

Whack & Slaughter



Christmas Carnage

Once a year there is the time, when Father Christmas visits the World of Whack & Slaughter. During that time, heroes are endowed with special abilities permitting them to become the embodiment of the most holy time of the year.

The Christmas skills are somewhat special. Though they use green as well as blue pips, they are skills in the first place. You use them instead of regular attacks, get the benefit of their effects according to the total number of green pips you have rolled and their effects last until the beginning of your next turn until stated otherwise.

The Christmas time however is the time of magic and mysticism. That is, why you get boni for rolling blue pips, too. The highest count of blue pips rolled on a single die adds its bonus to the effect.

X-Mas

Snowball	<ul style="list-style-type: none"> ● : Throw a snowball up to ten #. The snowball deals 1 point of damage, no defence permitted. ● : On his next turn, the affected target' movement is reduced by 1#.
Parcel	<ul style="list-style-type: none"> ● : One target within eyesight receives a parcel and gets busy unpacking it. The target will neither move nor attack nor use skills for 1 turn. ● : The target is so excited, that it even forgets to defend. Reduce target's DV by 1.
Candy	<ul style="list-style-type: none"> ● : 1 Target within eyesight receives one candy bar. * ● : 1 more target is affected.
Reindeer hooves	<ul style="list-style-type: none"> ● : Gain +1# movement. ● : 1 more target is affected.
Angel's blessing	<ul style="list-style-type: none"> ● : Whenever you receive damage, reduce that damage by 1. The source of that damage receives 1 point of damage. ● : The source of that damage receives +1 point of damage.
Spirit of Christmas	<ul style="list-style-type: none"> ● : Gain 1 spirit shard.* ● : Gain +1 spirit shard.*

* Christmas skills introduce a new element to Whack & Slaughter: Items.

The characters can receive different items and the players have to somehow keep track of them.

Candy Bar: A player may as a free action (i.e. at any time during his turn additionally to moving and attacking) throw in a candy bar. He loses one candy bar from his inventory and receives one life.

Spirit Shard: You may use a shard as a free action during other players' turns, once per player. When used, a shard prevents all damage one target would receive.

You may opt to play as Father Christmas. If you do, you are playing on your own against the other player(s), following your own agenda. Instead of chasing the usual goal given in a scenario, it is your job to bring peace to the world:

When you have managed to tie the other teams down in a stalemate where they are unable to deal kill each other, you have won the match.

You have to use one miniature representing Father Christmas and may use as many miniatures as you like (and are available for you) representing your Helpers. Note, though, that you will need a character card (preferably a laminated one and use dry erase markers for it) as well as dice for each of them and that you will need to be able to distinguish them in one way or the other.

Additionally to skills selected from the list above, you may use this skill once a turn as a free action:

Summon Helper	<ul style="list-style-type: none"> ● : Place one of your Helpers* in base to base contact to Father Christmas. The Helper has got 1 life, may buy traits for 4 points and has got 2 skill pips on his character sheet and access to 1 skill. ● : Place +1 Helper in base to base contact to Father Christmas.
---------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Helpers are unarmed, come with little to no armour and have got access to the following skills:

Sprint	Always active (no need to roll a green pip for this skill to work) May move 5# per die in the pool
Aid the Father	● : Permit Father Christmas to reroll 1 die on his turn. ● : Move up to 1#.
Sacrifice	● : The helper loses 1 life, Father Christmas gains 1 life. ● : Father Christmas gains +1 life.
Season of Peace	● : 1 target within 5# will not deal damage on its next turn. ● : Affect +1 target.
Invisibility	● : Target 1 Helper. That Helper must not be target of spells or attacks. ● : Move up to 1#.
Ward off harm	● : Remove that Helper from the game to neglect all damage Father Christmas would receive from one source. ● : Neglect damage from 1 additional source.

You will need to field a miniature that is undoubtedly Father Christmas:

Red dress, white beard and a big bag are minimum requirements.

His Helpers usually are smaller than him and their clothing (if available at all) bears the traditional colours green, red and white.

Father Christmas only comes out on Christmas Eve as well as the two consequent Christmas days.

During that time and during that time only, the heroes of the World of Whack & Slaughter are endowed with the gift of the access to the X-Mas skills.

Outside of those three days, the true Father Christmas remains in his stronghold on the Isles of Eternal Winter. Should you see someone dressed as Father Christmas at any time of the year that is not related to Christmas, you are facing an impostor. Whack him! Slay him! Give him, what he deserves!