

GRAVE ROBBING

SCORED VP: ☐ ☐

When this scheme is selected, secretly choose a type of non-Scheme marker.

REVEAL

After killing an enemy model within 2" of both one or more friendly Scheme marker(s) and one or more of the chosen marker, reveal this scheme.

SCORING

When this scheme is revealed, remove one friendly Scheme marker within 2" of the killed model to gain 1 VP.

ADDITIONAL VP

Until the end of the turn, friendly models may target enemy Remains markers with the **Interact** action to remove them and place them on your crew card. At the end of the turn remove all Remains markers from your crew card that were placed this way. If two or more are removed, gain 1 additional VP.

NEXT AVAILABLE SCHEMES

Runic Binding

Leave Your Mark

Make it Look Like an Accident



SCHEME

FOURTH EDITION

