


Grave Matters Scenario

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

Background-

Groups of greedy grave-robbers have trespassed into a cemetery protected by spirits and their allies. Slay them all, before your opponent does!

Objective-

Each player aims to defeat the other.

Army Size-

Two-player game; 200 point armies; two actions per turn.

Time Limit-

60 minutes

Map-

Crumbling Mausoleum

Setup-

Before the game begins, each player receives one Rock Salt Shotgun Plot Twist card. Each player may choose to include this card when building their plot twist crypt.

Special Scenario Rules-

1. Graverobbers: Every slain victim is worth an additional 5 victory points.



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Play
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