

## A Line in the Sand

*You're tired of your opponent's models in your turf, so you're going to draw a line in the sand...with dynamite.*

Place five 30mm Dynamite Markers along the centerline of the table, at least 6" apart

A model may make a **(1) Interact** Action while in base contact with a Dynamite Marker to arm it. One of your opponent's models may make an **(2) Interact** Action with a Dynamite Marker you have armed to disarm it. A model cannot take either of these Actions if they are Insignificant or engaged with an enemy model.

### Strategy

## Claim Jump

*Time to stake your claim in someone else's territory!*

Place a 30mm Claim Marker at least 8" away from the center of the table and at least 12" from your Deployment Zone.

Insignificant models do not count toward the Victory condition.

### Strategy

## Contain Power

*You have been assigned to contain the expansion of your opponent's power.*

**Score 4 VP** if your opponent has no Masters, Henchmen and Totems in play at the end of the Encounter.

**Score 2 VP** if you have killed at least one of your opponent's Masters or Henchmen.

### Strategy

## Deliver a Message

*I'm just the messenger!!*

A model in your Crew may make a **(2) Interact** Action while within 2" of one of your opponents' Masters, or Henchmen to Deliver a Message. Insignificant models cannot take this Action.

**Score 4 VP** if one of your models delivered the message in the first 4 turns.

**Score 2 VP** if one of your models delivered the message during the Encounter.

### Strategy

## Destroy the Evidence

*The other player has set up on some key evidence left behind from a previous Encounter, and you need it destroyed!*

Place one 30mm objective Marker completely inside your opponent's Deployment Zone and two 30mm objective Markers completely within 10" of your opponents Deployment Zone. Markers cannot be placed within 8" of each other.

A model in your Crew in base contact with any one of these objective Markers may make a **(1) Interact** Action to remove the Marker from play. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

### Strategy

## Distract

*You need to get the watchful eye of your opponent off your plans.*

Insignificant models do not count toward the Victory condition.

**Score 4 VP** if your opponent does not have a Master, Henchman, or Totem completely on your half of the table at the end of the Encounter.

**Score 2 VP** if your opponent does not have a Master completely on your half of the table at the end of the Encounter.

### Strategy

## Escape and Survive

*You simply cannot afford any more losses right now.*

At the start of the Encounter note what models your Crew hired.

Insignificant models do count toward the Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when summoning the model.

### Strategy

## Plant Evidence

*You've decided to try to turn public opinion against your opponent by framing them, but to do this you need to plant the evidence.*

A model in your Crew may make a **(1) Interact** Action to Plant Evidence when in base contact with a terrain feature. You may not plant evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

### Strategy

## Reconnoiter

*Investigate the surrounding area.*

Divide the table into equal quarters.

Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. A model counts as occupying a table quarter if more than half of its base is in that quarter.

### Strategy



**Score 4 VP** if you have twice as many or more models completely within 3" of the Claim Marker than your opponent at the end of the Encounter.

**Score 2 VP** if you have more models completely within 3" of the Claim Marker than your opponent at the end of the Encounter.



**Score 4 VP** If all five Dynamite Markers are armed at the end of the Encounter.

**Score 2 VP** If at least three Dynamite Markers are armed at the end of the Encounter.



**Score 4 VP** if all three of the objective Markers have been destroyed at the end of the Encounter.

**Score 2 VP** if two of the objective Markers have been destroyed at the end of the Encounter.



**Score 4 VP** if, at the end of the Encounter you have as many or more models than your opponent completely within at least three of the table quarters.

**Score 2 VP** if, at the end of the Encounter you have as many or more models than your opponent completely within at least two of the table quarters.



**Score 4 VP** if you Planted Evidence on at least four terrain features on your opponent's half of the table, or on at least two terrain features in their Deployment Zone during the Encounter.

**Score 2 VP** if you Planted Evidence on at least two terrain features on your opponent's half of the table during the Encounter.



**Score 4 VP** if you have at least 75% of the number of models you started the Encounter with in play and are at least 8" from your Deployment Zone at the end of the Encounter.

**Score 2 VP** if you have at least 50% of the number of models you started the Encounter with in play and are at least 8" from your Deployment Zone at the end of the Encounter.



## Slaughter

*They've gone too far. Time to wipe them out.*

Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (Multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model).

### Strategy

## Supply Wagon

*You are transporting some vital supplies, and they must arrive intact!*

Place a 50mm Wagon Marker in your deployment zone after you place your Crew .

In the Start Closing Phase of each turn, move the Wagon Marker 6" directly towards the center of the table. A Wagon Marker has Hardness 3 and is destroyed if it is damaged 3 times. A model may not attack the Wagon Marker with ranged Strikes or spells or if within an enemy model's melee range. Models may not move over the Wagon Marker, and the Wagon Marker may not move over models, and stops if it comes in contact with them.

