

Pesky Psychics Scenario

Source: Base Set - Month 2, Week 3 Approved Play

Background-

Concerned by the psychic emanations coming from the cemetery, a group of pesky psychics are going to try and force the angry spirits to move on to the Afterlife.

Objective-

Each player aims to defeat the other.

Army Size-

Two-player game; 300 point armies; three actions per turn. Each army must include two monsters with the Spirit keyword.

Time Limit-

60 minutes

Map-

Crumbling Mausoleum

Setup-

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

Special Scenario Rules-

None.



Approved
Play
M2C