

Yay! I'm Cured? Scenario

Source: The Lab Month 2, Week 2 Approved Play

Background-

Monsters on the hunt stumble into a clandestine lab where researchers are developing the cure for all that ails them... whether they want it or not.

Objective-

Each player aims to defeat the other.

Army Size-

Two-player game; 200 point armies; two actions per turn.

Time Limit-

60 minutes

Map-

Haunted House

Setup-

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

Special Scenario Rules-

1. Eureka! When a victim is about to be slain, roll a d6. On a result of 1 the slaying attempt fails. Remove the monster from the map and put a victim token from outside the game in the space it occupied. Place an action token on this victim and remember which monster the victim replaced. This victim can't be slain.
2. Reversion At the beginning of your turn, if there is a victim token with an action token on it that replaced one of your monsters remove it from the map and place your monster in the space the victim occupied. Place an action token on this monster; it can be given an action this turn.



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