

THE KRAMPUS KILLS CHRISTMAS

DIFFICULTY: Medium | **TIME** 60 mins

TILES REQUIRED:

LC-2, BH-1, MC-2, BH-1, ST-1, L-1, MC-1,
BH-2, K-1, LC-1, CY-2, CH-1, ST-2

CASTLE HEART: N/A

VILLAGER MORALE: N/A

VILLAGE EVENT TRIGGER: Special

OBJECTIVE: Defeat the Villagers and stop them stealing back Christmas!

The villagers and townsfolk of the surrounding lands are up in arms! This time it is because of the wicked Krampus! The vile creature has visited Grimhaven, Frownley, Broodmire, Mourn, the distant port of Avarice, and even ventured to the borders of Ancient Khem and the Mountains of Misery. From all these places, the Krampus has not merely been up to the usual tricks and evil. Certainly there have been some children who will not wake this Christmas, for such were their slights! However this year the despicable Krampus has attempted to kill Christmas itself! He's stolen all the presents! The storage rooms at the castle are piled high with would-be gifts, as is the chamber at the Castle Heart! The other monsters are far from impressed already, but they will be even more unimpressed now the torch-bearers are piling in, seeking revenge and justice! The children shall have their Christmas! Or will they?

ROOM CONDITIONS:

The objectives in the store rooms are purely decorative.



SPECIAL CONDITIONS:

The Krampus should be played for this mission though it not necessary, but purely thematic.

Villagers always spawn at Tier 2 from the red spawn points.

1. The Villager Event wheel turns 1 per turn, regardless of the number of players. Arrange a deck of 10 Villager Events. Draw one at the start of each Villager Phase.

2. Villagers always spawn at Tier 2 and head for the Castle Heart. Keep track of damage to the Castle Heart by increasing Villager Morale!

3. Town Heroes will always head to the nearest Storage Room. They are intent on those gifts and pleasing the kiddies by liberating them from even the most out of the way locations! A Town Hero stops moving once they reach a Store. They treat the Store Rooms as the Castle Heart, in this way damage inflicted each turn from a Town Hero in a Store increases Villager Morale!

4. Each time you slay a Villager add one to the Castle Heart.

5. When there is no Villager Event card to play, the game is over! The remaining Villagers flee the castle to return to their homes with the rescued presents for their children. Compare the score for the Castle Heart, to the Villager Morale. If the Castle Heart is highest, the Monsters win. If Villager Morale is highest, then the Villagers have stolen back Christmas!

6. If you enjoyed the mission and want to try it again, why not increase the game duration by adding more Villager Event cards to the deck? If you want to increase the difficulty, start the game by spawning town heroes at the red spawn points, instead of the usual spawn cards, at the start of play. If you want to decrease the difficulty why not start with a level up, or even 2? You could spawn in Tier 1 until Villager Morale has risen to 5, and Tier 2 until Villager Morale has risen to 20, after which spawn in Tier 3.

If you want a game where the danger levels as you do, then you could spawn in Tier 1 until the first monster levels up! You could spawn in Tier 3 once the first Monster levels up three times.

For the ultimate challenge you could start fully levelled up but spawn in Tier 3 immediately.

Christmas Special! If you own the Grimlord, place him among the Town Heroes. When he spawns, place him at the Blue Spawn point. In this mission he is not the Grimlord (or is he?). He is Angry Santa!

Angry Santa ignores the first damage per game round, per Monster activation. He is that angry! He is heading for Castle Heart with a sack full of exploding presents. If he ever damages Castle Heart, instead deposit an objective there. Angry Santa then leaves the Castle heading back to the blue spawn point. If he makes it off the board, Villager Morale increases by 3. The moment he leaves Castle Heart the presents explode at the end of the next Villager Phase. Roll six dice. The explosives do enough damage to increase Villager Morale by 3, for each Magic result rolled. If three Magic results or more are rolled, the Villagers automatically win the scenario, as the magic of Christmas is alive and well and too vibrant to defeat!

Thank you to Paul Nojima's wife for this idea, and to Paul Nojima, who painted Angry Santa and revealed the words of the prophet!



MISSION COMPLETE:

The Krampus cackles with glee, as the Villagers are thwarted, the spirit of Christmas vanquished forever! In the aftermath of the echo of it's footfalls, you half fancy you can hear the distant crying of a thousandfold children, lost in the sea of misery awash in their towns. Happy days then! Now let's have a gander at those presents... I don't know about you but I always liked those Fisher Price airports... Maybe an Ewok Village! A generation one Transformer! Dully wants a sewing kit... Spring Heeled Jack is after some new springs...