

## ALWAYS

### ELIMINATE THE LEADERSHIP

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any VP from it.

The first time the enemy Leader is reduced below half of their starting Wounds, this Crew earns 1 VP.

The first time the enemy Leader is reduced to 0 Wounds, Killed, or Sacrificed this Crew earns 1 VP.

If there is no enemy Leader in play at the end of the game, this Crew earns 1 VP.

### STRATEGY

Tome

## CROW

### OURS

At the end of every Turn after the first, add up the Soulstone cost of all friendly non-Peon models in each table Quarter, not counting any models that: were summoned this game, are within any other table Quarters, or are within 6" of the Center of the table. The Crew with the highest Soulstone cost within each table Quarter controls it. For this Strategy, Masters and non-Master models with a cost of 0 count as having a cost of 10.

If a Crew controls at least two table Quarters, that Crew earns 1 VP.

### ALWAYS

Guarded Treasure

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## RAM

### PLY FOR INFORMATION

On any Turn after the first, non-Peon models may take a (1) Interact Action targeting an enemy model they are engaged with that does not have the **Gathered Intel** Condition to gain the following Condition until the end of the game:

**Gathered Intel** This Condition is removed if this model suffers Severe damage.

This Condition cannot be gained in any way other than as is stated in this Strategy.

At the end of every Turn after the first, if a Crew has more models in play with the **Gathered Intel** Condition than the opposing crew, that Crew earns 1 VP. Then remove the **Gathered Intel** Condition from every model in play.

### ALWAYS

Surround Them

## MASK

### INTERFERENCE

At the end of each Turn after the first, a Crew earns 1 VP if it controls two or more table Quarters. To control a table Quarter, the Crew must have the most unengaged non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

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Punish the Weak

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## EXTRACTION

At the end of every Turn after the first, after scoring VP, the player with the most non-Peon models within 6" of the Informant Marker may place the Marker up to 3" from its current location, not into terrain or base contact with a model.

At the end of each Turn after the first, a Crew earns 1 VP if it has two or more non-Peon models within 6" of the Informant Marker.

**ALWAYS**  
Surround Them

# TOME

## PUBLIC EXECUTIONS

On any Turn after the first, whenever a non-Peon model kills or sacrifices a non-Peon model it considers an enemy, it gains the following Condition until the end of the game:

**Shed Blood** At the end of this model's Activation, remove this condition if no enemy models have line of sight to this model.

This Condition cannot be gained in any way other than as is stated in this Strategy.

At the end of every Turn after the first, if a Crew has more models in play with the **Shed Blood** Condition than the opposing crew, that Crew earns 1 VP. Then remove the **Shed Blood** Condition from every model in play.

**ALWAYS**  
Eliminate the Leadership

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# TOME

## HEADHUNTER

Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the model which made the kill must place a 30mm Head Marker within 3" and LoS of the killed or sacrificed model before removing it from play. This Marker may not be placed in base contact with any model; if there is nowhere it can legally be placed, then skip placing a Marker. Any model in base contact with a Head Marker may make a (1) Interact Action with it to remove it from play.

At the end of every Turn after the first, a Crew earns 1 VP if it removed at least one Head Marker from play that turn.

**ALWAYS**  
Eliminate the Leadership

# MASK

## SYMBOLS OF AUTHORITY

Before either player deploys models, starting with the second player, each player places three 50mm, Ht 5, Blocking, Impassable, Hard Cover Strategy Markers fully on their side of the table, not in their deployment zone, and at least 10" from another Strategy Marker on their side of the table. These markers cannot be placed in base contact with impassable terrain.

On any Turn after the first, non-Peon models may take a (1) Interact Action targeting a Strategy Marker within 1" on their opponent's side of the board to remove it from play.

At the end of every Turn after the first, a Crew earns 1 VP if it removed one or more Strategy Markers this Turn. At the end of the game, a Crew earns 1 VP if they have any Strategy Markers on their side of the table..

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## CROW

### GUARD THE STASH

Place two 50mm Stash Markers (Ht5, blocking, impassable, hard cover) on the Centerline each 5" on either side of the Center of the board (10" apart from each other).

At the end of each turn after the first, a Crew earns 1 VP if it has at least one non-Peon model within 2" of each Stash Marker.

**ALWAYS**  
Guarded Treasure

## JOKER

**ALWAYS**  
Guarded Treasure

### SUPPLY WAGONS

Before either player deploys models, starting with the second player, each player places one 50mm, Ht 3, Blocking, Impassable, Hard Cover friendly Supply Wagon Marker on their side of the table, anywhere completely in their deployment zone and not in terrain.

Non-Peon models in base contact with a Supply Wagon Marker may take a (1) Interact Action to push the Marker in any direction, ignoring intervening models. If this Marker would come into base contact with impassable terrain, it stops in base contact with the terrain, if that terrain was a Terrain Marker, remove that marker and then continue the push as normal. Supply Wagon Markers cannot end a push on a models base. The distance of the push depends on the model's base size:

**30mm** Up to 2"   **40mm** Up to 3"   **50mm** Up to 4"

At the end of every Turn after the first, a Crew earns 1 VP if they have a friendly Supply Wagon at least partially on their opponent's side of the board.

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## PUBLIC DEMONSTRATION

This Scheme may not start revealed.

When you choose this Scheme, secretly note down up to three Minion models in this Crew with a combined Soulstone Cost of at least 15.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to score 1 VP for each of the noted models within 4" and LoS of an enemy Master, Henchman, or Enforcer.

