

FESTIVE LOOT GNOME AKA "CRACKKEN"

POINTS: **REDACTED**

Name	Type	Class	M	V	C	A	R	D	E	Mischief
Festive Loot Gnome aka "Crackken"	Fish Gnome (Possibly Murderous)	Infiltrator	6	-	-	-	-	-	3	ABOUT TO MAKE SOME!

Number of Models: 1

Thief!!!: The Crackken is not affected by Enemy Engagement Ranges and does not suffer penalties for moving in and out of them. In addition, the Crackken may March through other Models essentially ignoring them, it may not however end its movement overlapping with another Model. Finally, The Crackken is considered to be an Enemy Model for both Players.

The Bag of Thievery: The Crackken carries a number of items that may drop when it takes damage. During an Action make a tally of how many Wounds the Crackken has suffered, after Defense Rolls have been made. The Crackken does not suffer Wounds as a result of Resolve tests. At the end of the Action the Active Player rolls a die, if the result is **lower** than the amount of Wounds inflicted an item drops from the bag of thievery in the form of an Item Marker and all Wounds are removed. The Item Marker is represented by an Infantry base placed adjacent to the Crackken's base, the Active Player chooses where to place it, and it may not overlap with any Models. If overlapping is impossible to avoid the Item Marker must be placed as close to the Crackken as possible instead.

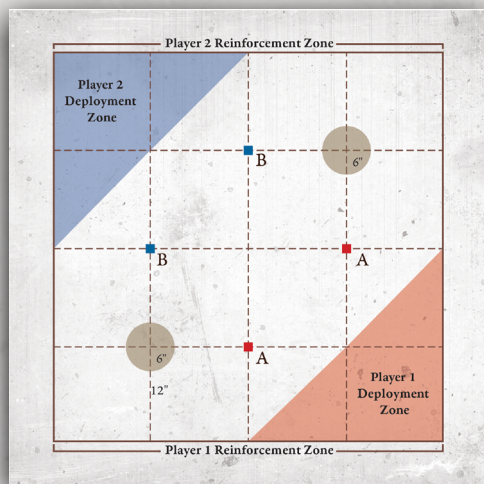
If a non-Monster, non-Fly Model moves in contact with the Item Marker as part of its movement, the Regiment's Leader gains the item's abilities. Should the Leader be destroyed the item drops adjacent to the Model as described above. Should an item drop from the Bag of Thievery, the Player who inflicted the Wounds to the Crackken Rolls to see what Item will drop from the table below. An item may not drop twice instead you may Re-Roll until an Item is rolled.

- **The Old Dominioner Life Insurance Policy:** The Regiment gains the Oblivious Special Rule. *"Second Time's the Charm."*
- **Sword of a Thousand Truths:** The Regiment gains the Dread Special Rule. *"Strange women lying in ponds distributing swords is no basis for a system of government..."*
- **Hundred Kingdoms Monster Design Files:** A Hundred Kingdoms Regiment with this item gains the Bloodlust and Flurry Special Rules. A Regiment belonging to any other Faction gains the Flurry Special Rule. *"Release date: 25th of...."*
- **A Fake Dweghom Beard:** This Regiment's Leader counts as 5 Models for the purposes of Seizing Objective Zones. *"Day 327: They still have not figured me out".*
- **Peasant's Pitchfork:** The Regiment gains the Blessed Special Rule. *"The premier weapon of choice for all Level 1 adventurers."*
- **A Literal Gun:** The Regiment's Leader gains the Barrage (4), Armor Piercing (3), Deadly Shot, 12" Special Rules and +2 to its Volley Characteristic. *"Parry this."*

MFG

RULEZ!!





HOW TO PLAY

To Play the “Festive Loot Gnome” Scenario both players bring an Army List of 800 pts or above, making sure that both players have the same amount of points, although 1000-1200 pts are recommended as well!

The game is played by setting up the table as shown in the Scenario’s diagram. The winning condition is to amass the most Victory Points while carefully denying your Opponent from gaining powerful items from the Bag of Thievery!

SETTING UP THE BATTLEFIELD!

Place two 6” Objective Zones and four Objective Markers as shown in the diagram. Objective Markers “A” are considered to be friendly to Player 1 whereas Objective Markers “B” are considered to be friendly to Player 2.

Each Zone is 12” from the closest player’s table edge and 12” from the side of the table. Two Objective Markers are placed 12” vertically away from the center of the battlefield and 24” away from each other. Two other two Objective Markers are placed 12” horizontally away from the center of the battlefield and 24” away from each other.

Deployment zones are two isosceles triangles on the two opposing sides of the battlefield, whose sides are 24” from each opposing corner, as per the Scenario diagram. Reinforcement Zones extend the entire length of each Player’s table edge as per the Scenario diagram.

SCENARIO SPECIAL RULES

At the start of the game, before Players deploy their forces, place the Crackken Model on the center of the table. At the end of each Supremacy Phase, roll a D6. If the result is 1 or 2, then Player 1 selects one of the two Objective Markers marked A and the Crackken immediately performs two March Actions directly towards them.

If the result is 3 or 4, then Player 2 selects one of the two Objective Markers marked B and the Crackken immediately performs two March Actions directly towards them.

If the result is 5 then the Crackken immediately performs two March Actions directly towards the center of the bottom left Objective Zone (as seen in the diagram). If the result is 6 then the Crackken immediately performs two March Actions directly towards the center of the top

right Objective Zone (as seen in the diagram).

The Crackken may not end its movement overlapping with other Models. If that is the case, move the Crackken the minimum distance required to no longer overlap. Objective Markers cannot be destroyed during this Scenario.

VICTORY POINTS

During the Victory Phase of each Round Players gain VPs as follows:

- Players gain 3 VPs for each Objective Zone they are Seizing.
- Players gain an additional 2 VPs if they are Seizing both Objective Zones.
- Players gain 2 VPs if they have slain the Enemy Character Regiment. (Additional Character Regiments like “The Perfect Tool” do not award points for destroying them).

GAME LENGTH

The game ends at the end of the 8th Round. The Player with the most VPs at the end of the 8th Round wins the game.

