



# BOUNDARY DISPUTE

**SCORED VP:** 

## **SETUP**

After deployment zones are chosen, starting with the attacker, each player alternates making three Strategy markers completely in their deployment zone, not within 6" of another Strategy marker.

## **RULES**

Strategy markers are friendly to the player that made them. A model may target a Strategy marker with the **Interact** action to place it within 6" of its current location, not in base contact with any model(s).

## **SCORING**

At the end of every turn, the crew with the most friendly Strategy markers completely on the enemy table half gains 1 VP. Strategy markers completely in the enemy deployment zone are counted twice. In the case of a tie, both crews gain 1 VP.

Then the crew that has scored the least total VP from this strategy this game may select any one friendly Strategy marker and place it within 4" of its current location, not in base contact with any model(s).

## **ADDITIONAL VP**

Double any victory points gained from this strategy on turn 4.

MALIFAUX

STRATEGY

FOURTH EDITION