

Assassinate

YOUR OPPONENT'S LEADERSHIP MUST DIE AT ALL COSTS!

SETUP

Secretly make note of one of your opponents Masters or Henchmen. This Scheme may be taken more than once, but you must choose a different model each time.

SPECIAL

You cannot select this Scheme if your strategy is Contain Power or Shared Contain Power.

VICTORY

Score 1 VP: if the noted model is not in the game at the end of the Encounter.

Announce: +1 VP.

Scheme

v2

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 more than once, but you must choose a different model each time. Multiple model Leaders are considered to be one selection in regards to this Scheme.

VICTORY

Score 1 VP: if the noted model was not removed from the game and is in play at the end of the Encounter.

Announce: +1 VP.

Scheme

v2

Breakthrough

YOUR CREW MUST PUNT 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 he or she does at the end of the Encounter.

Announce: +1 VP.

Scheme

v2

Extermination

YOUR CREW'S SIGHTS ARE FIXE ON EXTERMINATING ONE THREAT.

SPECIAL

Select one of the following characteristics at least three of your opponent's models share: Beast, Construct, Doll, Family, Gremlin, Guardsman, Living, Nightmare, Pig, Spirit, Undead, Woe; then note all the models in his or her Crew with that characteristic. This Scheme must be announced.

VICTORY

Score 2 VP: if your opponent has no models with the selected characteristic in the game at the end of the Encounter.

Scheme

v2

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: If the number of models you and your opponent have in play at the end of the Encounter is equal or differs by one model.

Announce: +1 VP.

Scheme

v2

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 non-Master model in your Crew.

VICTORY

Score 1 VP: If the noted model was killed or sacrificed by an opposing Master during the Encounter.

Announce: +1 VP.

Scheme

v2

Grudge

ONE OF YOUR OPPONENT'S MINIONS RUBS YOU THE WRONG WAY.

SPECIAL

Secretly note one of your opponent's Minions.

VICTORY

Score 1 VP: If the noted Minion was killed by one of your non-Master models' melee Strikes or melee Spells.

Announce: +1 VP.

Scheme

v2

Hold Out

STAND FIRM AGAINST THE ENEMY.

SPECIAL

Insignificant models do not count toward the Victory condition.

VICTORY

Score 1 VP: if there are no enemy models completely within your Deployment Zone at the end of the Encounter.

Announce: +1 VP.

Scheme

v2

Kill Protégé

YOU'VE HEARD THAT ONE OF YOUR OPPONENT'S MINIONS IS BEING GROOMED AS THE MASTER'S NEW HENCHMAN.

SPECIAL

Secretly note your opponent's Minion model with the highest Soulstone Cost. If there is a tie for highest Soulstone Cost, secretly select and note one of the tied models.

VICTORY

Score 1 VP: If one of your models killed the noted Minion.

Announce: +1 VP.

Scheme

v2

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 piece of terrain completely on the opponent's half of the table. Insignificant models do not count toward the Victory condition.

VICTORY

Score 1 VP: If at least one of your models is in base contact with the piece of terrain at the end of the Encounter.

Announce: +1 VP.

Scheme

v2

Steal Relic

YOUR OPPONENT'S MASTER IS CARRYING SOMETHING YOU REALLY NEED FOR YOUR PLANS!

SPECIAL

Your models may take a **(1) Interact** Action while engaged with your opponent's Master and conduct a **Wp → Wp** Duel with the Master to Steal the Relic. Once one of your models Steals the Relic, the **Interact** Action can no longer be taken. Insignificant models cannot take this Action. This Scheme must be announced.

VICTORY

Score 1 VP: If one of your models Stole the Relic by the end of the Encounter.

Score +1 VP: If that model is also in play at the end of the Encounter

Scheme

v2

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: If the number of Corpse Counters on the table or carried by your models is greater than the number of models your opponent has in play at the end of the Encounter.

Score +1 VP: If the number of Corpse Counters carried by your models is greater than the number of models your opponent has in play at the end of the Encounter



Scheme

RESSURECTIONISTS ONLY

v2

Death after Death

YOUR CREW ONLY GETS LARGER AS THE BATTLE RAGES ON.

SPECIAL

Note the number of models in your Crew. 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 at the start of the Encounter.



