

Festive...

NICK CLAUS - JOLLY PARAGON

POINTS: HE'S JUST GLAD HE'S HERE

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Nick Claus - Jolly Paragon	Festive Spirit	Infantry	5	1	3	4	6	4	3	1	7	The List, Fearless, Priest (5), Festive!

Draw Event: None

Number of Models: There can only be one!

Festive Spirit: When this Character Model casts an Incantation on a Friendly Regiment with the Festive! Special Rule, that Incantation is automatically cast successfully. You do not need to roll to cast that Incantation. Furthermore, all Models in this Army are considered Festive!

Jolly Good Time!: This Character Model, Officer, Leaders and Standard Bearer Models in this Army counts as two Models for the purposes of Seizing Objectives.

Heirlooms: Nick Claus does not have access to additional Heirlooms. He always carries with him "The List" his favorite festive greatsword, as well as Dancer and Prancer his favorite brass knuckles! Nothing better than a good festive brawl...

The List (Special Rule): This Model gains the Cleave (2) and Parry Special Rules. In addition, Casualties inflicted by this Model do not generate Casualty Tokens. You better not be noted down as naughty!

Dancer and Prancer (Special Rule): This Model gains +3 Attacks and the Relentless Blows Special Rule. Ho.Ho.Ho...

Each Round Nick Claus may use the following Command Ability:

Meet Dancer and Prancer! [Command]: This Character Model loses "The List" Special Rule and instead gains the "Dancer and Prancer" Special Rule. The effect remains active until the Character Model uses this [Command] Ability again.

Nick Claus has access to the following **Incantations**:

Fortitude of Joy!

Range: 8" **Attunement:** Just be Festive!

Target Friendly Regiment gains the Oblivious Special Rule until the end of its next Activation.

Around Eä in a Single Night!

Range: 8" **Attunement:** Just be Festive!

Target Friendly Regiment gains +2 to its March Characteristic until the end of its next Activation.



...and Mean

SEU-GRIN – THE CHARTREUSE ARBITER OF SORROW

POINTS: WHO INVITED HIM?

Name	Type	Class	M	V	C	A	W	R	D	E	CR	Special Rules
Seu-Grin – the Chartreuse Arbiter of Sorrow	Champion of Negativity	Infantry?	5	2	2	3	6	4	2	2	8	

Draw Event: None

Number of Models: All alone...

Twisted Genius: This Character Regiment may perform three Actions each Round rather than the usual two. In addition Seu-Grin is considered to be a Biomancer and therefore has access to the Spires Biomancy Action.

Musk of Meanness: Regiments with Standard Bearer Models always count as being within this Character Regiment's Commanding Presence.

Unfestive Decorations: Infantry Regiments with the Clonekind and Dronekind Special Rule may promote a Standard Bearer at 6 Models instead.

Stay Away!!!! This Character Model does not become Provoked as a result of being the target of a Challenge! Action and does not suffer any negative effects for doing so.

Each Round the Biomancer may use one Command Ability:

Mean Spirited [Command]: Target Friendly Clonekind and Dronekind Regiment Heals 5 Wounds.

Get them! [Command]: Target Friendly Infantry Clonekind or Dronekind Regiment gains the Flurry Special Rule when attacking an Enemy Regiment within Range of an Objective Marker.

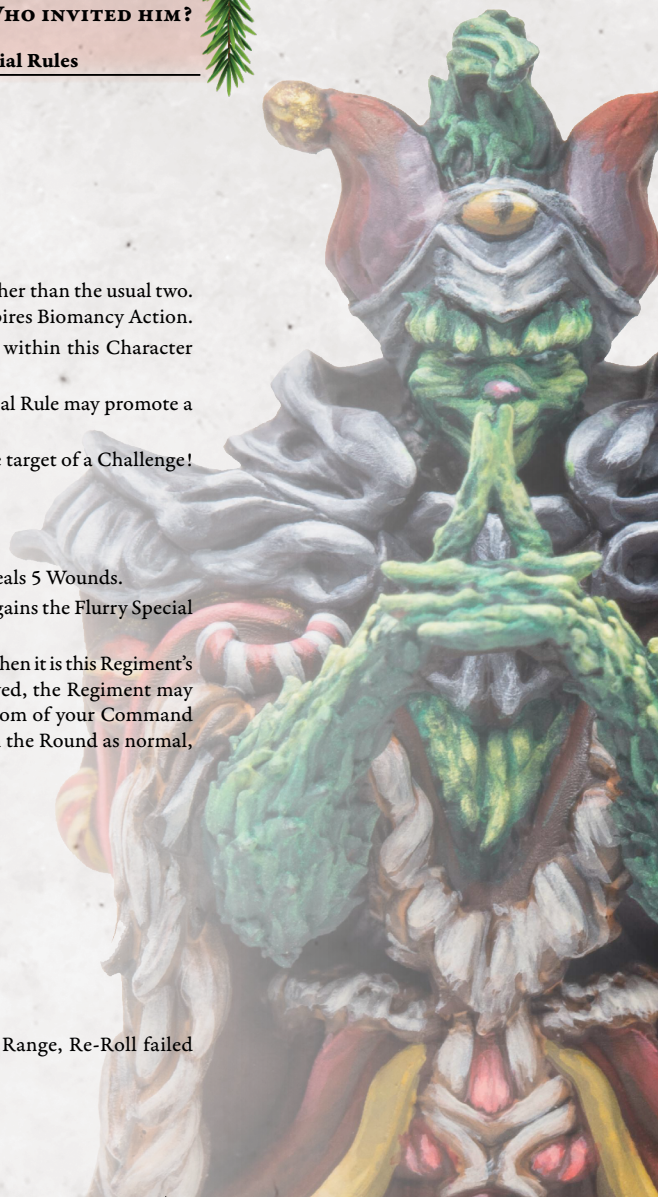
Heightened Senses [Command]: Target Friendly Dronekind or Clonekind Regiment. When it is this Regiment's time to Activate, after the Command Card is drawn but before Draw Events are resolved, the Regiment may choose to forgo it's Activation and Draw Events. Place the Command Card at the bottom of your Command Stack and pass play to your Opponent. Target Friendly Regiment may Activate later in the Round as normal, It does not count as having Activated.

