

# PYRAMID SCHEME

## ASTRONOMI-CON TOURNAMENT SCENARIO

### MISSION SPECIAL RULES

**Keystone Pyramids\*** – keystones are located atop each of the two smaller pyramids. **Both keystones must be 'turned' in order to unlock the entrance atop the Large Pyramid.**

A player may 'turn' a keystone at the start of any of their player turns, providing they have a model in contact with the keystone which is not locked in combat, and has a 'hand' or other suitable appendage.

Once a Keystone has been 'turned', it remains so for the remainder of the game.

Keystone Pyramids are treated as clear terrain.

**Large Pyramid\*** – The Large Pyramid begins the game as a locked objective. The treasures inside are only available once the two keystones located atop the smaller Keystone Pyramids have been 'turned'.

The Large Pyramid is treated as clear terrain.

