



戦術

MONTHLY CHALLENGE
MARCH 2024

SENJUTSU

BATTLE FOR JAPAN

EASTER EGG HUNT

*An Egg Hunt is the ideal Easter challenge.
The rules are simple, collect the most eggs to be declared the winner.*

PLAYER COUNT:

This challenge is a free-for-all duel for 2-6 players .

CHALLENGE GOAL:

To find more Easter Eggs than your opponents.

SETUP:

This scenario is played on the snowy battlefield map.

Place a rock in the battlefield's centre hex.

Shuffle the Easter Egg Tokens face-down [See Tokens].

In Advantage Order, players take turns to place an Easter Egg token face-down in an empty, non-starting hex until all of the tokens have been set up.

In reverse Advantage Order, characters are set up in the marked starting hexes with the facing shown. Where possible characters should be spaced evenly.

SCENARIO RULES:

At the end of the round, any character that occupies a hex with a token may collect that token.

Players may look at these tokens but not share whether the token is blank or contains an Egg.

The game ends when the last token has been collected or there is only one character remaining on the battlefield.



DECK CONSTRUCTION:

Players should construct their decks using the normal deck construction rules on page 25 of the rulebook.

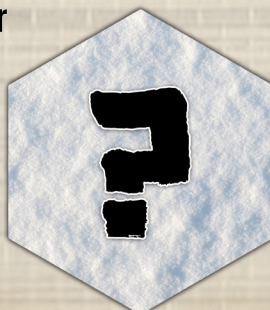
SCORING:

The player with the most Easter Eggs wins, even if they have been eliminated. If there is a tie for number of Easter Eggs, the tied player with the least Wounds wins.

TOKENS:

You will need 11 Easter Egg and 9 blank tokens.
(Permission is given to copy these tokens for personal use.)

BACK



BLANK



EASTER EGG



