MALIFAUX

Assassinate

You have targeted the enemy leadership for death.

Score 4 VP if no opposing Masters remain in play at the end of the game.

Score 2 VP if no Masters remain in play at the end of the game.

Strategy

MALIFAUX

Claim Jump

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

Place an area terrain feature measuring at least 5" X 5" in the center of the table.

Score 4 VP if any of your models' bases are completely within the area terrain feature and none of your opponent's models' bases are completely within the area terrain feature at the end of the game.

Score 2 VP if you have more models' bases completely within the area terrain feature than your opponent has of his models' bases at the end of the game.

Strategy

MALIFAUX

Reconnoiter

Investigate the surrounding area.

Divide the table into equal quarters.

Score 4 VP if you have models completely within all 4 quarters of the table at the end of the game

Score 2 VP if you have models completely within 3 quarters of the table at the end of the game.

Strategy

MALIFAUX

Slaughter

You must eliminate your opponent's Crew, leaving no survivors.

Score 4 VP if your opponent has no models left in play at the end of the game.

Score 2 VP if your opponent's only models left in play are Masters.

Strategy

MALIFAUX

Treasure Hunt

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

Place a 30mm treasure marker in the center of the table, after deployment. Any model in base contact with the marker may **(1) Interact** to pick it up. A model can drop the marker or pass it to another model as a **(1) Interact**. Models, who have picked up the marker and are removed from play for any reason, drop the marker where they were located.

Score 4 VP if one of your Crew's models carries the treasure and is in your deployment zone at the end of the game.

Score 2 VP if the treasure in in your deployment zone but not carried by a model.

Strategy

MALIFAUX

Army of the Dead

(Resurrectionists Only)

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

Score 1 VP at the end of the game if the sum of your Undead models in play and Corpse Counters carried by your Crew's models is greater than the number of models in your opponent's Crew remaining in play.

Announce: +1 VP **Scheme**