section the model wishes to Reclaim. This Scheme must be announced.

Victory

Score 1 VP: If you have Reclaimed at least six sections at the end of the Encounter.

Score +1 VP: If you have Reclaimed all nine sections at the end of the Encounter.

Scheme

A Mother's Love

Lillith Only

"They need the blood to grow. I just like the taste." — Lillith

Victory

Score 1 VP: If Lillith carries at least four blood counters at the end of the Encounter.

Announce: +1 VP.

Scheme

Spread Sorrow

Pandora Only

"I've seen Candy stab a man to death with those scissors and everyone knows Kade never hesitates to use that butcher's knife. But we all like my way best." — Pandora

Victory

Score 1 VP: At the end of the Encounter if no enemy model was killed or sacrificed by you with a melee **Strike** or ranged **Strike**.

Announce: +1 VP.

Scheme

Seeds of Betrayal

Zoraida Only

"My little poppets are the cutest little darlings, don't you think? Say... This one looks a bit like you." — Zoraida

Victory

Score 1 VP: At the end of the Encounter if an enemy Master or Henchman was killed by an enemy model controlled by the **Obey** Spell.

Announce: +1 VP.

Scheme

A Bump in the Night

The Dreamer Only

"I like to play games. Wanna play 'Hide and Seek'? You hide. I'll get'cha!" — The Dreamer

Victory

Score 1 VP: At the end of the Encounter if the Dreamer's Crew killed at least two enemy models while there are no friendly Minions in play.

Announce: +1 VP.

Scheme

Thwart

Outcast Only

Sometimes, preventing the opposition from winning is reward enough...

Special

You may not announce this Scheme.

Victory

Score 2 VP: If your opponent does not earn VP for any of their announced Schemes.

Score 1 VP: If your opponent does not announce any Schemes.

Scheme

Gather Soulstones

Outcast Only

Making it out alive isn't nearly as fun as making it out rich.

Victory

Score 1 VP: At the end of the Encounter if you have more Soulstones remaining in your Soulstone Pool than your Opponent.

Announce: +1 VP.

Scheme

Souless Life

Leveticus Only

*"There's a great power in death. Coming back once you know how to do it isn't the problem. It's the going that's such a bear."
— Leveticus*

Victory

Score 1 VP: At the end of the Encounter if Leveticus has been killed or sacrificed in at least 4 turns of the Encounter.

Announce: +1 VP.

Scheme

First Blood

Viktoria Only

"I don't make money until the job is done, so why wait to get started." — Viktoria

Victory

Score 1 VP: At the end of the Encounter if the first two models killed during the Encounter were enemy models.

Announce: +1 VP.

Scheme

Drinking Contest

Som'er Teeth Jones Only

"Damn pigs!" — Som'er Teeth Jones

Victory

Score 1 VP: If Som'er Teeth Jones summons two Piglets with the **"Come and Get it!"** trigger when killing enemy models.

Announce: +1 VP.

Scheme

Plague on Malifaux

Hamelin Only

"The teeming rats and festering maggots are not harbingers of the End. Rather, they herald the beginning." — Hamelin

Victory

Score 2 VP: At the end of the Encounter if every enemy model killed was replaced by a Malifaux Rat.

Announce: +1 VP.

Scheme