

A LINE IN THE SAND

[Always]

You must mark out a border where your Crew holds influence.

At the end of the game, the Crew earns 2 VP if it has at least four Scheme Markers on the Centerline.

If this Scheme is revealed, the Crew earns an additional VP if it has at least 2 Scheme markers on the Centerline at the end of the game.

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Schemes

DISTRACT

[Doubles]

It was all a ruse!

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact action to give the target the following Condition for the rest of the game:

"Distracted: This model may take a (2) Interact Action to remove this Condition from itself. No other action may remove this Condition."

This Scheme starts the game unrevealed. The first time an enemy model gains the Distracted Condition, reveal this scheme. At the end of every Turn, this Crew earns 1 VP if at least two enemy models have the Distracted Condition.

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BODYGUARD

[♀]

The scheming player notes down a non-Leader Henchman or Enforcer model in his Crew that must be protected. If the Crew has no Henchmen or Enforcer models, note down the model with the highest Soulstone cost instead.

This Scheme may be revealed at any time. At the end of every Turn, starting on Turn 4, if this Scheme is revealed, this Crew earns 1 VP if the noted model is still in play and at least 8" from its deployment zone. At the end of the game, this Crew earns 1 additional VP if the noted model is still in play with more than half of its Wounds remaining.

Noted model:

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ASSASSINATE

[X]

The opposing leader must die!

This Scheme begins the game unrevealed. If the enemy Leader is killed or sacrificed, reveal this Scheme.

If the enemy Leader is killed or sacrificed gain 2 VP. If this happens on or before Turn 4, score 3 VP instead.

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PROTECT TERRITORY

[]

This territory is yours. Hold it.

At the end of the game, this Crew gains 1 VP for each of its Scheme Markers which is at least 6" from its Deployment Zone and has at least one friendly non-Peon model within 2" of it. Scheme Markers with more enemy models than friendly models within 2" do not count towards this Scheme.

If this Scheme is revealed and this Crew earns at least 2 VP from this Scheme, it earns 1 additional VP.

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BREAKTHROUGH

[]

The Crew must push into enemy territory!

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

If this Scheme is revealed and this Crew earns at least 2 VP from this Scheme, it earns 1 additional VP.

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CURSED OBJECT

[1]

Here, you hold it!

All non-Peon models in this Crew may target a non-Peon enemy model within 1" with a (1) Interact action to give the target the following Condition for the rest of the game:

"Cursed Object: This model may take a (1) Interact Action to perform a TN 12 Wk duel. If successful, remove this Condition from this model. No other action may remove this Condition."

This Scheme starts the game unrevealed. The first time an enemy model gains the Cursed Object Condition, reveal this scheme. At the end of every Turn after the first, this Crew may end the Cursed Object Condition on one enemy model to gain 1 VP.

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OUTFLANK

[2]

At the end of the game, this Crew earns 1 VP if it has a non-Peon model on the Centerline and within 3" of the point where the Centerline meets the table edge (or corner).

This Crew earns an additional 1 VP if it has another non-Peon model on the Centerline within 3" the opposite point where the Centerline meets the table edge (or corner). Models which are engaged with an enemy may not count towards this Scheme.

If this Scheme is revealed, this Crew earns an additional 1 VP if it has at least one non-Peon model within 3" of the point where the Centerline meets the table edge (or corner).

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Schemes

PLANT EVIDENCE

[3]

The Crew must get the evidence into place, and the rest of the plan is easy!

At the end of the game, the Crew earns 1 VP for each piece of terrain in base contact with at least one of the Crew's Scheme markers, if the Scheme marker is within the enemy's half of the table.

If this Scheme is revealed and this Crew earns at least 2 VP from this Scheme, it earns 1 additional VP.

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Schemes

ENTOURAGE

[4]

It is vital that the Master be delivered into enemy territory.

The scheming player chooses a Master or Henchman model in her crew. At the end of the game, if the chosen model is in the Enemy Half of the table, the Crew earns 1 VP.

If the chosen model is in the enemy's Deployment Zone at the end of the game the Crew earns 2 VP instead.

If this Scheme is revealed, this crew earns 1 additional VP if it earns any VP from this Scheme.

Noted model:

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VENDETTA

[5]

The scheming player notes one of his 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 his chosen model.

If the noted friend 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 an additional VP. If the noted enemy model is killed by the noted friend model, score 3 VP, (whether or not the Scheme was revealed).

This Scheme may not be revealed at the start of the game.

Noted model:

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PLANT EXPLOSIVES

[6]

A message needs to be sent that people for miles will know about, and a column of flame and corpses will do just that.

Once per game at the end of the any Turn, this Crew may reveal this Scheme and earn 1 VP for each enemy model that is within 3" of at least one of this Crew's Scheme markers. Then, remove all of this Crew's Scheme Markers which are within 3" of an enemy model.

