

LUGHARCAN'S CLOVER



At the beginning of the game, secretly choose two terrain pieces fully on the opponent's table half within 12" of each other.

REVEAL

During the End Phase, if you have two or more friendly Scheme Markers in the area between the two chosen terrain pieces, you may reveal this Scheme and remove two such Markers to gain 1 VP.

END

At the end of the game, if your Leader, a friendly Scheme Marker, and either chosen terrain piece are all within 2" of each other, gain 1 VP.



MBE

SCHEME

