



# 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**

