

# Scenario: Grimblesnacht (2-4 Players)

*As the cold fingers of Winter stretch across the land, the people of Tauber gather around log fires flickering with flame and burning with a comfort that goes some way to keep the sadness of the season away.*

*For you see, during the Winter season, as the earth gets covered in a hard layer of Manifrost, Moonstones are rarely seen. Whether this is the Wizards work or the hard-unyielding frost, we do not know. One thing we do know however is that during this time the people of Tauber focus on what is important to them.*

*Frivolity, Feasting, Friendships and PRESENTS!*

*This is the time of present giving, all of Tauber is enticed outside into the cold from the comfort of their houses, it is the*

*festival of Grimblesnacht, a celebration of all things familiar and joyous.*

*Troupes are gathered for their annual Grimblesnacht party. Where friendships will be sealed, broken, remade and regretted the next morning. At the stroke of Mittelnacht, the bells of Old Grimblesnacht can be heard above the merriment. Across all towns and villages in Tauber, Grimblesnacht trees appear, colourful gifts adorn the streets, the race is on.*

*Only by gathering up the most presents will the people of Tauber receive the blessing of Old Grimblesnacht and the others*

This scenario is for 2-4 players. The more the merrier! You will need an Old Grimblesnacht miniature to play.

**Turns:** 4 (or until you run out of Grumble Cheer!)

**Troupe Size 2-Player Game:** 6 each

**Troupe Size 3-Player Game:** 4 each

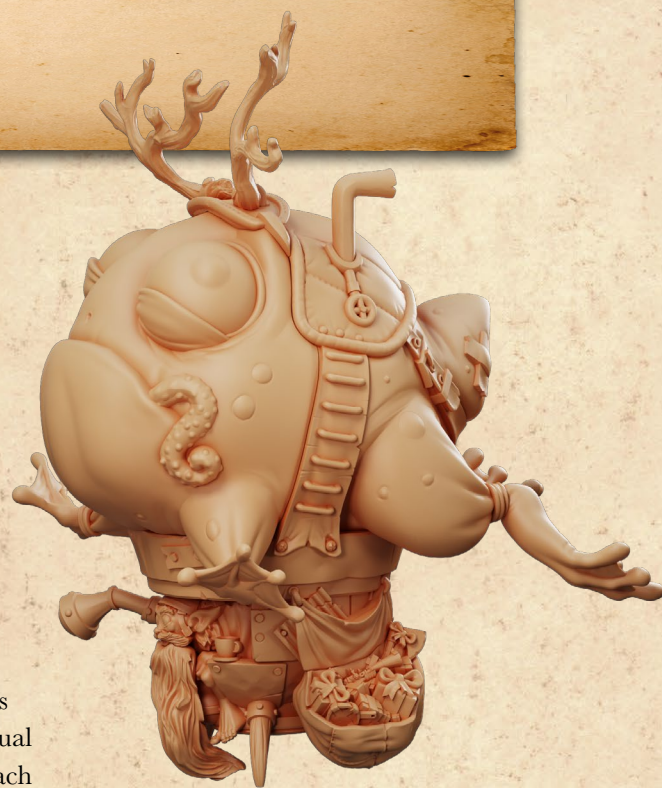
**Troupe Size 4-Player Game:** 3 each

## Setting Up

This scenario is set in a town square. In the very centre of the board place a Tree terrain piece known as the *Grimblesnacht Tree*. Place the Old Grimblesnacht miniature in base contact with the *Grimblesnacht Tree*.

For this game you will need approximately 30 tokens to represent *Wrapped Presents* – these could be glass beads, miniatures, chocolates, or anything you like. Try and have an equal number of presents that can be easily aligned to the following colours – Red, Blue and Green. If you do not have coloured presents then agree with all players at the start to what colour each present is aligned to.

Flip an Arcane Card for each player, then one more for card luck! Add up all the values on the revealed cards and place 2X *Wrapped Presents* in base contact with the *Grimblesnacht Tree* where X is the total combined value of all the cards (catastrophe cards are value 0).



Try to split the number of presents into an equal number each of Red, Blue and Green wrapped bundles of joy.