### Strategy

## Treasure Hunt

*You have discovered the location of a valuable artifact and must take possession of it.*

Place a 30mm Treasure Counter in the center of the table. A model in your Crew in base contact with the Counter may **(1) Interact** to pick up it up. A model can drop the Counter or pass it to another model in base contact as a **(1) Interact** Action. Models controlled by your opponent can take the Action once one of your models has picked it up at least once during the Encounter.

A model drops the Treasure Counter in base contact with itself if it changes position on the table by any effect other than the **Walk** Action or before being removed from play. A model carrying the Counter reduces its **Wk** to 4. Spirits lose the ability to move through other models and the ability ignore terrain penalties while carrying the Treasure Counter. Models lose **Fly** or **Float** while carrying the Treasure Counter. The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter.

### Strategy

## Turf War

*You wish to claim a little of your opponent's real estate for yourself.*

Insignificant models do not count toward the Victory condition.

**Score 4 VP** if you have more models on your opponent's half of the table than they have on your half of the table and you have at least one model in their deployment zone.

**Score 2 VP** if you have more models on your opponent's half of the table than they have on your half of the table at the end of the Encounter.

### Strategy



**Score 4 VP** if one of your Crew's models carries the Treasure Counter and is in your Deployment Zone at the end of the Encounter.

**Score 2 VP** if the Treasure Counter is in your Deployment Zone but not carried by a model, or if it is currently carried by one of your models.



**Score 4 VP** if your Wagon Marker is within 3" of the center of the table and had not been damaged.

**Score 2 VP** if your Wagon Marker is within 3" of the center of the table and has been damaged.



**Score 4 VP** if the total Soulstone Cost of enemy models you have killed or sacrificed is 1.5 times greater than the total Soulstone Cost of your models your opponent has killed or sacrificed.

**Score 2 VP** if the total Soulstone Cost of enemy models you have killed or sacrificed is greater than the Soulstone Cost of your models your opponent has killed or sacrificed.



## A Line in the Sand

*You're tired of your opponent's models in your turf, so you're going to draw a line in the sand... with dynamite. But your opponent isn't just going to let you do it!*

After selecting this Strategy, both players flip a Card. The player with the high card decides if they would like to be the Attacker or Defender in this Strategy.

The Attacking player places five 30mm Dynamite Markers along the center line of the table, at least 6" apart. These Markers begin the Encounter Disarmed.

A model in the Attacking Crew may make a (1) **Interact** Action while in base contact with a Dynamite Marker to arm it. One of the defender's models may make an (2) **Interact** Action with an armed Dynamite Marker to disarm it. Insignificant models or models engaged with an enemy model cannot take these Actions.

## Shared Strategy

## Claim Jump

*Time to stake your claim in someone else's territory!*

Place a 30mm Claim Marker in the center of the table.

Insignificant models do not count toward the Victory condition.

**Score 4 VP** if any of your models' bases are completely within 3" of the Claim Marker and none of your opponent's models are at the end of the Encounter.

**Score 2 VP** if you have more models whose bases are completely within 3" of the Claim Marker than your opponent does at the end of the Encounter.

## Shared Strategy

## Contain Power

*Both Masters have watched their opponent gain too much influence and too strong a foothold in Malifaux.*

**Score 3 VP** if your opponent has no Masters or Henchmen in play at the end of the Encounter and you do.

**Score 1 VP** if you have killed at least one of your opponent's Masters or Henchmen.

**Score +1 VP** if you have killed all your opponent's Totems.

## Shared Strategy

## Deliver a Message

*I'm just the messenger!!*

A model in your Crew may take a (2) **Interact** Action while within 2" of one of your opponents' Masters, or Henchmen to Deliver a Message. Insignificant models cannot take this Action.

**Score 3 VP** if you are the first player to deliver the message, which must happen in the first 4 turns.

**Score 1 VP** if you deliver the message.

**Score +1 VP** if your opponent does not deliver the message during the Encounter.

## Shared Strategy

## Destroy the Evidence

*Everyone's hands are dirty; just make sure that yours appear less dirty than your opponent's.*

Each player places one 30mm objective Marker completely inside your opponent's Deployment Zone and objective Markers completely within 8" of your opponent's Deployment Zone.

A friendly model in base contact with an objective Marker that you placed may use a (1) **Interact** action to destroy the objective Marker and remove it from the board. This may not be done while within melee range of an opponent's model.

## Shared Strategy

## Distract

*You need to get the watchful eye of your opponent off what you're up to.*

Insignificant models do not count toward the victory condition.

**Score 4 VP** if your opponent does not have a Master, Henchman or Totem completely on your half of the table and you have a Master completely on their half of the table at the end of the Encounter.

**Score 2 VP** if your opponent does not have a Master, Henchman or Totem completely on your half of the table at the end of the Encounter.

## Shared Strategy

## Escape and Survive

*Neither of you can afford any more losses right now.*

At the start of the Encounter each player notes what models their Crew hired.

Insignificant models do count toward the Victory condition. Summoned models do not count toward the victory condition unless another friendly model was killed or sacrificed when summoning the model.