Scheme

RESSURECTIONISTS ONLY

v2

My Little Friend

"IT'S NOT THAT I ENCOURAGE HIM TO BE SO BLOODTHIRSTY. HE JUST WANTS TO MAKE ME PROUD." - SEAMUS

SPECIAL

You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: if your Copycat Killer killed an enemy model with a Soulstone Cost of 7 or more, an enemy Master, or an enemy Henchman during the Encounter.



Scheme

SEAMUS THE MAD HATTER ONLY

v2

Surrounded by Death

"I DO NOT NEED TO ANIMATE THE DEAD IN ORDER TO SUBGULATE MY ENEMY. SOMETIMES THE THE THREAT ITSELF IS ENOUGH TO SCATTER HIS WITS." - NICODEM

SPECIAL

This Scheme must be announced.

SETUP

Divide the Table into equal quarters.



VICTORY

Score 2 VP: if each table quarte contains at least one Corpse Counter on the table that is not within 1" of an enemy model at the end of the Encounter.



Scheme

NICODEM THE UNDERTAKER ONLY

v2

That One's a Keeper

"EVERYONE IS NOT CREATED EQUAL. THEIR PARTS AREN'T EITHER." - McMOURNING

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If McMourning gained at least five Body Part Counters from enemy Masters, Henchmen or Totems during the Encounter.



Scheme

DR DOUGLAS McMOURNING ONLY

v2

Betrayed by Spirits

"I HAVE NO USE FOR THE BODIES. IT IS THE SOULS THAT PROVIDE THE REAL STRENGTH." - KIRAI

SPECIAL

You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: If at least one opposing Master or Henchman was killed by a friendly Ikiryo.



Scheme

KIRAI AIKOKU ONLY

v2

Round Up

TIME TO ROUND UP THE LITTLE GUYS, AND LEAVE THE BIG PROBLEMS FOR LATER.

VICTORY

Score 1 VP: if your opponent does not have any Minion models in play at the end of the Encounter.

Announce: +1 VP.



Scheme

GUILD ONLY

v2

Raid!

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 your opponent does at the end of the Encounter.

Announce: +1 VP.



Scheme
GUILD ONLY

v2

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

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If Sonnia Criid Summoned two Witchling Stalker by casting the **Violation of Magic** spell on two enemy models during the Encounter.



Scheme
SONNIA CRIID ONLY

v2

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 a Restless Soul Counter in base contact with that model before it is removed from play. Lady Justice may sacrifice these counters using her **Last Rites** Action. You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: If all Restless Counters have been removed from play using **Last Rites** and there are no enemy Masters or Henchmen in the game.



Scheme
LADY JUSTICE ONLY

v2

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

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If Perdita Ortega killed at least three enemy models while using **Execute** during the Encounter.



Scheme
PERDITA ORTEGA ONLY

v2

Machine Spirit

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

SPECIAL

You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: If an opposing Master or Henchman was killed by a model you controlled with the **Machine Puppet** Action by the end of the Encounter.



Scheme
C. HOFFMAN ONLY

v2

Power Ritual

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

SPECIAL

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

VICTORY

Score 1 VP: If your models Performed the Ritual in three of the four corners of the table during the Encounter.
or
Score 2 VP: If your models Performed the Ritual in all four corners of the table during the Encounter.



Scheme
ARCANISTS ONLY

v2

Sabotage

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

SETUP

Secretly note a terrain feature completely 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 still in play at the end of the turn it Sabotaged the terrain piece.

Announce: +1 VP.



Scheme
ARCANISTS ONLY

v2

Do I Have To Do Everything Myself?

"SOMETIMES YOU HAVE TO GET A LITTLE DIRTY" – RAMOS

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If Ramos killed an enemy model with a **Clockwork Fist Strike** and another enemy model with **Electrical Fire** Spell during the Encounter.



Scheme
RAMOS ONLY

v2

Reflections on December

"I WILL BRING UPON THEM SUCH A COLD THAT THE VERY AIR WILL FREEZE." – RASPUTINA

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If Rasputina killed at least three models with spells cast through the **Ice Mirror** Ability.



Scheme
RASPUTINA ONLY

v2

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: If at least two enemy models that gained the Beast characteristic during the Encounter were removed from the game while they had the Beast characteristic.



Scheme
MARCUS ONLY

v2

Perfect Performance

"I'D SAY YOU CAUGHT ME AT MY BEST DEAR, BUT I DON'T DO OFF NIGHTS." - COLETTE

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If your Crew has seven or more Soulstones in its Soulstone Pool at the end of the Encounter.



Scheme
COLETTE DU BOIS ONLY

v2

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 noted models are not in the game at the end of the Encounter.

