

WS

SAM

SAMHAIN

TRICK 'R TREAT

If you win initiative, you may choose an opponent's Army Card with at least one Order Marker on it. That opponent may remove one Order Marker from that Army Card. If they do not, Sam and all Creatures, Slashers, and Undead you control within 6 spaces of Sam roll 1 additional die when attacking figures from that Army Card this round.

JUMP SCARE

Before moving, you may choose an opponent's figure that does not have clear sight to Sam. As long as Sam ends his movement engaged with that figure, he adds 3 to his Move number and may ignore his height when climbing. If Sam attacks the chosen figure this turn, it rolls 1 fewer defense die.

HALLOWED TRADITION

After any dice are rolled for Sam, or a Common or Unique figure within 6 spaces of Sam, you may reveal the "X" Order Marker on this card. If that figure is a friendly Slasher, a friendly figure with a secret identity, or an enemy figure without a secret identity, the player that controls that figure must immediately re-roll all the dice once.

ENTITY

UNIQUE HERO

SLASHER

TRICKY

SMALL 3

7

LIFE

MOVE 5

RANGE 1

ATTACK 3

DEFENSE 2

95

POINTS