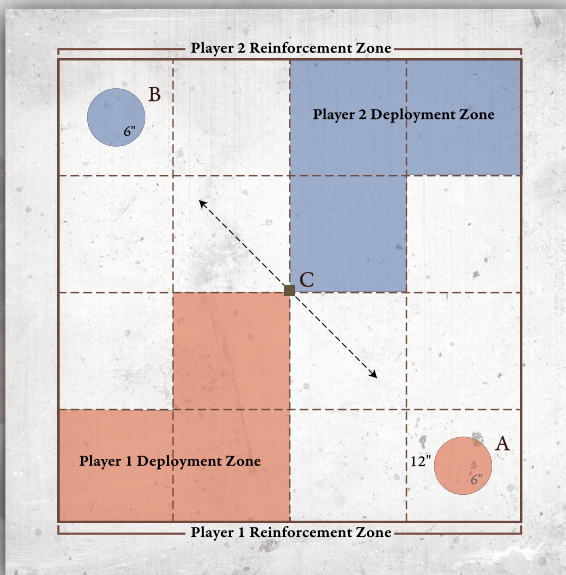
Biomancy Abilities:

- Virulence
- Entropic Transfer
- Establish Perimeter
- Amplified Biogenics

Mutations: Seu-Grin's heart has been mutated to be small and cold like ice.

Heart of Ice: All Infantry Dronekind and Clonekind Regiments within Command Range, Re-Roll failed unmodified Resolve Rolls of "6".





HOW TO PLAY

To Play the “Festive and Mean!” Scenario simply bring your 600-800pts Hundred Kingdom First Blood List against a Spire Opponent with a similar size Army!

The game is played by setting up the table as shown in the Scenario’s diagram. The winning condition is to save the presents from the clutches of the evil Seu-Grin and save the night! Fight over the presents and bring them home where they belong!

SETTING UP THE BATTLEFIELD!

Place two 6” Objective Zones and one Objective Marker as shown in the diagram. Objective Markers Zone “A” is considered to be friendly to Player 1 whereas Objective Marker “B” is considered to be friendly to Player 2. Each

Objective Zone is placed at the center of its respective 12”x12” square. Each corner Zone is 6” from the closest player’s table edge and 6” from the side of the table. The Objective Marker “C”, the gifts, is placed at the center of the Battlefield.

Deployment zones consist of three 12”x12” squares, as shown in the diagram, on two opposing corners of the battlefield. Reinforcement Zones extend the entire length of each Player’s table edge as per the Scenario diagram.

SCENARIO SPECIAL RULES

The Objective Marker cannot be wounded, destroyed or become Engaged. During the Victory Phase of each Round the player that has the most Models within 3” of the Objective Marker, following the rules for Seizing Zones, moves the Marker 6” directly towards the center of their friendly Objective Zone.

VICTORY POINTS

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

- Players gain 2 VPs for Seizing the Objective Marker.
- Players gain 3 VPs for Seizing the Enemy Objective Zone.
- Players gain an additional 2 VPs if they are Seizing both the Enemy Objective Zone and Marker Players gain 15 VPs if the Objective Marker is within range of their friendly Objective Zone.
- 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 when a Player gains 25 VPs or at the end of the 10th Round. If no Player has won by the end of the 10th Round then the Player with the most VPs wins the game.

Festive and Mean



Atop his Spire covered in snow, sat the grumpiest, loneliest biomancer of them all! With furrowed brows and spite in his heart, he huffed and puffed for there was one thing he could not have.

His name was Seu-Grin - the scheming Arbiter of Sorrow - and this holiday season, his bitterness was quite thorough.

With ice in his veins and scorn in his gaze, Seu-Grin looked down from his Spire. Below, in the far distance, he spotted the makings of a festive gathering, which caused him significant ire.

Jolly Nick Claus stood in front of a merry bonfire, spreading the good word of the Deist (or possibly Theist) Church so all could admire.

Words of love and gratitude were spread from lip to lip - as well as food, presents, and delicious drink.

The people rejoiced under the guidance of good ol' Nick!

Seu-Grin observed with anger from a distance - until he decided to put an end to it all in an instant!

In the dark of the night, he ventured down from his Spire, seeking to drown out this joyous bonfire.

With malice and dark magic, the fire was snuffed out. Seu-Grin stole the presents and promptly checked out!

The very next day, as the sun rose above the Spire, the grouchy biomancer witnessed something he could not help but admire.

The people below him were gathered in a big circle, and jolly Nick Claus sat directly in the middle. "Do not mourn the snuffed out bonfire," said the priest, "for the true fire burns within us all, even in situations this dire!"

So it was that Seu-Grin sat alone in his sorrow, and jolly Nick Claus brought about a better festive 'morrow!