GRAND MELEE

A special multi-player scenario where players draft characters and take on all challengers!

A nefarious group has lured adventurers to their keep under false pretenses. Drugged during the reception dinner, the adventurers awake to find themselves captured, separated into unfamiliar groups, and thrown into a fighting pit for the amusement of shadowy observers above. The victors are promised freedom—the defeated, a certain death. Will you overcome the odds, or be left wanting?

Player Starting Areas

Control Points

Treasure Chest

Portal

SETUP

Set Up Map: Set up the map as indicated in the diagram; note that you will require control points and portals from multiple core sets. Alternatively, you can print and use the ones provided on the next page of this scenario. Set the round counter on the tracker card to the number "1" and place it near the map.

Choose Characters: In this scenario, parties are formed by drafting from a pool of available characters. Take all available character cards from all players, remove any duplicates, and form a pool of draftable characters. You will need at least three character cards per player.

Then, each player rolls a ◈. The player with the highest roll chooses a character first, followed by the player with the second highest roll and so on. Players may choose characters from any faction and may freely duplicate roles in their party.

After the player with the lowest die roll has chosen a character, they choose an additional character. Then, each other player chooses a second character in ascending order of their die rolls.

After the player with the highest die roll drafts their second character, they choose a third and final character. Then, each other player chooses a third character in descending order of their die rolls.

Then, the player with the highest die roll chooses a starting area and places their characters in that area. Each other player does the same in descending order of their die rolls

Prepare Loot: Remove the four event, three runestone and two key tokens from the loot tokens and form the loot pool with the rest of the tokens. Place the loot tokens in the token bag or facedown near the battlefield and shake the bag or shuffle the tokens. Form a deck with the item cards and set them near the tokens.

Deal Initiative Cards: Each player rolls a ◈ and the winner receives the Initiative 1 card and becomes the active player. Shuffle and deal 2 more initiative cards to the active player and 3 cards to each other player. At the end of each round, pass the Initiative 1 card clockwise to the next player.

Note: If there are four players, you will need 12 initiative cards. Print the 11 and 12 initiative cards on the next page or use the 7.5 and 9.5 monster initiative cards. Use card sleeves to hide their different card backs.

SPECIAL RULES:

Control Points: A party holds a control point by having more characters overlapping that point than the opposing party. At the end of each round, players score any control points they hold.

Endless Treasure: At the end of the round, any looted treasure chests respawn if the space is unoccupied. This continues until the loot pool is depleted.

Portals: All 4 portals are connected to each other. A character may enter a portal and exit any other portal on the map.

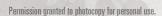## OBJECTIVES:

Prove your superiority by defeating your foes!

♦ **Score a Control Point:** 1 victory point.

♦ **Defeat an Enemy Character:** 2 victory points.

GAME LENGTH:

8 rounds. The player who most recently won this scenario should henceforth be referred to as "[Full Name], Reigning Champion of the Grand Melee" by the other players.

INITIATIVE

11

In-1

INITIATIVE

12

In-2

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