

HIDE & SHRIEK: TAG TEAM

It's time for the Annual Carver's Day Hide & Shriek game! Grab your trusty lantern to try to tag your ghoulish friends, or run from your hiding spot and make it to Home Base!

This Scenario changes the Encounter rules as follows:

ENCOUNTER SIZE AND HIRING RESTRICTIONS

Each player on the Shrieker team selects a single non-Effigy model of Cost 6 or less to be their "Shrieker." Any remaining Soulstones are discarded. Then, each player on the Hider team selects one Effigy to be their starting "Hider." All models friendly to the Hider are also considered a Hider.

Setup and Deployment

Place and define terrain as normal. There are no Deployment Zones. Instead, Create two 80mm, Ht 5, Blocking, Impassable Home Base Markers, each 5" from the Centerpoint and 10" from each other.

Starting with the Shrieker Team, Teams alternate Creating 50mm, Ht 1, Blocking, Hiding Spot Markers until there are 16 Hiding Spot Markers on the table. Each Hiding Spot Marker must be Created Within 5" of a Home Base Marker or another Hiding Spot Marker.

The Shrieker Team Deploys their Leader into base contact with a Home Base Marker. Each Hider chooses a Hiding Spot Marker and Deploys their Leader into base contact with the chosen Hiding Spot Marker. Then, the Hider removes the Marker.



GAMEPLAY CHANGES

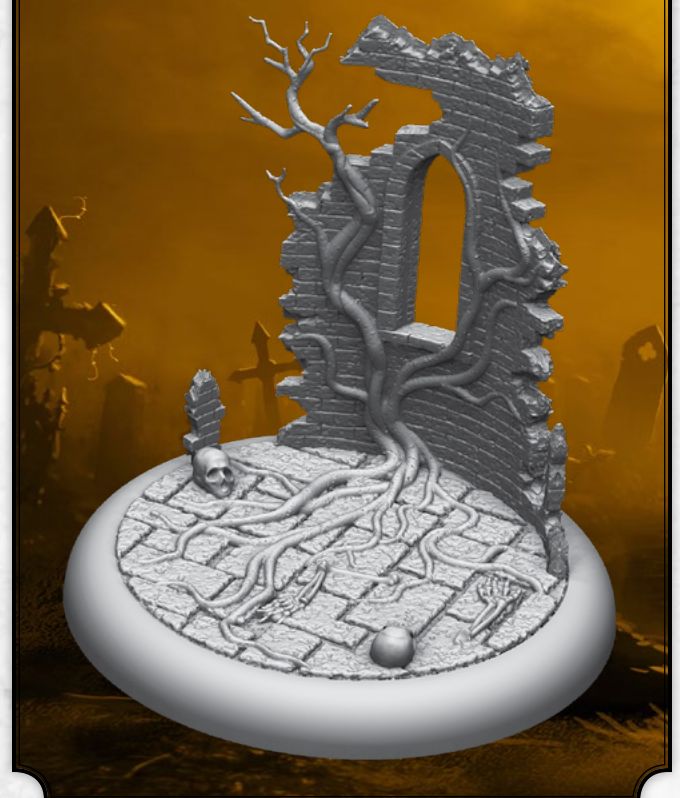
Each player treats their Maximum Hand Size as 5. Each team shares a single Fate Deck. Fate Decks are not shuffled at the end of the Turn, only when they run out of cards. Hider and the Shrieker models ignore all Actions and Abilities on cards, and use the following instead:

General Actions

All models gain the following Bonus Action:

BONUS ACTION	RG	STAT	RST	TN
✂ "READY OR NOT..."	2"	-	-	-
<i>Target Hiding Spot Marker:</i> The Hider's player Summons an Effigy with Slow that the player has not already Summoned this game in base contact with this Marker. Then, remove the Marker.				

Wyrdscape 50mm bases can make for festive Hiding Spot Markers!



The Hiders

In the Start Phase, each player of the Hider Team flips a card which may not be Cheated. The Hider Team may gain one of the following, chosen between the suits each player flipped.

Until the End Phase, Hider models gain one of the following Abilities, based on the suit of the flipped card:

- ♦ ♠ : **Terrible Taunting** – When targeted, this model may discard a card. If it does so, the targeting model suffers a  to opposed duels until end of its Activation.
- ♦ ♣ : **Frozen with Fear** – When targeted, this model may discard a card. If it does so, the targeting model gains **Stunned**.
- ♦ ♦ : **Unsettling Laughter** – When targeted, this model may discard a card. If it does so, the targeting model cannot Cheat Fate on the next duel it makes.
- ♦ ♠ : **Cloak of Shadows** – When targeted, this model may discard a card. If it does so, this model gains a  to **Df** duels until the end of the current Activation.

During the End Phase, if a Hider's player has no friendly models, Summon an Effigy with **Slow** not already Summoned this game into base contact with any remaining Hiding Spot Marker, then remove that Marker.

Hider models gain the following Tactical Action:

TACTICAL ACTION	RG	STAT	RST	TN
"SAFE!"	-	Wp	-	10

This model must be in base contact with a Home Base Marker. This model may draw cards up to its Maximum Hand Size. Then, remove this model from the game.



The Shriekers

Shrieker models gain the following Bonus Action:

BONUS ACTION	RG	STAT	RST	TN
✂ "GOT YOU!"	2	6	Df	-
<i>Enemy only.</i> Target becomes an enemy to the Hider Team and friendly to the Shrieker. Until the end of the Encounter, it is controlled by the Shrieker Team and is considered a Shrieker model.				

SCORING

VP is only gained at the end of 5 turns. The Shrieker gains 1 **VP** for each friendly Shrieker model in play. The Hider Team gains 1 **VP** for each friendly Hider model removed from the game.

