



# LEAVE YOUR MARK

**SCORED VP:** ☐ ☐

## REVEAL

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

## SCORING

When this scheme is revealed, if there are more friendly Scheme markers within 1" of the centerpoint than enemy Scheme markers within 1" of the centerpoint, gain 1 VP. Then, remove all friendly Scheme markers within 1" of the centerpoint.

## ADDITIONAL VP

When this scheme is revealed, if there are at least two more friendly Scheme markers within 1" of the centerpoint than enemy Scheme markers within 1" of the centerpoint, gain 1 additional VP.

## NEXT AVAILABLE SCHEMES

**Take the Highground**  
**Make it Look Like an Accident**  
**Reshape the Land**



**MALIFAUZ**

# **SCHEME**

**FOURTH EDITION**

