

I Am The Gatekeeper!

Scenario

Source: The Lab Month 3, Week 1 Approved Play

Background-

When a local duo of college professors discovers the secret of teleportation, two competing gangs of monsters struggle to be the one who gains the valuable victim hunting information for themselves.

Objective-

Each player aims to get a Professor victim token back to his or her starting area.

Army Size-

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

Time Limit-

60 minutes

Map-

Haunted House

Setup-

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

Special Scenario Rules-

1. Mine Mine Mine! Professor victim tokens can't be slain or rescued. When the game ends, if there is only one Professor victim token in play, for each Professor in a player's starting area, that player receives 50 extra victory points.



Approved
Play
L3*