STRATEGY

EXTRACTION (⚷)

Rumor was he discovered something valuable during his last excavation, something that anyone would kill for. It's our job to make sure we're the only ones who hear what he has to say.

SET UP

Place an Informant Marker at the Center of the table.

SPECIAL RULES

At the end of every Turn after the first, after scoring **VP**, the player with the most non-Peon models within 6" of the Informant Marker may place the Marker up to 3" from its current location, not into terrain or base contact with a model.

VICTORY POINTS

At the end of each Turn after the first, a Crew earns 1 **VP** if it has two or more non-Peon models within 6" of the Informant Marker.

STRATEGY

HEADHUNTER (📖)

"Maybe this time they'll believe me when I say I killed 5 men" he muttered to himself as he cut off the next fellow's scalp. It was gruesome work, but this time he was going to get paid.

SPECIAL RULES

Whenever a model kills or sacrifices a non-Peon model which it considers an enemy, the model which made the kill must place a 30mm Head Marker within 3" and LoS of the killed or sacrificed model before removing it from play. This Marker may not be placed in base contact with any model. If there is nowhere it can legally be placed, the Head Marker is not placed.

Any model in base contact with a Head Marker may make a (1) Interact Action with it to remove it from play.

VICTORY POINTS

At the end of every Turn after the first, a Crew earns 1 **VP** if it removed at least one Head Marker from play that turn.

STRATEGY

INTERFERENCE (🦇)

"What do you think they're doing?" the Handler asked, looking over the stationary Gamin spread out across the field.

"No idea, but let's stop them just in case."

SET UP

Divide the table into four 18" by 18" table Quarters.

VICTORY POINTS

At the end of each Turn after the first, a Crew earns 1 **VP** if it controls two or more table Quarters.

To control a table Quarter, the Crew must have the most unengaged non-Peon models within the table Quarter. These models cannot be within 6" of the Center of the table, or partially within another table Quarter.

STRATEGY

GUARD THE STASH (✗)

"I told you we shouldn't pick such a central location to hide the Soulstones!"

"Well, it must have been a good choice if they're hiding theirs there, too!"

SET UP

Place two 50mm Stash Markers (Ht.5, blocking, impassable, hard cover) on the Centerline each 5" on either side of the Center of the board (10" apart from each other).

VICTORY POINTS

At the end of each turn after the first, a Crew earns 1 VP if it has at least one non-Peon model within 2" of each Stash Marker.

STRATEGY

COLLECT THE BOUNTY (JOKERS)

"You're telling me that thing is only worth 10 Scrip?" he whined.

"That's what I'm telling you."

"It's one of those Hanged! No WAY that's only worth 10 Scrip!"

"I don't make the rules, bud. Take it or leave it."

SPECIAL

Whenever a model is reduced to 0 Wounds by a non-Peon model, the Crew which reduced it to 0 Wounds gains a number of Bounty Points depending on the type of model which was reduced to 0 Wounds, so long as the Crew considered the model an enemy. Models are worth the following number of Bounty Points:

- Peons: 0
- Minions: 1
- Enforcers: 2
- Henchmen: 3
- Masters: 4

At the end of each Turn, after calculating VP, reset each player to 0 Bounty Points.

SCHEME

ALWAYS: CLAIM JUMP

Time to mark your territory.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, if this Crew has at least two Scheme Markers within 2" of the Centerline of the board, not within 2" of an enemy model, and not within 4" of another friendly Scheme Marker, this Crew scores 1 **VP** and removes all friendly Scheme Markers within 2" of the Centerline.

SCHEME

DOUBLES: ELIMINATE THE LEADERSHIP

Checkmate.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

The first time the enemy Leader is reduced below half of their starting Wounds, score 1 **VP**.

The first time the enemy Leader is reduced to 0 Wounds, Killed, or Sacrificed score 1 **VP**.

If there is no enemy Leader in play at the end of the game. score 1 **VP**.

SCHEME

MASKS: ACCUSATION!

You've been accused of something vile. You can't let it stand!

This Scheme may not start revealed.

All non-Peon models in this Crew may target a non-Peon enemy model within 1" that has not yet Activated this Turn with a (1) Interact Action to give the target the following Condition for the rest of the game:

Accused: This model gains the following Action: **"(1) Hold It!:** Remove the Accused Condition from this model. This Action may not be taken while this model is engaged." No other Action or Ability can remove this Condition.

The first time an enemy model gains the **Accused** Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the **Accused** Condition on one enemy model in play to gain 1 **VP**.

SCHEME

CROWS: DIG THEIR GRAVES

Or put their head on a pike. Whatever floats your boat.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

Once per turn, after this Crew kills or sacrifices an enemy non-Peon model that is within 4" of one or more Scheme Markers friendly to this Crew, score 1 **VP**, then your opponent may remove one Scheme Marker friendly to your Crew within 4" of the killed (or sacrificed) model.

If this Scheme and another of your Schemes would score any **VP** off the same model being killed or sacrificed, you must choose only one of your Schemes to score from.

SCHEME

TOME: LEAVE YOUR MARK

Let the world know you were here.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, this Crew may remove one of its Scheme Markers which is on the opponent's half of the board, not within 6" of the of the Centerline, and not within 4" of a non-Peon enemy model to score 1 **VP**.

SCHEME

RAMS: FRAME FOR MURDER

Convince the enemy leader to kill some poor sap!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

When you choose this Scheme, note one of this Crew's non-Peon models as the "sucker." If the chosen "sucker" model is killed or sacrificed by an enemy model, score 1 **VP**.

If the enemy model was a Master or Henchman, score 1 additional **VP**.

If this Scheme was accomplished on or before Turn 3, score 1 additional **VP**.

SCHEME

1: COVERT BREAKTHROUGH

The Crew must push into enemy territory, but keep quiet about it!