This Scheme does not benefit from being revealed.

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Schemes

MAKE THEM SUFFER

[7]

If they curse their mother for birthing them, it has just begun.

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

At the end of every Turn after the first, if the opposing Crew has no Minion or Peon models, score 1 VP. No more than 1 VP per Turn may be scored from this Scheme.

This Scheme must be revealed as soon as any VP are scored from it.

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Schemes

DELIVER A MESSAGE

[8]

A secret communique must be delivered to the enemy Master.

This Crew's non-Leader, non-Peon models may take a (2) Interact Action targeting an enemy Leader they are engaged with to reveal this Scheme and earn 2 VP. This action can only be taken once during the game.

If this Scheme is revealed at the start of the game, this crew earns 3 VP instead of 2 VP if it achieves this Scheme.

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Schemes

TAKE PRISONER

[9]

Sometimes ya just gotta take one alive. Nobody especially likes doing it... but sometimes it's necessary.

The scheming player notes down a model in the opponent's crew. 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 there are no other enemy models within 3" of the chosen model, and this Crew has at least one non-Peon model engaged with the chosen model, this Crew earns 3 VP instead.

This Scheme does not benefit from being revealed.

Noted model:

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Schemes

SPRING THE TRAP

[10]

The trap is laid, and now the enemy just has to blunder into it!

Once per game, at the end of any Turn the scheming player may reveal this Scheme. This Crew earns 1 VP for every Scheme Marker it has within 4" of the enemy Leader, then remove all of this Crew's Scheme Markers within 4" of the enemy Leader. If the enemy Crew has as many or more models in play than this Crew when this Scheme is revealed, and at least 1 VP is scored from this Scheme, score an additional VP.

This Scheme may not be revealed at the start of the game.

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Schemes

MURDER PROTEGE

[11]

There is nothing like a shocking murder to get things started!

Note down the enemy model with the highest Soulstone Cost. If multiple models are tied for the highest Soulstone Cost then any of those models may be noted down. This Crew earns 2 VP if the noted enemy model is killed or sacrificed before the end of the game.

If this Scheme is revealed, this crew earns 3 VP instead of 2 if it achieves this Scheme.

Noted model:

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Schemes

FRAME FOR MURDER

[12]

Convince the enemy to kill some poor sap!

The scheming player notes one of his own non-Peon models as the "sucker." If the chosen "sucker" model is Killed or Sacrificed by an enemy model, score 1 VP. If the enemy model was a Master or Henchman, score 2 VP instead.

As soon as this Scheme is accomplished, reveal it. If it was accomplished before Turn 4, score 1 additional VP.

This scheme may not be revealed at the start of the game.

Noted model:

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Schemes

POWER RITUAL

[13]

A potent ceremony must be completed... or stopped dead!

At the end of the game, for each Table Corner that this Crew has a Scheme marker within 6" of, this Crew earns 1 VP. Only on Table Corner within this Crew's Deployment Zone may count towards this Scheme.

If this Scheme is revealed and this Crew earns at least 2 VP from this Scheme, it earns 1 additional VP.

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Schemes

STAKE A CLAIM

[Jokers]

SPECIAL RULES

A model may take a (2) Interact Action to discard all Claim Markers within 6" of itself, and then place a Claim Marker in base contact with itself.

VICTORY POINTS

At the end of each Turn after the first, a Crew earns 1 VP if there are more Claim Markers on the Enemy Half of the table than its own.

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Strategies

SQUATTER'S RIGHTS



SETUP

Place five 30mm Squat Markers along the Centerline. One is placed at the Center, then two 6" from the Center, then two 6" from each table edge.

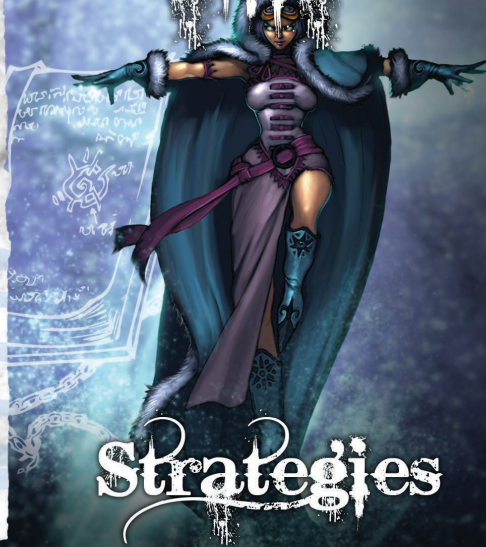
SPECIAL RULES

Squat Markers begin the game claimed by neither crew. A model may take a (1) Interact Action to claim any Squat Marker in base contact with the model. A Squat marker is only ever claimed by the last Crew to interact with it.

VICTORY POINTS

At the end of each Turn after the first, a Crew earns 1 VP if it has a claim to at least two Squat Markers.

