

The crash that (almost) ruined
Grimblesnacht



*A festive Moonstone scenario for use with the
Grimblesnacht miniature.*

Introduction

It's Grimblenacht Eve in Tauber, and the residents of the town are busy participating in their usual festive activities. Mama Gimble, shrouded in a cloud of flour, whistles a merry tune as she lovingly kneads the dough for her teacakes, whilst the other Gnomes gather around telling tales of Old Grimblenacht and the treasures he might bring them. The humans too are celebrating (or not) in their own way, some muttering about humblebugs whilst others bedeck their trees with twinkling stones and chains of faerie-spun gossamer.

The Goblins have no such concerns, busy delighting in mischief as they generally do. As Doug staggers around the square, engaging in a spot of festive flatulence brought on by one too many egg-grogs, Seasick Stu bellows a merry little off-key shanty that has all the other goblins whooping and wheeling with glee as they slosh their mugs and stamp their feet.

"Oooooooooooooo-errrrr wave and crest, Seasick sails the best, to the roar of wind and swells... But there's none so rapt as when Old Grimblenacht rings his merry Gimble bells..."

Seemingly unaffected by the rambunctious goings-on, the Rogues stand strangely silent, gathered together around Muridae and fidgeting in a manner that suggests a focus not on festivities, but some other altogether more unanticipated happening. As the sound of distant buoyant jingling pierces through the starry tree-dappled skies, another more jarring noise emerges to join the pleasant tinkling tones... with an ever increasing clattering, rattling, pounding rhythm rapidly soaring closer - ending finally in a *whoosh* and an almighty *CRASH* which projects snowdrifts in all directions across the town.

As the air clears, and Baron von Fancyhat dejectedly brushes small shards of ice interspersed with speckles of dirt and dust from his previously extremely majestic be-feathered hat - which has inexplicably flown from his head and landed in a forlorn and quite crumpled pile on the floor - the other humans gasp to see a stack of presents strewn across the cobbles of the Town Square. Topped by a rather exhausted looking, overinflated frog with a small and very angry red-gowned goblin jiggling angrily from foot to foot standing next to it and bellowing loudly, this surely was not the intended method of delivery of the gifts for the town!

'It's Old Grimblenacht!' a small gnome whispers, followed by excited chattering and a rush of activity as Mama Gimble loads a large battered plate high with freshly baked teacakes.

Thrusting them at Billy with an urgent plea, "Moonstones below! Deliver these teacakes to revive that poor creature, before all Grimblenacht Day is ruined!"

Other creatures, both naughty and nice, are focussed more on the array of gifts that litter the ground - some taking advantage of the chaos to plot present-thievery whilst others tend more towards honourable goals, aiming to ensure a very merry Grimblenacht for all.

'Twas late Grimblenacht Eve
And all throughout Tauber
Creatures were stirring
Bringing chaos to order

The moonstones lay frozen
In Manifrost ground
Trolls and Goblins cared not
As they frolicked around

Mama Gimble baked teacakes
With Mother's Love and care
And the smell of spiced currants
Filled the frosty night air

In the distance a jingle,
a whoosh and a crash
(that parted the Baron
from his most festive hat)

A snicker of Faeries
Spread their wings and took flight
To investigate presents
Spread out in the night

Fauns, giants and spirits
Looked on in awe
At the view of Old Grimblenacht
Sprawled stunned on the floor

Some creature's been naughty!
The Gimble-Goblin roared
I'll find out who did it
They'll have presents No More!

Scenario: The crash that almost ruined Grimblenacht!

(2-3 Players)

Old Grimblenacht (a Goblin Airship with extra special rules) has crash landed in the middle a town square on Grimblenacht Eve. In this scenario one troupe will be nice and, after helping Old Grimblenacht hastily get airborne again, aims to see him deliver presents to each home in the town. However one or two naughty troupes have decided to take advantage of the situation and steal some presents for themselves!

This scenario requires a defender, and one or two attackers. Players should agree before the game who is which.



Old Grimblenacht

(Festive Upgrade Kits for Goblin Airships are available from shop.moonstonethegame.com)

Turns: 4

Recommended Troupe Sizes

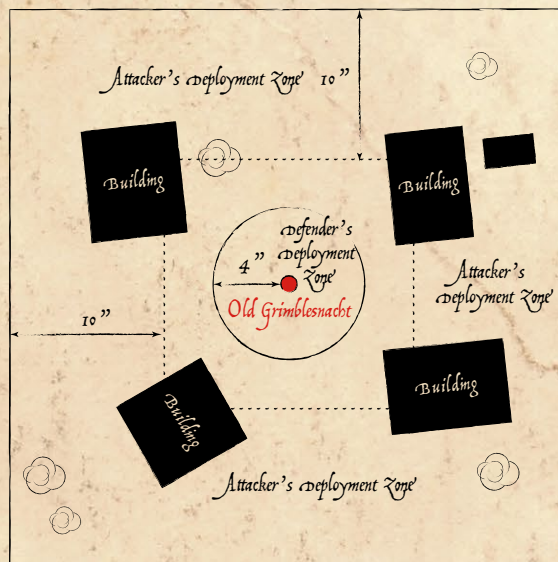
Defender's Troupe: 6, including a **Goblin Airship** (*Old Grimblenacht* himself!).

