

★ Minion's Life For Me Scenario

Source: The Lab Month 4, Week 1 ★ Approved Play

Background-

Good help is hard to find and vampires descend on the cemetery to see if anyone there might be dying to take the job.

Objective-

Each player aims to control the most Vampire Minions. When the game ends, the player with the most Vampire Minions under his or her control wins. If there is a tie, the winner is the player with the most victory points.

★ Army Size-

Two-player game; 300 point armies; three actions per turn.

Time Limit-

60 minutes

Map-

Crumbling Mausoleum

Setup-

Before the game begins, each player receives one Vampire Minion token. Each army must include at least one monster of the Vampire class.

Special Scenario Rules-

1. There's Something On Your Neck Whenever a vampire slays a victim, instead of placing the victim on the monster's card the Vampire's controller may choose instead to remove the victim from the map and place a Vampire Minion token from outside the game in an empty space adjacent to the slayer. The minion is friendly to the slayer's controller. Victory points are still gained for slaying the victim, but the Vampire does not become blooded.
2. What's Going On Over There? At the beginning of any player's turn, if there are no victims in play, place a victim from outside the game on each unoccupied victim starting space.



★ Approved
Play
L4★