Or

Score 2 VP: If all three of the noted models are not in the game at the end of the Encounter.



Scheme
NEVERBORN ONLY

v2

Reclaim Malifaux

RECLAIM MALIFaux FOR THE NEVERBORN!

SETUP

Split the table into nine equal sections as shown in the example to the right.



SPECIAL

Your model may take a (1) **Interact** Action while within 1" of a terrain feature to Reclaim a part of Malifaux. Insignificant models or models engaged with an enemy model cannot take this Action. Place a Token on the terrain feature to indicate it has been Reclaimed. Both the terrain feature and the model's base must be completely within the table section the model wishes to reclaim. This Scheme must be announced.

VICTORY

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

or

Score 2 VP: If you have Reclaimed all nine table sections at the end of the Encounter.

Scheme
NEVERBORN ONLY

v2

A Mother's Love

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

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If Lilith carries at least four Blood Counters at the end of the Encounter.



Scheme
LILITH MOTHER OF MONSTERS ONLY

v2

Spread Madness

"SOMETIMES THE ONLY THING YOU CAN DO IN THE FACE OF MADNESS IS RUN." - PANDORA

SPECIAL

You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: If Pandora kills an enemy Master or Henchman model with the **Self-Loathing** Spell during the Encounter.



Scheme
PANDORA ONLY

v2

Seeds of Betrayal

"MY LITTLE POPPETS ARE THE CUTEST LITTLE DARLINGS. DON'T YOU THINK? SAY... THIS ONE LOOKS A BIT LIKE YOU." - ZORANDA

SPECIAL

You cannot choose this Scheme if your Strategy is Contain Power or Shared Contain Power or combined with the Assassinate Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: If an opposing Master or Henchman was killed by an enemy model you controlled with the **Obe** Spell by the end of the Encounter.



Scheme
ZORANDA THE HAG ONLY

v2

A Bump in the Night

"I LIKE TO PLAY GAMES. WANNA PLAY 'HIDE AND SEEK'? YOU HIDE. I'LL GETCHA!" - THE DREAMER

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If your Crew killed at least two enemy models while there are no friendly Minions in play.



Scheme
THE DREAMER ONLY

v2

Thwart

SOMETIMES, PREVENTING THE OPPOSITION FROM WINNING IS REWARD ENOUGH

SPECIAL

You may not announce this Scheme.

VICTORY

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

or

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



Scheme
OUTCASTS ONLY

v2

Gather Soulstones

MAKING IT OUT ALIVE ISN'T NEARLY AS FUN AS
MAKING IT OUT RICH.

VICTORY

Score 1 VP: If you have more Soulstones in your Soulstone Pool at the end of the Encounter than your opponent does in his or hers.

Announce: +1 VP.



Scheme
OUTCASTS ONLY

v2

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

SPECIAL

You cannot choose this Scheme combined with the Bodyguard Scheme. This Scheme must be announced.

VICTORY

Score 2 VP: If Leveticus has been killed or sacrificed in at least four turns during the Encounter and is still in play at the end of the Encounter.



Scheme
LEVETICUS STEAMPUNK NECROMANCER ONLY

v2

First Blood

"I DON'T MAKE MONEY UNTIL THE JOB GETS DONE,
SO WHY WAIT TO GET STARTED?" - VIKTORIA

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If the first two models killed during the Encounter were models in the enemy Crews.



Viktor
VIKTORIA ONLY

v2

Pig Food

"DAMN PIGS" - SOM'ER TEETH JONES

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If Som'er Teeth Jones Summoned at least two Piglets using the "Come and Get it!" Trigger when killing enemy models during the Encounter.



Som'er Teeth Jones
SOM'ER TEETH JONES ONLY

v2

Plague on Malifaux

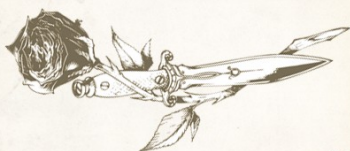
"THE TEEMING RATS AND FESTERING MAGGOTS ARE NOT
HARBINGERS OF THE END. RATHER, THEY HERALD
THE BEGINNING." - HAMELIN

SPECIAL

This Scheme must be announced.

VICTORY

Score 2 VP: If by the end of the Encounter at least four Malifaux Rats were Summoned by Hamelin's **Voracious Rats** Ability from enemy models killed by Hamelin's Crew.



Hamelin
HAMELIN THE PLAQUED ONLY

v2