

RUNIC BINDING

SCORED VP: ☐ ☐

REVEAL

You may reveal this scheme when an enemy model ends its activation.

SCORING

When this scheme is revealed, choose three friendly Scheme markers in play. Each chosen marker must be within 14" of at least one of the other chosen markers. If there is at least one enemy model within the area formed between the chosen markers, gain 1 VP. Remove the chosen markers.

ADDITIONAL VP

When this scheme is revealed, if the combined cost of the enemy models in that area is 15 or greater, gain 1 additional VP.

NEXT AVAILABLE SCHEMES

Leave Your Mark
Take the Highground
Ensnare



SCHEME

FOURTH EDITION

