Birth of the Abominable Snowman.

'Twas the longest night of the year, a long time ago,
when Jubilee Cinch walked for the last time in the snow.
An ambitious and promising Biomancer once,
Was degreed by the Board to be naught but a dunce.

The future was sealed: Pheromancy in the dark,
condemned to the Underspire forever. But hark!
Eyes narrow and flare as they view all the lights,
Of the human towns preparing their Long Night' holy rites.

"Oh, how I loved their elations, their hopes in the dark,
Their songs and their carols had left their bright mark
But how bitter they seem now, in this sourest of hours,
To me dark seems prevailing and all light it devours.

"Curse those primates and thrice-damned their joy!
Curse the Board, curse this night, curse my enemy's ploy!
If I'm stuck in the dark and the lights won't enjoy,
Their rites, all they stand for, evermore I'll destroy!

"No more night of the Bright Tree, no more Longest Night,
No more songs, no more joy, I'll replace them by FRIGHT!"
And in that moment gone was Jubilee Cinch,
On that snowed, hallowed eve born was Evermore Grinch.

A chilling laugh echoed as the Grinch fled the Spire,
With one goal in mind, to make good that desire.
First stop: steal a husk, an empty horrifying prison,
Then off to the open world with a plan defying reason.

A year the Grinch travelled, met with Dwarves, witch-
es, wizards,
Then another year passed, meeting spirits of blizzards,
Then a third year passed, in which the Grinch spoke
to no man.
But on the longest night all gathered and the Grinch…
built a snowman.

Amidst chants and sorcery, a year's silent fury and malice
they were poured into the snow which held it all like
a chalice.
Then the Snowman was ready; for a moment, all stood
still…
Until the white head turned, coal eyes filled with dark will.

Cackles and jeers and hisses welcomed the turn of a head,
They all reveled the birth of this new thing of dread.
But Grinch remained silent until all sound died,
To say to the Snowman with a chilling grin wide:

"Arise, my Snowman, your war-chariot awaits,
A prison to some but for you it has all the right traits,"
as slowly the Snowman walked into the Abomination
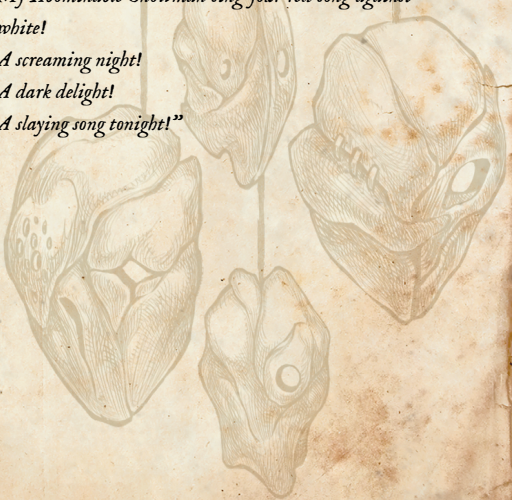A thing of rich malice, of nature a pure violation.

"No more night of the Bright Tree and no more Longest
Night!
No more songs, no more joy, go replace them by FRIGHT!
My Abominable Snowman sing your red song against
white!
A screaming night!
A dark delight!
A slaying song tonight!"

The Abominable Abomination

Name	Type	Class	M	V	C	A	W	R	D	E	Special Rules
Abominable Abomination	Festive Spirit	Heavy	10	4	3	10	40	4	3	1	Cleave (2), Flurry, Hardened (1), Terrifying (1)

Abominable Abomination — Points: Bring Everything

Draw Event: None
Number of Models: Bring a friend and try to tackle more than one!

SPECIAL RULES

"It Shivs you When You're Naughty"

At the end of an Action where the Abomination is reduced to half or less of its Wounds the following happens:
The Abomination stares menacingly towards its Enemies. It slowly positions its candy cane arm under one of its feet and snaps it forming a sharp point. The Abomination gains the Cleave (5) and Terrifying (+2) Special Rule and casualties do not create Casualty Tokens. Run...

"It Knows When You're Afraid"

The Abomination does not use the Command Stack, it doesn't play by your rules. The Abomination always Activates first and then it activates again every time two Enemy Regiments Activate (every third Activation) Roll on the Abominable Table every time it Activates.

