

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 Bulgingin

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 model 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 taken the above Action, the Defender Wins!

Attacker: Carver may Activate twice per Turn and ignores any damage taken. While within ①3 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!