



# DETONATE CHARGES

**SCORED VP:**

## REVEAL

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

## SCORING

When this scheme is revealed, remove two friendly Scheme markers that are within 2" of enemy model(s) to gain 1 VP.

## ADDITIONAL VP

When this scheme is revealed you may remove one additional qualifying Scheme marker to gain 1 additional VP.

## NEXT AVAILABLE SCHEMES

**Grave Robbing**

**Runic Binding**

**Take the Highground**



MALIFAUX

# SCHEME

FOURTH EDITION

