MALIFAUX RP

Assassinate

Your opponent's leadership must die at all costs!

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.

Score 1 VP if that model is not in play at the end of the Encounter.

Announce: +1 VP

Scheme

MALIFAUX RP

Bodyguard

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

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

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

MALIFAUX RP

Breakthrough

Your Crew must push its way through the opposition

Insignificant models do not count toward the Victory condition.

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

MALIFAUX RP

Extermination

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

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.

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

MALIFAUX RP

Eye for an Eye

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

Insignificant models do not count toward the Victory condition.

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

MALIFAUX RP

Frame for Murder

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

Secretly note one model in your Crew.

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

Announce: +1 VP

Scheme

MALIFAUX RP

Grudge

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

Secretly note one of your opponent's Minions.

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

MALIFAUX RP

Hold Out

Stand firm against the enemy

Insignificant models do not count toward the Victory condition.

Score 1 VP if no enemy models are in your Deployment Zone at the end of the Encounter.

Announce: +1 VP

Scheme

MALIFAUX RP

Kill Protégée

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

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

MALIFAUX RP

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!

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

Score 1 VP if you have a model touching the terrain feature the end of the Encounter.

Announce: +1 VP

Scheme

MALIFAUX RP

Steal Relic

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

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.

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

MALIFAUX RP

ROUND UP

(Guild Only)

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

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

MALIFAUX RP

RAID!

(Guild Only)

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

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

MALIFAUX RP

ARMY OF THE DEAD

(Resurrectionists Only)

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

This Scheme must be announced

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 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

MALIFAUX RP

DEATH AFTER DEATH

(Resurectionists Only)

Your Crew only gets larger as the battle rages on.

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

Score 2 VP If you have more models in play at the end 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

MALIFAUX RP

POWER RITUAL

(Arcanists Only)

You need to set up a complex ritual, get it done - fast!

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.

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

MALIFAUX RP

SABOTAGE

(Arcanists Only)

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

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

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

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

MALIFAUX RP

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!

Secretly note three of your opponent's Minions.

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

MALIFAUX RP

Reclaim Malifaux
(Neverborn Only)

Reclaim Malifoux for the Neverborn!

Split the table into nine equal sections,

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.

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

MALIFAUX RP

THWART
(Outcasts Only)

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

You may not announce this Scheme.

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

MALIFAUX RP

GATHER SOULSTONES
(Outcasts Only)

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

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

MALIFAUX RP

LAY THESE SOULS TO REST
(Lady Justice Only)

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

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.

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 of the Encounter.

Scheme

MALIFAUX RP

SUBJUGATE
(Sonnia Criid 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

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

MALIFAUX RP

FAMILY JUSTICE
(Perdita Ortega 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

Score 1 VP if you killed at least three models using **Execute** during the Encounter.

Announce: +1 VP.

Scheme

MALIFAUX RP

MACHINE SPIRIT
(C. Hoffman Only)

"I prefer machines. They wouldn't betray me." - C. Hoffman

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

MALIFAUX RP

MY LITTLE FRIEND
(Seamus, the Mad Hatter Only)

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

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

Announce: +1 VP.

Scheme

MALIFAUX RP

PRECIOUS PARTS
(Nicodem, the Undertaker 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

Divide the table into equal quarters.

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

MALIFAUX RP

THAT ONE'S A KEEPER

(Dr. Douglas McMourning Only)

"Everyone is not created equal. Their parts aren't either." - McMourning

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

MALIFAUX RP

BETRAYED BY SPIRITS

(Kirai Ainkoku Only)

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

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

Announce: +1 VP.

Scheme

MALIFAUX RP

DO I HAVE TO DO EVERYTHING MYSELF

(Ramos Only)

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

Score 1 VP if you kill at least one model with a Clockwork Fist **Strike** and one mode! with **Electrical Fire**.

Announce: +1 VP.

Scheme

MALIFAUX RP

REFLECTIONS OF DECEMBER

(Rasputina Only)

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

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

MALIFAUX RP

PRIMAL SOURCE

(Marcus Only)

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

This Scheme must be announced.

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

MALIFAUX RP

PERFECT PERFORMANCE

(Colette Du Bois Only)

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

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

MALIFAUX RP

A Mother's Love

(Lilith, Mother of Monsters Only)

"They need the blood to grow. I just like the taste." -Lilith

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

Announce: +1 VP.

Scheme

MALIFAUX RP

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

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

MALIFAUX RP

Seeds of Betrayal

(Zoraida, the Hag Only)

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

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

MALIFAUX RP

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

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

MALIFAUX RP

SOULESS LIFE

(Leveticus, Steampunk Necromancer 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

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

MALIFAUX RP

FIRST BLOOD

(Viktoria Only)

"I don't make money until the job gets done, so why wait to get started?"
- Viktoria

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

MALIFAUX RP

PIG FOOD

(Som'er Teeth Jones Only)

"Damn pigs!"-Som'er Teeth Jones

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

MALIFAUX RP

PLAGUE OF MALIFAUX

(Hamelin, the Plagued Only)

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

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

Announce: +1 VP.

Scheme