

# RESHAPE THE LAND

**SCORED VP:** ☐ ☐

*When this scheme is selected, secretly choose a marker type.*

## REVEAL

You may reveal this scheme at the end of any turn.

## SCORING

If there are four friendly markers of the chosen type completely on the enemy table half, gain 1 VP. Then, if the chosen marker type was Scheme, remove all markers used to score this scheme.

## ADDITIONAL VP

When this scheme is revealed, if there are five friendly markers of the chosen type completely on the enemy table half, gain 1 additional VP.

## NEXT AVAILABLE SCHEMES

**Search the Area**  
**Breakthrough**  
**Public Demonstration**



**MALIFAUZ**

# **SCHEME**

**FOURTH EDITION**

