



Bodyguard

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

Make 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 game.

Announce: +1 VP

Scheme



Breakthrough

Your Crew must push its way through the opposition

Score 1 VP if you have more models in your opponent's deployment zone than they do at the end of the game. Insignificant models do not count toward Breakthrough.

Announce: +1 VP

Scheme



Eye for an Eye

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

Score 1 VP at the end of the game if the number of models you and your opponent have in play is equal or within 1 model. Insignificant models do not count toward Eye for an Eye.

Announce: +1 VP

Scheme



Hold Out

Stand firm against the enemy

Score 1 VP if no enemy models are in your deployment zone at the end of the game. Insignificant models do not count toward Hold Out.

Announce: +1 VP

Scheme



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!

Make note of one of an opposing Crew's Masters or Henchmen. This scheme may be taken multiple times; choose a different model each time.

When the noted model is eliminated by a melee attack from one of your Neverborn models, reveal the scheme and score **2 VP**.

Scheme



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 then your opponent does at the end of the game. Insignificant models do not count toward Raid!

Announce: +1 VP

Scheme



Sabotage

(Arcanists Only)

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

Make note of a piece of element terrain in the opponent's half of the table. This scheme may be taken multiple times; choose a different terrain element each time.

When one of your models moves into base contact with the noted element and takes a (1) **Interact**, reveal the scheme and score **2 VP** at the end of the turn, if that models is still in play. Insignificant models do not count toward Sabotage.

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!

Make note of an element or area terrain feature on the opponent's half of the table. This scheme may be taken multiple times; choose a different piece of terrain each time.

Score 1 VP if you have a model within 2" of the terrain element (or its base is completely within the terrain area) at the end of the game and no enemy models are within 2" or completely within the area, respectively. Insignificant models do not count toward Stake a Claim.

Announce: +1 VP

Scheme



Thwart

(Outcasts Only)

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

This scheme must be revealed when Announced schemes are revealed.

Score 1 VP if your opponent partially completes their strategy.

Score 2 VP if your opponent fails to complete their strategy

Scheme