## Shared Strategy

## Plant Evidence

*You've decided to try to turn public opinion against your opponent by framing them, but to do this you need to plant the evidence.*

A model may take a (1) **Interact** Action to Plant Evidence when in base contact with a terrain feature on their opponent's half of the table. You may not plant evidence on the same piece of terrain more than once during the Encounter. A model cannot take this Action if they are Insignificant or engaged with an enemy model.

**Score 1 VP** for each piece of evidence you plant on your opponent's half of the table.

## Shared Strategy

## Reconnoiter

*Each of you have decided to investigate the surrounding area and learn more than your opponent.*

Divide the table into equal quarters.

Insignificant models and models within 3" of the center of the table do not count toward the Victory condition. A model counts as occupying a table quarter if more than half of its base is in that quarter.

**Score 1 VP** for each quarter with more of your models than opponent's models at the end of the Encounter.

## Shared Strategy



**Attacker:**

**Score 2 VP** If at least two Dynamite Markers are armed at the end of the Encounter.

**Score +1 VP** for each additional armed Dynamite Marker over three at the end of the Encounter.

**Defender:**

**Score 2 VP** If at least three Dynamite Markers are disarmed at the end of the Encounter

**Score +1 VP** for each additional armed Dynamite Marker over three at the end of the Encounter.



**Score 1 VP** for each objective Marker you placed that you removed from play during the Encounter.

**Score +2 VP** if you removed the neutral objective Marker from play during the Encounter.



**Score 2 VP** if you have lost fewer models than your opponent.

**Score 1 VP** if you have at least 50% of the number of models you started the Encounter with in play and are at least 6" from your Deployment Zone at the end of the Encounter.

**Score +1 VP** if you have at least 75% of the number of models you started the Encounter with in play and are at least 6" from your Deployment Zone at the end of the Encounter.



## Supply Wagon

*You are both trying to get your supply wagon to the center of the board.*

Each place a 50mm Wagon Marker in your deployment zone after you place your Crew.

In the Start Closing Phase of each turn, each move the Wagon Marker 6" directly towards the center of the table, starting with the player who acted first this turn. A Wagon Marker has Hardness 3 and is destroyed if it is damaged 3 times. A model may not attack the Wagon Marker with ranged Strikes or spells or if within an enemy model's melee range. Models may not move over the Wagon Marker, and the Wagon Marker may not move over models, and stops if it comes in contact with them.

## Shared Strategy

## Slaughter

*Only one of us walks away from this...*

Each time a player kills or sacrifices an enemy model during the Encounter, that player notes its Soulstone Cost. Masters are worth 10 Soulstones for the purpose of this Strategy (Multiple model Masters such as The Dreamer and Viktoria are worth 6 Soulstones per model).

## Shared Strategy

## Treasure Hunt

*Both you and your opponent have uncovered the location of an important Malifaux artifact, and must race to be the first to claim it.*

Place one 30mm Treasure Counter in the center of the table after Crews have deployed, but before the Encounter begins.

Any model in base contact with the Counter may (2) **Interact** to pick up it up. A model can drop the Counter or pass it to another model in base contact as a (1) **Interact** Action.

A model drops the Treasure Counter in base contact with itself if it changes position on the table by any effect other than the **Walk** Action or before being removed from play. A model carrying the Counter reduces its **Wk** to 4. Spirits lose the ability to move through other models and the ability ignore terrain penalties while carrying the Treasure Counter. Models lose **Fly** or **Float** while carrying the Treasure Counter. The Treasure Counter does not count as being carried if carried by an Insignificant model at the end of the Encounter.

## Shared Strategy

## Turf War

*You each wish to claim a little of your opponent's real estate for yourself*

Insignificant models do not count toward the Victory condition.

**Score 3 VP** if you have more models on your opponent's half of the table than they have on your half of the table and they have no models in your Deployment Zone at the end of the Encounter.

**Score 1 VP** if you have more models on your opponent's half of the table than they have on your half of the table, at the end of the Encounter.

**Score +1 VP** if you have a model in your opponent's Deployment Zone at the end of the Encounter.

## Shared Strategy



**Score 4 VP** if one of your Crew's models carries the treasure and is in your Deployment Zone at the end of the Encounter.

**Score 2 VP** if the treasure is in your Deployment Zone but not carried by a model, or if it is currently carried by one of your models.

**Score 2 VP** if the total Soulstone Cost of enemy models you have killed or sacrificed is 1.5 times greater than the total Soulstone Cost of models your opponent has killed or sacrificed of yours.

**Score 1 VP** if the total Soulstone Cost of enemy models you have killed or sacrificed is greater than the total Soulstone Cost of models your opponent has killed or sacrificed of yours.

**Score +1 VP** if your opponent has no Masters in play at the end of the Encounter.

**Score +1 VP** if your opponent's remaining models total Soulstone Cost is less than half the total Soulstone Cost of the Crew at the start of the Encounter.

**Score 2 VP** if your Wagon Marker is within 3" of the center of the table and your opponent's is not.

**Score +1 VP** if you damage you're your opponent's Wagon Marker.

**Score +1 VP** if your Wagon Marker is undamaged at the end of the Encounter.