



# PLANT EXPLOSIVES

SCORED VP:

## SETUP

After deployment, each non-peon model in play gains an **Explosive** token.

## RULES

A model with an **Explosive** token may take the **Interact** action to remove the token and make a friendly Strategy marker within 1", and not within 4" of another friendly Strategy marker. **Explosive** tokens may not be removed in any other way.

A model may target a Strategy marker with the **Interact** action to remove it; if the model does not have an **Explosive** token, it gains one.

After a model with an **Explosive** token is killed, the model that killed it makes a neutral Strategy marker within 1" of the killed model, if able. Models may move on top of Strategy markers.

## SCORING

At the end of every turn, each crew counts how many friendly Strategy markers they have completely on the enemy table half. The crew with the highest total gains 1 VP. In the case of a tie, both crews gain 1 VP.

## ADDITIONAL VP

Once per crew per game, at the end of the turn this crew gains 1 VP if there are two or more friendly Strategy markers in the enemy deployment zone.

MALIFAUX

STRATEGY

FOURTH EDITION