

TANK OR TREAT

Deep in the French countryside there is a small village. On every Halloween the witches of the local forests bewitch those who do not partake in the Halloween traditions. Your tank platoon is not immune to these dark machinations. Arriving at this small village your platoon is compelled to gather candy from the local houses. You soon find out that you are not the only tank platoon in town. You have a feeling that this other platoon will be competing for your candy!

Your Orders

Gather as much candy as you can from the houses or the woods. The player with the most candy at the end of the mission will be the winner.

Setting up the scenario

Set up the map to match the terrain setup in this scenario map. Place a piece of Candy (you may use Candy tokens instead of real Candy) on each house and set some aside in case the witches give you more.

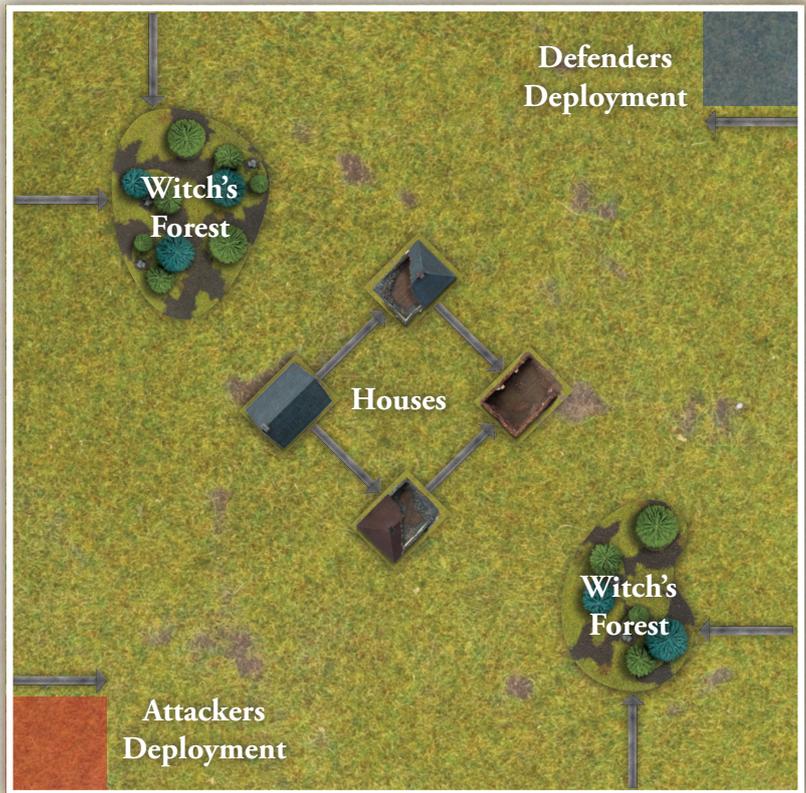
Deployment

The attacking player deploys within a Measuring Arrow of their corner, then the Defending player deploys within a Measuring Arrow of their corner.

Check for Victory

When checking for Victory in the Command Phase, the game ends if one player has five or more pieces of Candy or Candy tokens, or when you reach the end of turn seven.

The player who has the most Candy or Candy tokens at the end of the game wins the game.



Trick or Treating

A tank within an arrow of a house may Trick or Treat instead of attacking. On a roll of a 5 or 6 they can claim that house's Candy. On any other roll they get a Trick token. You may discard a Trick token at any time to make your opponent re-roll any one die roll they make this game.

Remember Place a Piece of Candy in each house, or use the Candy tokens below.

The Witch's Forest

Each Tank that starts the Command Phase in the woods must roll a die and apply one of the following effects depending on the roll,

- 1 - This Tank takes 1 Damage.
- 2 - Steal a Candy from your opponent.
- 3 - Your opponent steals a Candy from you.
- 4 - Deal 1 point of Damage to an opponent's Tank of your choice.
- 5 - Place Candy on a house that does not have Candy on it. (Re-roll if all the houses have Candy)
- 6 - Gain a Candy from the witch.

