Codex Abominatus

game play. Setting/structures: 1 x fortified town (buildings, large stockade/palisade wall) 1 x temple, 1 x altar (within temple) .Game area is open area backing onto woods.

Equipment: tarps, ropes, cones, ballista (or torches/fireballs), Codex

Forces: two sides (Attackers, Cultists/Townsfolk)

Objectives:

Attackers -, Take the town, destroy both the temple and altar, destroy the Cultists forces, kill the High Priestess. Cultists/Townsfolk – Townsfolk defend their town (and supply reinforcements and sacrifices to Cultist forces) Cultists protect temple and altar so High Priest can summon the Codex.

Special: small NPC force (Cultists).

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