

Where There's Smoke...

Scenario

Source: The Lab Month 4, Week 3 Approved Play

Background-

Monsters take advantage of the cover of a fire to do some discrete hunting.

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-

Haunted House

Setup-

Before the game begins, each player receives one Fire Alarm Plot Twist card. Each player may choose to include this card when building his or her crypt.

Special Scenario Rules-

1. Fast Food Replace the speed value of all victims with 6.



Approved
Play
L4C