



# HARNESS THE LEYLINE

**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 on the centerline not within 6" of another marker used to score this scheme and that do not have any enemy models within 2" to gain 1 VP.

## **ADDITIONAL VP**

Remove one additional qualifying marker to gain 1 additional VP.

## **NEXT AVAILABLE SCHEMES**

**Assassinate**

**Scout the Rooftops**

**Grave Robbing**



MALIFAUXTM

# SCHEME

FOURTH EDITION

