

Zombie Night Scenario

Source: Base Set - Month 3, Week 1 Approved Play

Background-

The dead walk-what else do you need to know?

Objective-

Each player aims to defeat the other.

Army Size-

Two-player game; 200 point armies; two actions per turn. Each player must include at least one monster with the Zombie keyword in their army.

Time Limit-

60 minutes

Map-

Crumbling Mausoleum

Setup-

Before the game begins, each player receives one Severed Limb Plot Twist card. Each player may choose to include this card when building their plot twist crypt.

Special Scenario Rules-

None.



Approved
Play
M3★