

Monster Mashers Scenario

Source: The Lab Month 1, Week 1 Approved Play

Background-

Some local guardians decide to have a little recruiting drive while defending the innocent at the graveyard down the street.

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 Guardian Minion token.

Special Scenario Rules-

1. Drafted: Whenever a guardian rescues a victim, instead of placing the victim on the monster's card, the Guardian's controller may choose instead to remove the victim from the map and place a Guardian minion token from outside the game in an empty space adjacent to the rescuer. The minion is friendly to the rescuing Guardian's controller. Victory points are still gained for rescuing the victim, but the Guardian does not become blooded.
2. Marching Orders: During the suspense phase, if a player has any friendly Guardian minions in play, he or she may choose and move a friendly Guardian minion instead of a victim.



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