

Taking turns

A round is divided into several turns: In the first turn, each player places one card face down in front of him. When this is done, each player turns his card face up.

Now each player performs one action and spends the according amount on Action Points on it.

Players perform their actions according to the order of initiative, lower scores go first. Equal scores roll dice, highest result goes first.

When everyone has performed an action, another turn begins where each player who still has action points left may perform another action, according to order of initiative.

Combat

To hit another player's fightress with a snowball, count the hexes between your fightress and the opposing one. The number of hexes is the number you have to roll on your D6 to hit.

If the snowball hits, subtract the given amount of damage from the victim's life. If the life of a fightress ever drops to or below 0, she is out for the moment and will respawn next phase on any hex of her home base.

If a player uses „Interrupt“, the victim may not perform an action on his turn AND loses 2AP for this round.

If a player gets knocked down, place the stand-up prone. The player of that fightress has to spend 2 AP to get her up again.

Players get a bonus of +1 on their die roll when trying to hit a knocked down fightress.

The Gift

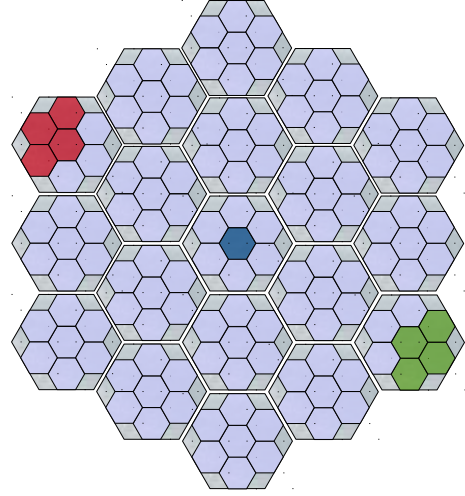
Every time a fightress runs across a hex with the gift-die in it, she picks it up. The player of that fightress places the die in front of him.

At the end of each round the die is in front of a player, its face gets raised by 1. If it ever gets raised above 6, remove it from the player and place it on the blue hex.

If a fightress carrying a gift gets taken out of the game, place the die on the hex, the fightress was last in.

Whenever a fightress returns a gift to her home base, the team of that colour gets 1 point and a new gift spawns on the blue hex.

The first team to gather 6 points wins the game.



The set up of the map:

The Map

Place the tile with the blue hex in the centre. This is the tile where the gifts spawn.
Build a ring of 6 tiles around the centre tile. Place the remaining tiles in a ring around those 7 tiles with the tiles with the red hexes and the tile with the green hexes on opposing sides.
The red and the green sections are to represent his helper/fightress on the snow-covered battlefield. Print
Throw in 2 dice per player, 1 die representing the gift and 1 die per team to count their score.
Once you have got all of this, you are ready to go!

Set Up

To play the game, you'll need some components.
First of all, you will need the 19 tiles to build the arena.
So print page 1 and 2 once.
For each player you will need one set of cards – so print page 3 (the front side) and 4 (the back side) up to 8 times.
Each player needs a stand-up, too, to represent his helper/fightress on the snow-covered battlefield. Print
page 5 once.

Requirements

Santa has ordered his helpers to gather the presents
The girls are working in harmony, as all of a sudden the Grinch's helpers enter the scenery, trying to steal the parcels.
Drawing upon the spirits of the winter forces, the girls start battling each other in a wild snowball fight.

Introduction