



THE SACK OF CHRISTMASTOWN

Written by Joe Heller

Perhaps it was the lumps of coal always left in your stockings, or perhaps it was seeing rich brats get the best toys year-after-year while you only got oranges. Whatever the reason, you have led your forces ever northward, leaving your ships, frozen in ice, far behind. Finally after a long trek through the icy waste you come upon your goal. The clustered village of Christmastown lay before you. Your men prime their muskets and loosen cutlasses in their sheaths as they advance upon the unsuspecting settlement. The elf that you captured and tortured has given you the correct directions after all!

But wait... the town seems too quiet. One of their scouts must have sighted your force and warned the Old Man. Silhouettes of armed men can be seen marching stiffly into position. And the muzzle of an artillery piece can be seen jutting from a hastily made emplacement. No matter. The time has come to take your revenge and have all the best toys for yourselves...

SETUP:

This scenario is for 2-4 players. One player will be the Christmastown garrison while the others may be from any faction.

The number of points available to each side is dependent upon the number of players:

2 players: 80 points each.

3 players: 65 points for pirates, 120 for Christmastown.

4 players: 65 points for pirates, 180 for Christmastown.

OBJECTIVES:

» The pirates must capture the large central building (workshop). The Defenders must hold out for six turns.

» The Christmastown faction is defending while the Pirates are the attackers.

» The scenario is played on a 3' X 3' board with the defenders in the center. The defenders have one large building (the workshop) and two small buildings to arrange as desired as long as they are 6" from the map border. Up to seven crate or barrel sized obstacles may be placed by the defender, and two forest areas may be placed as above. The attackers may begin anywhere within 6" of the map border. If winter scenery is available (i.e. snow fields, pine trees, etc.) it should be used.

» Scenario length: 6 Turns.

THE FACTIONS:

The attackers may be from any faction. Legendary commanders may be used.

The Christmastown faction has the following units available to it.

Core units: Toymaker Elves, Animate Wooden Soldier

Auxiliary units: Jack-in-the-box, Reindeer (no more than 8) Giant Stuffed Bear

JOLLY 'OLE SAINT NICK, Legendary Commander, 35 points.

Command points: 3, range 12", Heavy Melee Weapon, Blunderbus.

LET IT SNOW: This commander may change the weather as a dedicated action. Roll 1d10 and consult the random weather table below: the weather conditions last until the end of the next turn.

1-4 Blizzard: visibility is reduced and all range penalties are doubled.

5-7 Sleet: any unit using matchlocks, explosives or artillery must spend an extra action each turn to keep their matches lit.

8-10 Deep Freeze: Ice covers everything making movement treacherous. Any unit that moves more than 4" must make a resolve test or automatically go prone.

RE-ANIMATOR: By spending a command point, this commander may re-roll a missed save by any ANIMATED TOY within his command range.

MERRY AXE-MESS: if the commander's unit activates with a ♥ all models may make one extra melee attack action.

TOYMAKER ELVES, 6 points

Fight: 6/7 Shoot: 6/6 Resolve: 5

Standard Melee Weapons, bows

SCOUTS / ELUSIVE / QUICK / SKIRMISHERS

ARCTIC DWELLER: this unit ignores the effects of ice on movement and does not need to make resolve tests to keep from going prone or to stand up on ice.

ANIMATE WOODEN SOLDIER, 6 points

Fight: 7/6 Shoot: 7/7 Resolve: 4

Firelock Musket, socket bayonets

CLUMSY: This unit only moves 2" per move action and must take an extra reload marker when reloading.

ANIMATED TOY: This unit ignores fatigue.

JACK-IN-THE-BOX, 8 points

Fight: 5/6 Shoot: -/7 Resolve: 5

Standard Melee Weapons

POP GOES THE WEASEL: This unit remains hidden in any crate or barrel until activated. When activated it leaps out of its container and any living unit within 8" gains 1 fatigue point. The controlling player need not specify which container holds the unit until it is activated.

ANIMATED TOY: this unit ignores fatigue.

ROOTED TO THE SPOT: This unit cannot move but may attack any other unit within 8" of it.

REINDEER, 7 points

Fight: 5/6 Shoot: -/6 Resolve: 6

Main Weapon: Antlers and hooves (as standard melee weapons)

WILD ANIMAL: This unit may only consist of one model and may not be joined by a commander. It may not hold objectives.

FAST: This unit may take an extra move action each turn.

BUCK AND GORE: When making a charge, this unit may make an extra melee attack.

FLYING LEAP: This unit may jump over 4" of obstacles or terrain. It may land on top of structures.

GIANT STUFFED BEAR, 6 points

Fight: 5/6 Shoot: -/8 Resolve: 3

Main Weapon: massive paws (as standard melee weapons)

ANIMATED TOY: this unit does not suffer from fatigue.

LUMBERING HULK: This unit provides cover to any friendly unit that is behind it and within 8".

SLOW: This unit may not move more than 8" per turn.