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## SURROUND THEM

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 VP if it has a Scheme Marker within 6" of a Table Corner in the enemy crew's deployment zone.

At the end of the game, this Crew earns 1 VP for each other Table Corner with a friendly Scheme Marker within 6" (up to a maximum of 2 VP). Only one Table Corner within this Crew's Deployment Zone may count towards this Scheme.

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STRATEGY  
Ram

## ALWAYS

## PUNISH THE WEAK

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any VP from it.

At the end of every Turn after the first, if at least one enemy Minion or Peon model was killed by one of this Crew's Henchman or Master models, this Crew earns 1 VP.

At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models in play outside of their own Deployment Zone, this Crew earns 1 VP. No more than 1 VP per Turn may be earned from this Scheme.

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STRATEGY  
Mask

## ALWAYS

## GUARDED TREASURE

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any VP from it.

At the end of every Turn after the first, this Crew earns 1 VP if it has at least two Scheme Markers within 2" of the Centerline, at least 8" apart, and each has at least 1 friendly non-Peon, non-Minion model within 3". After scoring, remove all friendly Scheme Markers within 2" of the Centerline.

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STRATEGY  
Crow + Joker

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## COVERT BREAKTHROUGH

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 VP for each of its Scheme Markers within 6" of the enemy Deployment Zone.

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## DIG THEIR GRAVES

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any VP from it.

Once per turn, after this Crew kills or sacrifices an enemy non-Peon model that is within 4" of one or more Scheme Markers friendly to this Crew, this Crew earns 1 VP. After Scoring, your opponent may remove one Scheme Marker friendly to your Crew within 4" of the killed or sacrificed model.

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## SET UP

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy Master, Henchman, or Enforcer model.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to score a number of VP equal to the number of this Crew's Scheme Markers within 4" of the noted enemy model. Then remove all of this Crew's Scheme Markers within 4" of the noted enemy model.

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## HOLD UP THEIR FORCES

This Scheme may not start revealed. Reveal this Scheme once this Crew has earned any VP from it.

At the end of every Turn after the first, this Crew earns 1 VP if at least one of its non-Peon models is engaged with at least two enemy models with no other friendly models engaging them.

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## UNDERCOVER ENTOURAGE

This Scheme may not start revealed.

When you choose this Scheme, note down one of this Crew's Master or Henchman models. At the end of the game, if the chosen model is in the opponent's half of the table, this Crew earns 1 VP.

If the chosen model is in the enemy Deployment Zone at the end of the game, this Crew earns 1 additional VP.

If the chosen model is in the opponent's half of the table at the end of the game and has half or more of its Wounds remaining, this Crew earns 1 additional VP.

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## INESCAPABLE TRAP

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it.

At the end of every Turn after the first, this Crew earns 1 VP if two or more enemy non-Peon models are within 3" of one or more Scheme Markers friendly to this Crew. Then, remove one qualifying Scheme Marker.

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## SHOW OF FORCE

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it.

At the end of every Turn after the first, count the number of face-up Upgrades with a printed cost greater than 0 attached to each non-Master model within 6" of the center of the board for each Crew. Upgrades which began the game attached to a Master do not count toward this total.

If this Crew has at least one qualifying Upgrade and has a number of qualifying Upgrades equal to or exceeding the opposing Crew's number of qualifying Upgrades, this crew scores 1 VP.

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## SEARCH THE RUINS

This Scheme may not start revealed.

At the end of the game, this Crew earns 2 VP if it has 3 or more Scheme Markers within 6" of the Center of the board and not within 2" of other friendly Scheme Markers.

If at least two qualifying Scheme Markers are on the opponent's half of the table, earn 1 additional VP.

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## TAKE PRISONER

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy model. At the end of the game, if this Crew has at least one non-Peon model engaged with the noted enemy model, this Crew earns 2 VP.

If this Crew earns any VP from this Scheme and there are no other enemy models within 3" of the noted model, this Crew earns 1 additional VP.

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## RECOVER EVIDENCE

This Scheme may not start revealed. You may reveal this Scheme at the beginning of any Turn. After revealing this Scheme, the opponent chooses five of their models in play (or all of their models in play if they have less than five remaining).

Place an enemy Evidence Marker in base contact with the models chosen by the opponent.

Models in this Crew can use a (1) Interact Action to remove an enemy Evidence Marker in base contact with itself. If they do, this Crew scores 1 VP.

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## TAKE ONE FOR THE TEAM

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it.

When you choose this Scheme, note one of this Crew's non-Peon, non-Leader models as the "sucker." If the chosen "sucker" model is killed or sacrificed by an enemy model, this Crew earns 1 VP.

If the enemy model has a higher Soulstone cost than the "sucker" or was a Master, this Crew earns 1 additional VP. Some Henchman Models have a Soulstone cost of 0, these models count as having a cost of 13 minus their Cache.

If this Scheme was revealed on or after Turn 4, this Crew earns 1 additional VP.

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## VENDETTA

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any VP from it.

The scheming player notes one of their non-Leader, non-Peon models with a Soulstone cost greater than 0 and an enemy model with a Soulstone cost equal to or greater than the scheming player's chosen model.

If the noted friendly model's first Attack Action in the game is against the noted enemy model, score 1 VP and reveal this Scheme.

If the noted enemy model is not in play at the end of the game, and this Scheme has been revealed, score 1 additional VP.

If the noted enemy model is killed by the chosen friendly model, score 3 VP.

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