

# Victory Gamers' Holiday Special - SANTA SCRAMBLE

*Santa is going barmy and has started dropping presents out of his sleigh before Christmas. Armies amass on the field to get their share of the holiday goodies!*

This is a Triumph & Treachery battle for three to six players. Use the Triumph & Treachery rules on pages 24-29 of the GHB 2017.

## SET UP

Place a marker at the center of the battlefield to show the location of the Big Prize the players are striving to grab. The players then roll off, and the winner decides the order in which the players pick their territories, which are shaded on the map below.

The players alternate setting up units one at a time, starting with the player that won the roll off. Models must be placed in their own territory. Continue to set up units until all players have set up their armies.

A player may place any of their units in reserve instead of setting them up on the battlefield. Reserve units can enter play in any of their player's movement phases starting from the second battle round. All the models in the unit must be set up in the player's starting territory, within 6" of the table edge, and more than 3" away from any enemy models. This counts as their move for that movement phase.

## THE BIG PRIZE

If, at any point during their movement phase, a player's general or hero moves within 1" of the Big Prize, they must pick it up. Put the marker under the model to show that the model is now carrying the Big Prize. If the model is slain, they will immediately drop the Big Prize in the exact position they occupied prior to being removed as a casualty. Once dropped, the Big Prize can be picked up again by another general or hero (or even the same one should they return for some reason).

## STOCKING STUFFERS

In addition to the Big Prize, Santa drops four Stocking Stuffers during the game, one at the start of each battle round. Roll a dice to determine in which quadrant the Stocking Stuffer falls. Re-roll if it falls in a quadrant previously selected. A Stocking Stuffer is represented by a counter and falls at a location corresponding to a number on the map.

A player controls a Stocking Stuffer counter if, at the end of any battle round, they have more models from their army than there are neutral or enemy models within 6" of it.

## MISTLETOE

Put six identical tokens in a bag, with two being green and four being red. At the start of each battle round after the initiative/priority roll off, each remaining player blindly picks a token from the bag. If both green tokens are drawn, the players drawing them are smitten with holiday cheer and cannot select each other as enemies during that round in any way. The green and red tokens can be traded for victory points among players each round. Tokens are put back into the bag at the end of each round and do not carry over to subsequent rounds.

## GAME LENGTH

The game lasts four battle rounds, but may be extended additional rounds if

all remaining players agree.

## VICTORY

The player controlling the Big Prize at the end of the game gets to keep it! The Big Prize is a \$10 Victory Comics gift card. If no player controls the Big Prize at the end of the battle, then the player with most models within 6" at end of the battle controls it. If no models are within 6", then the player whose model last dropped it controls it. If still no one controls the Big Prize, it becomes a Stocking Stuffer below.

Players attempt to earn victory points, which are scored as follows:

1 victory point is scored in each phase for every 5 wounds you inflicted in that phase.

A player that controls a Stocking Stuffer counter receives 3 victory points.

Each player must bring a gift valued at around \$5 to represent a Stuffing Stocker prize. At the end of the game, each player gets to select one of the Stuffing Stocker prizes to take home. The player with the most victory points gets to choose first, then the player with the second most, and so one. In the event of a tie, roll a dice to determine the order of selection, with the highest roll going first and re-rolling ties.

