

Stop! Sit! Stay! Good Wolfy... Scenario

Source: The Lab Month 2, Week 3 Approved Play

Background-

It's a werewolf epidemic! The moon is full and it's a rumble in the cemetery to see who is the better wild man.

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

Special Scenario Rules-

1. Brother! Whenever a werewolf slays a victim, instead of placing the victim on the monster's card the Werewolf's controller may choose instead to remove the victim from the map and place a Werewolf 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 Werewolf does not become blooded.
2. My Pack Is Bigger When the game ends, the player who controls the most Werewolves receives 25 extra victory points.

