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.