Do not Grow Moonstones. This scenario is all about the Presents.

To begin the game whoever is wearing the most festive jumper activates Old Grimblesnacht using his **Gift of Giving** ability. Move clockwise until all players have completed a Gift of Giving ability.

Players then roll-off to determine table edge and deploy their Troupes as normal.

No player has *The Initiative* in this scenario.



## Special Rules

*Wrapped Presents* are treated as Moonstones for all rules and abilities except they always are always Depth Value '1' and characters holding *Wrapped Presents* are not affected by the *Slow Carry* rule – they are too excited!

For this game, all characters gain the following abilities:

**Sleep it off:** If this character is slain, discard all energy but leave the model on the board with no Wd's remaining. It cannot active this turn, but can be targeted by Active and Arcane actions. At the start of the Replenish Step, if this character has restored any Wd's then it will gain energy and activate as normal this turn.

**Manifrost:** When performing a Jog action, this character must first flip an Arcane card. Increase the Jog distance by "X", where X is the number on the revealed card. The model must move the full distance in a straight line but will stop on contact with another model or terrain piece (but will not stop on contact with a *Wrapped Present* unless the move would end with the model's base overlapping it).  
Catastrophe: You cannot control the excited rush! The player to your left moves the active model. At the end of the Jog action the active model drops any presents that they are carrying in base contact.

*Faeries* may spend (1) energy to perform Jog actions as normal without having to flip an arcane card.

### Unwrap (1)

*This ability cannot be used while this model is engaged.*

The is model may try to unwrap a *Wrapped Present* they are carrying. Flip an Arcane Card. If the colour of the card matches the colour of the present, add the cards value to the next dice roll. Roll a D6 and consult the Present table below. After rolling, discard any Naughty and Nice tokens the player has.

Catastrophe: You find another pair of socks. At least your feet will be warm. Place the present back into Old Grimblesnacht supply off the board, discard any Naughty and Nice tokens the player has and gain 0 VP.

*Present Table*

+1 for each Nice token	-1 for each Naughty token
D6 + Modifier result	Victory Points (VP) Earned
1 or less	Model is placed on the naughty list (remove immediately from play)
2	1VP
3	1VP
4	2VP
5	2VP
6+	3VP

### Stocking Filler (1) 4"

Target an enemy model. Flip an arcane card, then the target's owner flips an arcane card. If the numbers match then the active player receives 1 Nice token. If the colour of both cards match, both players receive 1 Nice token.


Catastrophe: You've just given them the present they gave you last Grimblesnacht! You gain 1 Naughty token and the other player gains 1 Nice token for graciously accepting your thoughtless present.


### Old Grimblesnacht


The Old Grimblesnacht model moves freely over all other game pieces on the board when it moves. If it ever touches a board edge, the active player that caused the movement chooses a location within 4" of the Grimblesnacht Tree to place this model.

Old Grimblesnacht has the following ability:

**Gift of Giving:** First the active player flips an arcane card to select a table edge:

 : Active player's table edge.

 : Edge to the left of the active player.

 : Edge to the right of the active player.

Catastrophe : Edge opposite the active player.

Move this model 6" in a straight line towards the selected table edge. If the move would place this model on top of another model or terrain piece, then the active player places it in base contact with the model or terrain piece instead (on the side of their choice). Then, Flip another Arcane Card and place X *Wrapped Presents* within 2", where X is the value on the revealed card. Where possible match the colour of *Wrapped Presents* to the revealed card.

Catastrophe: The active player takes 1 Naughty token, then repeats this ability after shuffling the arcane deck.

At the end of each turn the player with the with the least number of Victory Points, or the player who activated a model last at the end of a turn (if lowest Victory Points is a tie check activation only between those players) Activates Old Grimblesnacht using his **Gift of Giving** ability.

### Victory Conditions

Players gain Victory Points for presents that they have unwrapped. At the end of turn 4 the player with the most Victory Points receives the blessing of Old Grimblesnacht – go get a mince pie.

### Troupe Selection

Choose whoever you like it's Grimblesnacht after all. Fast moving models will have an advantage, so take loads!