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 **VP** for each of its Scheme Markers within 6" of the enemy Deployment Zone.

SCHEME
2: UNDERCOVER ENTOURAGE

It is vital that an important person be delivered into enemy territory.

This Scheme may not start revealed.

When you choose this Scheme, note down one of this Crew's Master or Henchman models. At the end of the game, if the chosen model is in the opponent's half of the table, this Crew earns 1 **VP**.

If the chosen model is in the enemy Deployment Zone at the end of the game, this Crew earns 1 additional **VP**.

If the chosen model is in the opponent's half of the table at the end of the game and has half or more of its Wounds remaining, this Crew earns 1 additional **VP**.

SCHEME
3: SHOW OF FORCE

Sometimes showing up well-armed is all you need to put down a riot.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, count the number of face-up Upgrades with a printed cost greater than 0 attached to each non-Master model within 6" of the center of the board for each Crew. Upgrades which began the game attached to a Master do not count toward this total.

If this Crew has at least one qualifying Upgrade and has a number of qualifying Upgrades equal to or exceeding the opposing Crew's number of qualifying Upgrades, this crew scores 1**VP**.

SCHEME
4: HUNTING PARTY

Hunt them down and make them pay.

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, score 1 **VP** if at least one enemy Minion or Peon model was killed by one of this Crew's Enforcer or Henchmen models.

At the end of every Turn after the first, if the enemy Crew has no Minion or Peon models in play, score 1 **VP**. No more than 1 **VP** per Turn may be scored from this Scheme.

SCHEME
5: HIDDEN TRAP

Even an empty chest is useful, if your enemy wants to see what's inside.

This Scheme may not start revealed.

At the end of the game, this Crew earns 1 **VP** for each enemy non-Peon model within 3" of one or more friendly Scheme Markers. Then, remove all of this Crew's Scheme Markers which are within 3" of an enemy model.

SCHEME
6: RECOVER EVIDENCE

The enemy has incriminating evidence against your leader! It's time to get it back!

This Scheme may not start revealed.

You may reveal this Scheme at the beginning of any Turn. After revealing this Scheme, the opponent chooses five of their models in play (or all of their models in play if they have less then five remaining).

You may place an enemy Evidence Marker in base contact with chosen models.

Models in this Crew can use a (1) Interact Action to remove an enemy Evidence Marker in base contact with itself. If they do, this Crew scores 1 **VP**.

SCHEME
7: SET UP

Get the enemy right where you want them and then spring your trap!

This Scheme may not start revealed.

When you choose this Scheme, note down an enemy Master, Henchman, or Enforcer model.

Once per game, at the end of any Turn, this Crew may reveal this Scheme to score a number of **VP** equal to the number of this Crew's Scheme Markers within 4" of the noted enemy model. Then remove all of this Crew's Scheme Markers within 4" of the noted enemy model.

SCHEME

8: SEARCH THE RUINS

In order for the ritual to go off without a hitch, your crew has to harness the magical energies of the ley line running beneath the battlefield.

This Scheme may not start revealed.

At the end of the game, this Crew earns 2 **VP** if it has 3 or more Scheme Markers within 6" of the Center of the board.

If at least two of those Scheme Markers are on the opponent's half of the table, earn 1 additional **VP**.

Scheme Markers which are within 2" of one or more other friendly Scheme Markers do not count towards this Scheme.

SCHEME

9: MARK FOR DEATH

It's always good to keep the slaughter organized.

This Scheme may not start revealed.

All non-Peon models in this Crew may take a (1) Interact Action to give a target non-Peon enemy model they are engaged with the following Condition for the rest of the game:

"**Marked:** This Condition may not be removed or ended."

Reveal this Scheme once an enemy model gains the **Marked** Condition. When an enemy model with the **Marked** Condition is reduced to 0 Wounds or leaves play, gain 1 **VP** and remove this Condition from that model.

SCHEME

10: TAIL 'EM

One of your enemies is acting strangely... it might be a good idea to follow them and figure out why.

This Scheme may not start revealed.

All Minion models in this Crew may target an enemy Master or Henchman model within 6" and LoS with a (1) Interact Action to give the target the following Condition for the rest of the game:

Spotted: This Condition is removed if this model is outside of Line of Sight of all enemy models at the end of its Activation. No Action or Ability can remove this Condition.

The first time an enemy model gains the **Spotted** Condition, reveal this Scheme. At the end of every Turn after the first, this Crew may end the **Spotted** Condition on one enemy model in play to gain 1 **VP**.

SCHEME

11: INSPECTION

Time to bust down some doors and flip some beds!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

At the end of every Turn after the first, this Crew scores 1 **VP** if it has at least one non-Peon model within 4" of where each end of the Centerline of the board meets the board edge (or corner).

SCHEME

12: A QUICK MURDER

There is nothing like a quick murder to get things started!

This Scheme may not start revealed. Reveal this Scheme once this Crew has scored any **VP** from it.

When you choose this Scheme, note down the enemy model with the highest Soulstone Cost. If multiple models are tied for the highest Soulstone Cost, then choose one of those models and note it down.

This Crew scores 2 **VP** if the noted enemy model is killed or sacrificed before the end of the game.

If the noted enemy model is killed or sacrificed on or before Turn 3, score 1 additional **VP**.
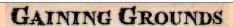
SCHEME

13: LAST STAND

Never go down without a fight.

This Scheme may not start revealed. Reveal this Scheme at the end of any turn.

At the end of every Turn after the Turn this Scheme has been revealed, if this Crew has at least three Enforcer and/or Henchman (any combination of at least three) models in play completely outside their deployment zone and this Crew has fewer models on the table than the enemy Crew, score 1 **VP**.

Gaining Grounds

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