

# EXTRA SCENARIOS FOR FEVERPIT

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## Wave fight

**Players:** 2+

**Description:** Each team sends out one fighter at a time. Start with your best and be aggressive!

**Game length:** (Number of fighters in the largest team) + 2 rounds

**Deployment:** Each player gets a deployment zone that extends 6 inches from their table edge, where they can deploy only one of their fighters. The rest of the roster remains outside play in the reserve pool. If playing with more than two players, any overlap in deployment zones does not count.

**Events:** None.

**Special rules:** Before the Initiative sequence of each round after the first, each player deploys a randomly selected character from their reserve pool touching their table edge.

**Victory conditions:** The player who has eliminated the most army points is the winner.

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## Monsters!!!

**Players:** 2+

**Description:** For some added danger and entertainment, monsters have been released in the arena. Should you fight them or the other team?

**Game length:** No round limit. The scenario ends when all monsters have been killed or when only one team has characters left on the battlefield.

**Deployment:** Each player's deployment zone is 12" from their table edge. If playing with more than two players, any overlap in deployment zones does not count.

Then gather d5+3 suitable minis (or tokens) to represent the monsters and, taking turns, the players deploy these on the battlefield, at least 6" from any deployment zone.

**Events:** Each monster makes one move towards the nearest fighter (moving around obstacles if necessary) and attacks them in melee if possible. Monsters have natural weapons that deal **Bd DAM**.

**Special rules:** Killing an enemy fighter is worth one point, killing a monster is worth three points. The monster profile can be seen below.

**Victory conditions:** The player with the most points is the winner. If there is a draw, the player who killed the most monsters is the winner.

Name	Type	Mv	Iv	Bd	Ac	Me	At	ARM	H
Monster	-	4	-	8	2	7	2	11	6

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