

Does This Taste Funny? Scenario

Source: The Lab Month 3, Week 4 Approved Play

Background-

Munching particular victims seems to have some odd side effects on hunting monsters.

Objective-

Each player aims to defeat the other.

Army Size-

Two-player game; 300 point armies; three actions per turn. Each army must include at least one monster of the Hellspawn or Spirit class.

Time Limit-

60 minutes

Map-

Haunted House

Setup-

Before the game begins, each player must contribute one Test Subject victim token to the victim pool.

Special Scenario Rules-

1. It DOES Taste Funny! After a monster slays a Test Subject victim, roll a d6. On a result of 5-6 the monster is healed 2 damage, on a result of 3-4 the monster is assigned action tokens so that it has two action tokens, on a result of 1-2 the monster is dealt 1 damage.



Approved
Play
L3D