

Who Ya Gonna Call? Scenario

Source: The Lab Month 3, Week 3 Approved Play

Background-

Looking to have fun with some would-be ghost hunters, local monsters descend on a popular haunt for some mischief.

Objective-

Each player aims to defeat the other.

Army Size-

Two-player game; 300 point armies; three actions per turn. Each army must include at least one monster of the Hellspawn or Spirit class.

Time Limit-

60 minutes

Map-

Haunted House

Setup-

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

Special Scenario Rules-

1. Is It Cold In Here? When a victim is about to be slain by a Hellspawn or Spirit, roll a d6. On a result of 1-2 the slaying attempt fails and the opposing player moves the victim 3 spaces.
2. Busted For every victim slain by a Hellspawn or a Spirit that a player controls, that player receives 20 extra victory points.



Approved
Play
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