



# INFORMANTS

SCORED VP: ☐☐☐☐☐

## SETUP

After deployment zones are chosen, make five Strategy markers:

- ◆ One centered on the centerpoint.
- ◆ Two centered on the centerline, each 10" to the left and right of the centerpoint, respectively.
- ◆ Starting with the attacker, each player alternates making one Strategy marker in the center of one table quarter completely on their side of the board.

## RULES

A crew controls a Strategy marker if it has more models without **Summon** tokens within 2" of the marker than any opponent does.

## SCORING

At the end of every turn, the crew controlling the most Strategy markers gains 1 VP. 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 selects up to two Strategy markers and places them within 3" of their location, not in base contact with any model(s) or within 8" of any other Strategy marker(s).

## ADDITIONAL VP

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



**MALIFAUX**

# **STRATEGY**

**FOURTH EDITION**

