

# Riding The Vortex Scenario

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

## Background-

A psychic vortex is opening in a nearby haunted house. Drive off the opposing groups of psychics and monsters and take the vortex for yourself!

## 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 in their army.

## Time Limit-

60 minutes

## Map-

Haunted Mansion

## Setup-

Before the game begins, each player must include one Psychic victim token in their victim pool.

## Special Scenario Rules-

1. Final Strike: When a Psychic victim token is slain, the monster that slayed the victim is dealt an amount of damage that equals every victim remaining in play. (Nine victims in play = 9 damage!)
2. Psychic Strike: At the beginning of each player's turn, deal 1 damage to any monster that is adjacent to one or more Psychic victim tokens.
3. Take 'em Down! Each Psychic victim token is worth an additional 50 victory points.



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Play  
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