Speed of Blitzen

The Abomination's total Charge Distance is always a fixed 18" and can move through Engagement Ranges without triggering Attacks of Opportunity. Blitzen didn't manage to get away, you're next.

Spreading the Fright

When the Abomination performs a Clash Action against a Regiment it also performs 2 Additional Attacks against any other Regiment in its Engagement Range.

Memories of Holidays Past

Even the Old Dominion doesn't scare the Abominable Abomination. They too reek of fear... and something else. The Abomination is Fearless.

THE ABOMINABLE TABLE

1) The Abomination immediately Charges the nearest Enemy Character Regiment, or Enemy Regiment that contains an Officer Model, and directs all of its Attacks against it. Should the Abomination cannot Engage an Enemy Character Regiment or Enemy Regiment containing an Officer Model by moving its maximum Charge Distance, it must instead Charge its closest Enemy Regiment. If one is not within maximum Charge Distance, then it may March towards it and attempt to Charge anew (prioritizing Character Regiments).

2) The Abomination immediately Charges the nearest Enemy Regiment that is Seizing an Objective Zone and directs all of its Attacks against that Enemy Regiment. If there is no Enemy Regiment Seizing an Objective Zone within the Abomination's maximum Charge Distance, it must instead perform a March Actions to get as close as possible to one such Enemy Regiment. If one is still not within maximum Charge Distance, then it may attempt to Charge anew (prioritizing Regiments that are the closest to Objective Zones or Markers).

3) The Abomination rushes directly towards the furthest table edge trampling everything in its way. Perform one March Action directly towards the furthest table edge ignoring Enemy Engagement Ranges. At the end of the March the Abomination's base cannot overlap with any other Model's. If it does move it the minimum amount required on the same path to completely clear Enemy Models. Every Regiment the Abomination went over during its move received D6 hits.

4) The Abomination immediately performs a Volley Action, swinging its celebratory ornament of doom, with the following profile against the closest Enemy Regiment.
"Ho-Ho-Nooo" - Barrage (6) (4", Armor Piercing 2)

If an Enemy Regiment is not within range then it may perform a March directly towards the closest Regiment. If it is already Engaged in combat then it may perform the Volley Action against the Regiment it is Engaged in combat with.

5) Nothing Happens. Ruining the festive spirit takes a toll on your cardio.

6) The Abomination immediately Charges the nearest Enemy Regiment and directs all of its Attacks against that Enemy Regiment. If there is no Enemy Regiment within the Abomination's maximum Charge Distance, it must instead perform a March Action until it gets within its maximum Charge Distance and then must perform a Charge Action with any remaining Action it has this Activation.

HOW TO PLAY

To fight against the Abominable Abomination(s) simply bring your 600-800pts First Blood Army List and set it against a single Abomination!

The game is played by setting up the table as Scenario 1 or Scenario 3 of the First Blood v2 Rulebook, however you may play in any Scenario configuration. The winning condition is to kill the Abominable Abomination and rid this year's festivities of the evil grinch! The Abomination wins if it does not die by the end of the 8th Round.

Objective Zones and Markers do not award Victory Points, instead they allow you to influence the roll on the Abominable table as follows:

- If you control two Objective Zones and/or have destroyed two Objective Markers at the end of this Round's Victory Phase you get to Re-Roll the Abomination's Abominable Table Rolls for the entire next Round.

- If you control three Objective Zones and/or have destroyed three Objective Markers at the end of this Round's Victory Phase you get to Re-Roll the Abomination's Abominable Table Rolls and influence the final Roll by +1 or -1 for the entire next Round.

The game also plays in **multiplayer!**
Bring a friend and bring two 700pt lists! Create a Command Stack that includes all of your Command Cards. Each player's Models are considered Friendly to the other Player's Models. A Player's Models cannot affect the other Player's Models with Commands, Abilities or Special Rules. Each Round the Players will Activate **three** Regiments instead of two before the Abominations Activate. When it's time for the Abominations to Activate they both Activate at the same time. Hazlia's speed and best of luck!

Download the STL files for the Abominable Abomination Upgrade Pack here