Attacker's Troupe (2-Player Game): 6

Attackers' Troupe (3-Player Game): 4 each.

Setting Up

This game takes place in typical Tauber town square. Players should place 3 or 4 buildings on the board, with their nearest points 6" from the board centre, and any other smaller items of scatter terrain to suit the scene as they please.



After terrain has been placed, drop 7 D4's as normal. These are not Moonstones but **Presents** scattered by the crash. Change all of their *Depth Values* to '1' or replace them with suitable festive tokens.

Place *Old Grimblenacht* (a Goblin Airship) at the very centre of the board (nudge away any *Presents* that may be in the way). Then the defender deploys the remainder of their troupe entirely within 4" of this model.

In a 2-Player Game, the attacker then deploys their troupe entirely within 10" of any table edges (they may surround the defender). In a 3-Player game, attackers should roll off. The winner chooses a table edge and deploys their troupe entirely within 10" of that table edge. Then the other attacker deploys their troupe entirely within 10" of the opposite table edge.

In 2-Player games, the attacker has *Initiative*. In 3-Player games, no player is considered to have *Initiative*.

Victory Conditions

The defender scores Victory Points (VP) for delivering presents to buildings in the town, while the attacker(s) score VPs for opening stolen presents. At the end of turn 4, the player with the most VP is awarded good cheer and a glass of egg-grog.

Special Rules

Presents

This scenario does not use Moonstones, but there are *Presents* to collect instead! You can use whatever you like to represent *Presents* on the battlefield from a simple D4, to a colourful foil wrapped chocolate. For the purpose of rules and abilities, *Presents* are treated as Moonstones at Depth Value '1', and a model that is not engaged by an enemy can gain possession of a *Present* in base contact by taking a Harvest action. You will need a shuffled deck of all 36 **Upgrade Cards** (included in the [Campaign Deck](#) pack) shared by all players in order to open *Presents*.

Additional Festive Abilities

All characters in the game besides *Old Grimblesnacht* gain the following Active Abilities:

Some people just can't wait until Grimblesnacht morning!

Tear Open the Wrapping! (1)

If this model is in possession of a *Present*, it may discard the *Present* to draw an **Upgrade Card** from the Upgrade Card Deck and immediately attach it to this character for the remainder of the game, ignoring usual faction and keyword restrictions. If this character is on the attacking side, you also gain 1 VP.

Throw Snowball (1) 4"

Choose a target, then Flip an Arcane Card and apply the following effects [X: Target suffers 1 Magical Dmg. Catastrophe : This character suffers 2 Impact Dmg and may not take a Jog action until end of turn].

Troupe Selection

We recommend for a balanced 2-Player game using the following characters:

Attacker: Muridae, Silvertongue, Fraya, The Fencer, Claudia Duvel, Belladonna.

Defender: Goblin Airship (Old Grimblesnacht), Shabbaroon, The Mortician, Doug the Flatulent, Firespitter, Boom Boom McBoom.

However, you are free to use whatever characters you have in your collection.

Old Grimblesnacht

Old Grimblesnacht is a Goblin Airship and has all of its usual stats and abilities. However, it begins the game on half health (*it was a truly heinous crash!*) and gains the following abilities:

Force feeding magical teacakes to inflated frogs has some unexpected results:

Teacake Trumps: Flip an Arcane Card at the start of each Replenish Step. This character receives the following effects [X: Gain +X energy (*A currant of spiced vigour fizzes through the frog*). X: Restore X+1 Wds. (*Mothersnacht Love bursts forth from the warm, tasty treat*). X: Move X+1" (*The flatulence generated by teacake guzzling propels Old Grimblesnacht onward*). Catastrophe : The player to the left may place 2 **Presents** in base contact with this model.

Bleedin' Presents: Each time this character suffers 1 or more Wds, the active player may place a *Present* in base contact with this model.

Sugar and Spice, Immortality's Nice: Old Grimblesnacht is forever, and cannot be slain or removed from play. If it is reduced to zero health, or is moved or forced off a table edge, it returns to the centre of the board immediately. Nudge over other models or *Presents* if need be to make room.

Old Grimblesnacht aims to deliver a present to each of the buildings in the town using the following Active Ability:

With this Geschénk you are really spoiling us (1)

This ability can only be used if this model is in base contact with a Building terrain piece, and has not previously used this ability at this Building. Gain 3 VPs.