



NIGHT OF THE HARVEST MEN

This Scenario changes the following Encounter rules:

ENCOUNTER SIZE

Attacker

The Attacker treats their game size as 0 Soulstones.

Defender

The Defender treats their game size as 30 Soulstones.

DETERMINE SCENARIO

This Encounter uses Wedge Deployment and does not use a Strategy.

GENERATE SCHEMES

This Encounter does not use Schemes.

CHOOSE FACTION AND LEADER

Attacker

The Attacker does not declare a Faction and can only choose Harvest Man as their Crew's Leader.

Defender

The Defender can only choose Henchmen as their Crew's Leader.

HIRE CREW

Attacker

The Attacker has no Soulstones and thus cannot hire models other than their Leader (Harvest Man).

Defender

- The Defender can only hire models with the Living or Beast Characteristic.
- A Crew's Soulstone Pool can never exceed 3 (any excess Soulstones are discarded).

GAMEPLAY CHANGES

- Player's have a maximum hand size of 4.
- Before deployment, the Attacker must Drop four Corpse Markers anywhere within play at least 6" away from another Corpse Marker. Then, the Attacker must drop 5 Destructible Harvest Markers anywhere on the table at least 6" away from another Harvest or Corpse Marker.
- If a Corpse Marker would be removed from an effect other than damage, it instead suffers 2 irreducible damage.

END OF ENCOUNTER

- The game does not end at the end of the fifth Turn
- At any point, if the Defender has no friendly models in play, the Attacker wins!
- At any point, if there are no Harvest Markers in play, the Defender wins!

HARVEST MAN

Henchman

10

COST



6
DF

6
WP



6
MV

2
Sz

ABILITIES

GHOST OF MALIFAUX: This model ignores terrain while moving and is unaffected by Hazardous Terrain. This model can move through other models and vice versa.

IMMORTAL: This model cannot suffer damage or be killed.

BORN AGAIN IN HARVEST: Corpse Markers in play are treated as friendly models with this model's Stat Card (other than the **Immortal** Ability) that gain **Stunned** when they Activate.

DEAD MAN'S HAND

1 2 3 4 5 6 7

HEALTH

HARVEST MAN

ATTACK ACTIONS

HARVEST STRIKE **RG** **STAT** **RST** **TN**

⌘ 2" 6X Df -

Target suffers 3/4/6 damage.

☞ **Puncture:** When resolving, this Action's damage flip receives a + for each ☞ in the final duel total to a maximum of ++).

📖 **Spread It Around:** When resolving, the target suffers + damage and models damaged by this Action gain **Staggered**.

✕ **Siphon Essence: Enemy only.** After killing, add one Soulstone to this Crew's Soulstone Pool.

HURL CORPSE 8" 7 Df -

Choose a Corpse Marker within 2" and Place it into base contact with the target. Target suffers 2/3/4 damage.

☞ **Rip and Tear:** Take a ⌘ Action targeting the same model. This Action receives a + to its duel.

TACTICAL ACTIONS

✕ **GRAVE ROBBER** 2" 3 - 12

Drop a Corpse Marker anywhere within range.

📖 **Focused Attention:** This model gains **Focused +1**.