CRUSHING CANDY

It's the Rotten Harvest! Time to grab some candy from undefended bowls left out by people too scared (or lazy) to hand it out themselves. Move fast to get the best stuff before your rivals do, but watch out for bad candy and raisins!

This Scenario changes the following Encounter rules:

DEPLOYMENT

Before Deployment Zones are chosen, Place a bowl of candy within reach of all players with enough candy for both players to get belly-aches.

After Deployment Zones are chosen, starting with the Defender, each player alternates creating 10 Strategy Markers on their table half, at least 4″ away from another friendly Strategy Marker and not in any player's Deployment Zone.

GAMEPLAY CHANGES

• Strategy Markers are Impassable.

• Models gain the following Tactical Action:

Tactical Actions	Rg	Stat	Rst	TN
CRUSHING CANDY	1″	6	-	10

Target an enemy Strategy Marker. This Action must declare Triggers, if able. Remove the target.

🦷 *"Ugh! These are Raisins!":* Models within (Ɏ)1 suffer 1 damage.

📖 *"Candy!Candy!Candy!":* Eat a piece of candy from the bowl. Draw a card.

✗ *"I Got a Rock.":* Eat a piece of candy from the bowl. Kill this model.

⚬ *King Size:* Models within (Ɏ)1 Heal 1.

• At the end of each Turn, a Crew gains 1 **VP** if it removed more enemy Strategy Markers than this Crew has earned **VP** from this Strategy.

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