

# THE FIGHT BEFORE CHRISTMAS v1.1.1

“Ho ho...oh NO!”  
Santa Claus

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More details can be found in WARSURGE Book 1. Core Rules.

## PROLOGUE

Santa was travelling across the Omniverse - delivering gifts across time and space - when he decided to take a shortcut through a battlefield. Distracted by the warfare below, Santa and his sleigh were suddenly struck by a massive rock, which violently shook him and his cargo. Struggling to regain control of the sleigh, Santa squinted into the distance to find his assailant; a large, scrawny humanoid figure. Pulling out his binoculars, Santa believed that what he saw was none other than the dreaded Grintch: a carnivorous horror from the frozen wastes... who hates Christmas with all his small, stone-cold heart.

Meanwhile on the battlefield below, colourful boxes rained down from above. Even stranger still, a decorated Christmas Tree sprouted mysteriously at the centre of the battlefield. Inside the colourful boxes are gifts containing useful gear and resources, which may help any engaging forces gain the upper hand in the battle taking place.

### Logistics

Narrative Type	Clash	Map Size	Any
Number of Players	2+	Theme	Christmas

**Competitive Game:** Follow the Competitive Game Steps as normal from Book 3. Competitive Games, except Step 6 is a 'Mission' that refers to the Objectives in this Narrative Mission.

**Christmas Objectives:** Follow the Objectives on the next page for details.



*It's a special time of the year. Building from Zealot Miniatures by Tabletop World, Gaming Mat by Deep-Cut Studio*

# NARRATIVE OBJECTIVE DETAILS

## Christmas Tree

At the exact centre of the Battlefield is a Christmas Tree, which acts as an Objective Marker.

### Objective Value

The player that controls the Christmas Tree gains +1 OP at the end of the Game Turn and one Unit controlling the Tree also receives a Gift. See Christmas Presents below for details.



## Christmas Presents

Throughout the Battlefield are a number of Christmas Presents. For each 2'x2' (or 24"x24") area of the battlefield there are 3 Presents. For example, in a 4'x4' Battlefield, there are 12 Christmas Presents altogether.

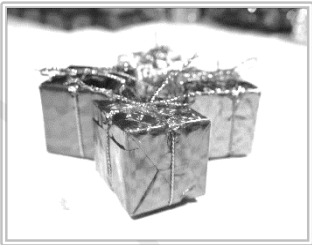
### Placing Christmas Presents

Players alternate placing Presents on the Battlefield at Step 6 when starting a Competitive Game.

### Opening Presents

When a Unit makes contact with a Christmas Present using a Move or Dash, they open it immediately, removing it from the Battlefield. A Unit can only open one Present in a single Move or Dash.

The Unit that opens the Present gains +1 OP. It also grants a Christmas Gift to the Unit that opened it, detailed below.



### Christmas Tree and Gift List

Roll a D6 and refer to the result below. Acquiring the same Gift accumulates/stacks if found by the same Unit.

D6	Gift	Effect
1	Coal	<b>No effect.</b> The only thing to be found here is <i>visible disappointment</i> .
2	Aether Infused-Eggnog	Restores <b>D3 HP</b> to the Unit (restoring casualties) and also grants it <b>+1 Defence</b> for the rest of the Game.
3	Candy C.A.N.E	<b>Candy C.A.N.E (Clausian Adverse Negativity Eliminator):</b> Unit gains <b>+2 Power</b> for all Weapons. If the Unit already has this upgrade, it is an additional +1 Power instead.
4	Santamantium Armour Plate	Forged from a unique metal found in Santa's homeland. It upgrades the Unit's <b>Armour Save by +1</b> , up to 2+. If already at 2+, it instead upgrades AEGIS by +1 (up to 2+).
5	Popgun	<b>Popgun:</b> All of the Unit's Weapons gain the <b>Explode I Perk</b> and <b>+6" Range</b> . If Popgun is already present on the Unit, Explode I becomes Explode II and gains a further 6" Range. If another, Explode II becomes Explode III and gains a further 6" Range. Any subsequent finds of Popgun after this only increase Range by a further 6". If a Weapon already has a Mode template, it can choose to use either template.
6	Star of Christmas	With <b>one exception</b> , the Unit cannot lose HP from any source for the remainder of the Game Turn. If acquired in the Dash Phase of a Standard Game, it applies next Game Turn instead. Weapons with the <b>Freeze</b> Affliction Perk can still harm a Unit with this Gift. If the Unit suffers HP Loss to a Freeze Weapon then the Star of Christmas is removed <i>immediately</i> ; immunity to Freeze does not help. If Star of Christmas is active and the Unit acquires another, this extends it by another Game Turn.

