



RECOVER EVIDENCE

SCORED VP:

SETUP

After deployment zones are chosen, starting with the attacker, each player makes one Strategy marker completely on the enemy table half.

RULES

After a model is killed by the enemy crew, the enemy makes a Strategy marker within 3" of the killed model.

A model may target a friendly Strategy marker with the **Interact** action to remove the marker and put it onto that crew's crew card. Models may move on top of Strategy markers.

SCORING

At the end of every turn, the crew with the most Strategy markers on its crew card gains 1 VP. In the case of a tie, both crews gain 1 VP. All crews then remove all Strategy markers from their crew cards.

ADDITIONAL VP

Once per crew per game, at the end of any friendly activation, this crew may select a piece of terrain within 6" of the enemy deployment zone and remove a number of friendly Scheme markers equal to the turn number from within 1" of it to gain 1 VP.

MALIFAUX

STRATEGY

FOURTH EDITION