All Hallow's Eve

Story Scenario: *This is a special Encounter that has a unique Victory Condition (that does not use VP or Schemes), Encounter Setup, and predetermined Crews.*

Setup: Place and define terrain as normal. Before Deployment, the Attacker must place four Strategy Markers, one in each table quarter and at least 12" away from each other. This Encounter uses Corner Deployment. Crew options are as follows:

> *Defender:* Choose One: 3x Newises, 3x Showgirls,
> 3x Low River Monk, or 3 Bultingin
> *Attacker:* The Carver

Gameplay: This Encounter has no Turn limit and continues until one player wins. Players have a maximum Hand Size of 3 cards. Each side has the additional following rules:

> *Defender:* While in base contact with a Strategy Marker, this model may take the Interact Action to take a TN 13 Wp duel. If it succeeds, place a Power Token on the Strategy Marker.
>
> After a friendly mocel is killed, if it has 2 or less Death Tokens, it Heals 4, gains a Death Token, and may place anywhere within 2" of another friendly model.
>
> After all Strategy Markers have two or more Power Tokens, every friendly model gains the following Tactical Action:
>
> ### Trapdoor
> *This model must be within 4" of a table corner and in the opposing player's Deployment Zone.* Remove this model from the game (it is not killed).

If two or more friendly models have take the above Action, the Defender Wins!

> *Attacker:* Carver may Activate twice per Turn and ignores any damage taken. While within 🌑 3 of a Strategy Marker with any Power Tokens, Carver suffers a 🔲 to all duels.

If two or more enemy models have been killed, the Attacker Wins!

Trick or Treat

Special: *Set aside a variety bag of candy (with at least four different kinds of candy); it will be used for this Strategy.*

Before Deployment, Drop a neutral Strategy Marker on the Centerpoint and two neutral Strategy Markers, each on the Centerline, centered halfway between the Centerpoint and each end of the Centerline.

Strategy Markers are Ht 5, Blocking, and Impassable.

Each different Strategy Marker should be designated a different type of Candy Token (we recommend different types of candy). Additionally, there should be a fourth type of Candy Token designated for Master and Henchman models.

Friendly-controlled models in base contact with a Strategy Marker or enemy Master or Henchman, ignoring that enemy model's engagement range, may take the **Interact** Action to flip a card (which cannot be cheated) and resolve the following effect based on the card's suit:

 ✗ *or* 📖 *- Trick:* The model taking the **Interact** Action gains Distracted +1.

 ♣, 🐀, *or Joker - Treat:* The model taking the **Interact** Action gains that object's designated Candy Token.

At the end of each Turn, a Crew may discard (eat) any number of Candy Tokens from any friendly models in play. Then that Crew gains 1 **VP** if it discarded (ate) more types of Candy Tokens than **VP** gained from this Strategy.