

# Call An Exterminator Scenario

Source: Base Set - Month 1, Week 2 Approved Play

## Background-

The two rival gangs of monsters return to the spider-infested cemetery, this time with reinforcements! But as they arrive, a local extermination service is already on the scene!

## Objective-

Each player aims to defeat the other.

## 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 must include one Exterminator victim token in their victim pool.

## Special Scenario Rules-

1. Stuck: No victim may become a chosen victim until they are turned face-up (Face-down victims are turned face-up whenever a monster moves into an adjacent square.)
2. Unlikely Hero: At the beginning of each player's turn, every monster adjacent to a face-up Exterminator victim token is dealt 1 damage, and any adjacent face-down victims are flipped face-up.



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