Assassinate

Your opponent's leadership must die at all costs!

SETUP

Secretly 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 Encounter.

Announce: +1 VP.

Scheme

Bodyguard

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

SPECIAL

Secretly make 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 Encounter.

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 Encounter.

Announce: +1 VP.

Scheme

Extermination

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

SPECIAL

Select a subtype of model (i.e. Undead, Construct, Spirit, Soulless, 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 bow when they come a'calling!

SPECIAL

Insignificant models do not count toward the Victory condition.

VICTORY

Score 1 VP: at the end of the Encounter 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: at the end of the Encounter if the selected model was killed by your opponent's Master.

Announce: +1 VP.

Scheme

Grudge

One of your opponent's Minions rubs you the wrong way.

SPECIAL

Secretly note one of you 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 have 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 the 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 note of a terrain feature on the opponent's half of the table. Insignificant models do not count towards the Victory condition.

VICTORY

Score 1 VP: If you have a model touching the terrain feature 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

Army of the Dead

"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 then 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: at the end of the Encounter if the number of Corpse Counters carried by your models is greater than the number of models your opponent has left in play.

Scheme
RESSURECTIONISTS ONLY

Death after Death

Your Crew only gets larger as the battle rages on.

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 start of the Encounter than you did at the 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
RESSURECTIONISTS ONLY

My Little Friend

"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
SEAMUS THE MAD HATTER ONLY

Precious Parts

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

SETUP

Divide the Table into equal quarters.

VICTORY

Score 1 VP: if there are at least two 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
NICODEM THE UNDERTAKER ONLY

That One's a Keeper

"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
DR DOUGLAS MCMOURNING ONLY

Betrayed by Spirits

"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
KIRAI AINKOKU ONLY

Round Up

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 left in play are Masters or Henchmen at the end of the Encounter.

Announce: +1 VP.

Scheme
GUILD ONLY

Raid!

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

VICTORY

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

Announce: +1 VP.

Scheme
GUILD ONLY

Subjugate

"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 created a Witchling Stalker by casting the **Violation of Magic** spell on an enemy Master or Henchman during the Encounter.

Announce: +1 VP.

Scheme
SONNIA CRIID ONLY

Lay These Souls to Rest

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

SPECIAL

When an enemy Master or Henchman 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 Counters while there is a Graverobber in play. This Scheme must be announced.

VICTORY

Score 2 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 ot the Encounter.

Scheme
LADY JUSTICE ONLY

Family Justice

"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 killed at least three models using **Execute** during the Encounter.

Announce: +1 VP.

Scheme
PERDITA ORTEGA ONLY

Machine Spirit

"I PREFER MACHINES. THEY WOULDN'T BETRAY ME." – C. HOFFMAN

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
C. HOFFMAN ONLY

Power Ritual

YOU NEED TO SET UP A COMPLEX RITUAL, GET IT DONE – FAST!

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
ARCANISTS ONLY

Sabotage

A LITTLE SABOTAGE CAUSES NO END OF TROUBLE FOR THE OPPOSITION, AND YOUR CREW EXCELS AT IT.

SETUP

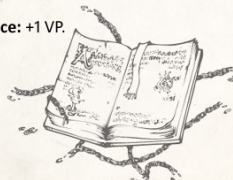Secretly note a terrain feature on the opponent's half of the table.

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
ARCANISTS ONLY

Do I Have To Do Everything Myself?

"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
RAMOS ONLY

Reflections on December

"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
RASPUTINA ONLY

Primal Source

"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
MARCUS ONLY

Perfect Performance

"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
COLETTE DU BOIS ONLY

Kidnap

THE RESIDENTS OF MALIFAUX TELL STORIES ABOUT YOUR CREW SWEEPING IN AND SPIRITING AWAY ITS VICTIMS DURING THE MIDDLE OF 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
NEVERBORN ONLY

Reclaim Malifaux

RECLAIM MALIFAUX FOR THE NEVERBORN!

SETUP

Split the table into nine equal section

SPECIAL

Models in your Crew within 1" of a terrain feature may take a **(1) Interact** Action with the 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
NEVERBORN ONLY

A Mother's Love

"THEY NEED THE BLOOD TO GROW. I JUST LIKE THE TASTE." – LILITH

VICTORY

Score 1 VP: if Lilith carries at least four Blood Counters at the end of the Encounter.

Announce: +1 VP.

Scheme
LILITH MOTHER OF MONSTERS ONLY

Spread Sorrow

"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
PANDORA ONLY

Seeds of Betrayal

"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
ZORIADA THE HAG ONLY

A Bump in the Night

"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
THE DREAMER ONLY

Thwart

SOMETIMES, PREVENTING THE OPPOSITION FROM WINNING IS REWARD ENOUGH
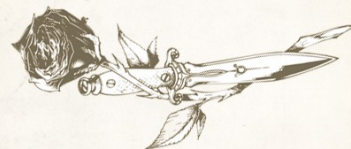
SPECIAL

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
OUTCASTS ONLY

Gather Soulstones

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
OUTCASTS ONLY

Soulless Life

"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
LEVETICUS STEAMPUNK NECROMANCER ONLY

First Blood

"I DON'T MAKE MONEY UNTIL THE JOB GETS 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
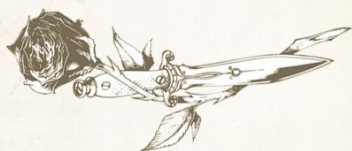
Announce: +1 VP.

Scheme
VIKTORIA ONLY

Pig Food

"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.

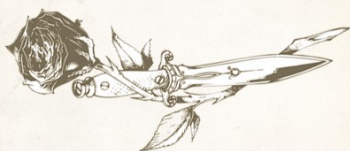**Announce:** +1 VP.

Scheme
SOM'ER TEETH JONES ONLY

Plague on Malifaux

"THE TEEMING RATS AND FESTERING MAGGOTS ARE NOT HARBRINGERS 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
HAMELIN THE PLAGUED ONLY