**Explode I/II/III:** Template: circular 3/5/10" diameter. Place template fully inside Weapon Range. Resolving each Unit affected individually, count each model (friend and foe) fully or partially under the template and multiply the total by Attacks on the Weapon. Roll the result as Attack Dice. If used against occupants inside a Transport via a Fire Point, it generates D6/2D6/3D6 Attack Dice (multiplied by Attacks) instead of referring to the template. 0 Range requires the template to be centred over the Wielder.

### MOD: Wrapped-Up

Convert any existing Competitive Game to have a Christmas Tree and Christmas Presents. If there are Objective Markers, turn a centre one into the Christmas Tree (or add the Christmas Tree if there is no centre Objective). In addition to any other Objectives, add the Christmas Presents as instructed in this Narrative (3 per 24"x24" area of the Battlefield). If playing a Deathmatch, each OP collected instead increases a Roster by 1%, applied at the end of the Game. ***For example:** In a Deathmatch where a player finished with 61% of their Roster remaining and gained 7 OP, the Roster counts as 68% instead.*

## Ending the Game

The Game ends at the conclusion of the final Game Turn. Depending how players performed will decide an Epilogue:

### Won the Game

If you won with at least some of your Roster surviving, refer to Epilogue: A Very Merry Christmas.

### Won the Game while taking Gifts but not opening them

If you won while accepting the OP of Gifts but not using any D6 Gifts, refer to Epilogue: Champion of Grintch.

### Won the Game with 0% Roster

If you won the game but have none of your Roster remaining, refer to Epilogue: The Meaning of Christmas.

### Lost the Game

If you were defeated but have some of your Roster remaining, refer to Epilogue: Maybe Next Year.

### Lost the Game with 0% Roster

If you were defeated and have none of your Roster remaining, refer to Epilogue: Chill of Defeat.

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## EPILOGUE

### A Very Merry Christmas

Your success on the battlefield has brought you an almost unnatural joy. Victory today has been made even sweeter due to the gifts you claimed and the presents under the Christmas Tree. As you celebrate, other ideas cross your mind... whether they are to find and thank Santa Claus or to pursue him for even more plunder, only you really know.

### Champion of Grintch

Your goal was to take as many gifts as you could – not to share them with others or keep them for yourself – but to deny Christmas to all around you. You did this and achieved victory on the battlefield. The Grintch would be pleased.

### The Meaning of Christmas

Victory was secured, but at a great cost. How are you to share the plunder and glory if you have no one to share it with? For is it not the nature of Christmas to give and share with others? As the magic of Christmas fills the air, it instead fills you with doubt. Were the sacrifices for victory worthwhile, or was it perhaps worthy of being called defeat?

### Maybe Next Year

The battle was lost, but at least there are plenty of Christmas presents to go around. An unnatural sense of peace fills all factions in the battle; even the worst of enemies feel uninclined to attack. Perhaps you will have a moment of amnesty with your foe to partake in the festive season, sharing goodwill with one another? Have eggnog, fine food and spirits by the roaring fire and tell of battles won and lost – for without times of celebration, what joy is there in the festive season?

### Chill of Defeat

Not all get to share in the warmth, love and joy that surrounds Christmas. Your total defeat is a reminder of such a reality. Still, you should not despair, for there are worse fates – such as that of the Grintch who lurks in the cold, seeking to snuff out the cheer of the holiday season along with the lives of those who celebrate it. Pray there aren't more out there like him, and that those who survive these festive battles should not share in this fate. For to be drawn to cause great suffering during the holidays... to remorselessly steal the happiness of others while not experiencing any joy or satisfaction in the act, is the birth of a new Grintch.



# CHALLENGES

## Sleigh the Competition

Receive at least one Popgun and at least one Candy C.A.N.E on the same Unit and cause an enemy Unit to become a casualty with the Unit wielding these Gifts.



## On the Good List

Throughout the game, open at least one Present and never receive Coal (Perks that allow rerolls can help).



## Christmas Tree Hugger

Either hold or contest the central Christmas Tree Objective at the end of each Game Turn for the entire Game, then claim the Christmas Tree on the final Game Turn.



## Hold on for Deer Life

Take a Transport with Fire Points in your Roster, and have it relocate 36" in a single Game Turn.



## It was on a Starry Night

Have the Star of Christmas active on a Unit and use that Unit to control the Christmas Tree central Objective at the end of any Game Turn.



## When the Weather Outside is Fightful

Win 'The Fight Before Christmas' Narrative without taking any Weapons in your Roster.



## Silent Night

Open a Present with the Stealth Perk active.



## It's Ice to Meet You

Apply a 'Freeze' Affliction Perk to an enemy Unit with 'Star of Christmas' active, then engage that Unit in a Melee afterward on the same Game Turn.



## Son of a Grinch

Win the game, but when seizing Christmas Presents you refuse to apply any of the contents during the entire game. You will only receive the +1 OP from opening a Present or holding the Christmas Tree.



# MERRY CHRISTMAS