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RECONNOITER



SETUP

Divide the table into four 18" x 18" table Quarters.

VICTORY POINTS

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 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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TURF WAR



SETUP

Place a single Turf Marker at the Center of the table.

VICTORY POINTS

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 Turf Marker.

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RECKONING



At the end of each Turn after the first, a Crew earns 1 VP if it killed or sacrificed two or more enemy models during that turn.

At the end of every Turn after the first, if a player has no models in play (buried models are not considered "in play") then her opponent earns 1 VP. A player may not earn more than 1 VP from this Strategy per Turn.

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HEADHUNTER



SPECIAL RULES

Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the Acting model's controller 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.

VICTORY POINTS

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.

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INTERFERENCE



SETUP

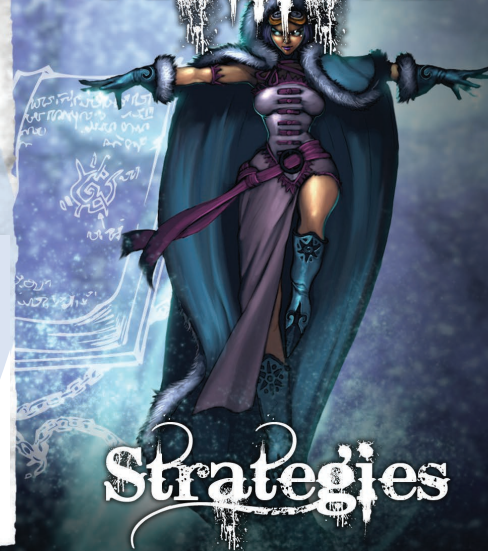
Divide the table into four 18" by 18" table Quarters.

VICTORY POINTS

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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EXTRACTION



SETUP

Place an Informant Marker at the Center of the table.

SPECIAL RULES

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.

VICTORY POINTS

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

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GUARD THE STASH



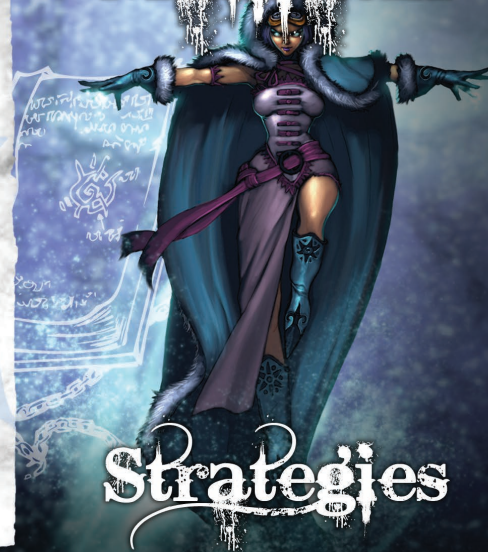
SETUP

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).

VICTORY POINTS

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.

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2nd Edition
CHEATSHEET

DUELS:

1. Declare Soulstone Use
2. Flip Fate Card & Add Stat
3. Choose to Cheat Fate
4. Declare one Trigger
5. Determine Success

SOUL STONE

- Attack/Action
- Df & Damage
- +1 Suit

SETUP:

1. Define and Place Terrain
2. Announce Factions
3. Flip for Deployment
4. Flip for Strategy & Scheme pool
5. Hire & Reveal Crews
6. Choose & Reveal Schemes
7. Deploy Crews

DON'T FORGET!

- (1) Interact
- (1) Focus: on duel & damage
- (#) Defensive Stance: Df

DEPLOYMENT

1-7	STANDARD
8-10	CORNER
11-13	FLANK
JOKER	CLOSE

JOKERS

RED	14 WILD
BLACK	0 NO SUIT

	BLACK JOKER	1-5	6-10	11+	RED JOKER
DAMAGE	NO DAMAGE	WEAK	MODERATE	SEVERE	SEVERE + WEAK
HEALING	NO WOUNDS	WEAK	MODERATE	SEVERE	SEVERE + WEAK
PREVENTION	0	1	2	3	PREVENT ALL WOUNDS

ATTACK TOTAL

0	□□
1-5	□
6-10	NONE
11+	♦



COLLECT THE BOUNTY

[Jokers]

SPECIAL RULES

Whenever an enemy model is killed or sacrificed, the acting model's controller scores a number of Bounty Points depending on the type of model which was killed or sacrificed.

Models are worth the following number of Bounty Points: Peons: 0, Minions: 1, Enforcers: 2, Henchmen: 3, Masters: 4.

At the end of each Turn, after calculating VP, reset each player to 0 Bounty Points.

VICTORY POINTS

At the end of every Turn after the first, the player with the most Bounty Points scores 1 VP. Either player may also score 1 VP if the opposing player has no models left in play. No more than 1 VP may be scored from this strategy per Turn. If both players still have models in play and they are tied for Bounty Points, neither will score any VP.

