

Mind Slaves Of The Mausoleum Scenario

Source: The Lab Month 2, Week 1 Approved Play

Background-

With new membership at an all time low conflicting cults go after the "independents" practicing at the nearby cemetery.

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 receives one Occultist Minion token. Each army must include at least one monster of the Occultist class.

Special Scenario Rules-

1. **Against Their Will** Whenever an occultist slays a victim, instead of placing the victim on the monster's card the Occultist's controller may choose instead to remove the victim from the map and place an Occultist 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 Occultist does not become blooded.

2. **Another Successful Drive** When the game ends, each player receives 10 extra victory points for each Occultist he or she controls.



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