

BRAWL UNDER THE CHRISTMAS TREE

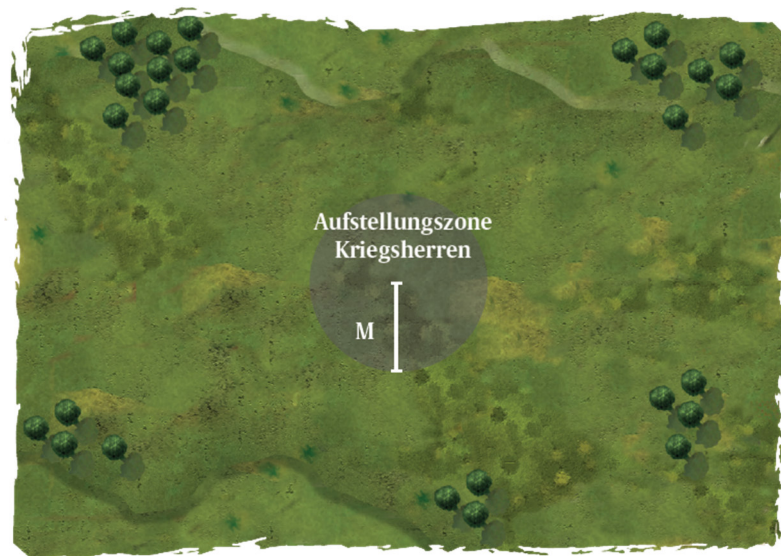
This scenario is a very entertaining SAGA scenario suitable for the Christmas season. It is based on "Battle at the Campfire" from the SAGA expansion Aetius & Arthur and comes with various adaptations.

Get ready for a Christmas miracle or two...

That was an exhausting year full of raids, battles and wild excesses.

Christians believe that a time of peace, contemplation and festivity should now come to celebrate the birth of their frail Son of God. We, too, want to celebrate Yule appropriately at the winter solstice and so we agreed on a joint truce with wine, women and song. And the evening together could have been so good, had it not been for this pettiness with our "friends". Those damned Christians - gods make their guts cramp and their balls shrivel! The men and I had already started to celebrate quite properly. And then what did I hear? This dogfott has no more whisky for the spiced wine! How is a real guy supposed to get this warm, thin piss down? The venison was already out and the women as ugly as us! In view of such bad hospitality on the part of our "friends" for a while, I got a little... let's call it indignant and shoved my empty drinking horn in his face. And so things took their usual course.

What a nice brawl...



SETUP

Both players roll a single die. The one with the highest result becomes first player. In case of a tie, the player with the most festive dress gets to choose.

Set up terrain according to the universal method (p8. Book of Battles), but no piece of terrain may be placed within or moved into **M** of the table center.

Place a Christmas Tree in the table center (for decorative purposes only, it has no rule relevance).

DEPLOYMENT AND BEGINNING OF THE GAME

The first player deploys his Warlord between **S** and **M** of the center of the table (aka the Christmas Tree).

The second player deploys his Warlord within **M** of the Christmas Tree, but more than **M** away from the first Warlord.

Next, starting with the first player, players alternate in deploying one unit anywhere on the board, more than **M** away from any hostile/enemy units. Units with ranged weapons need to be deployed first.

Both players have only 3 SAGA dice available during their first turn. It means that if a player's warband generates at least 3 Saga dice, he won't be able to gain any available Saga dice.

Before the game starts, the second player rolls a single SAGA die and places it on his battle board.

SPECIAL RULES

Drunk: Your men had some drinks. or a lot. actually, they are completely smashed.

After deployment, each player first distributes 2 fatigue between his own units, then 2 fatigue markers between the enemy units. You can choose to give both fatigue a single unit.

This is done alternating, with the first player going first.

Bad Vision: Vision is strongly reduced. It is unclear if this is due to bad weather, smoke from the fires, the steaming pots or the excessive consumption of vision-improving substances...

During both player's first two turns, only enemy units within **M** of the activating unit may be targeted by ranged or melee actions.





Christmas Miracle: To make the game even more festive and/or chaotic, at the beginning of the first player's 3rd, 4th and 5th turn, before the order phase, a D6 is used to determine a random event from the table below.

In turn 3 and 5, the starting player rolls the die, in turn 4 the second player.

Keep in mind: Wonders can happen, but never twice! If you roll a wonder that already happened, roll again until a new one is rolled.

END OF GAME

The game ends after both players played 6 rounds. Use massacre points to determine the winner. Each warlord more than **M** away from the Christmas Tree is considered eliminated (he simply collapsed after the hard fighting...).

If a player has at least 3 victory points more than his opponent he wins the game. Each other result is a draw.

D6	Christmas Miracle	Result
1	Naughty	<i>A hazy red scheme appears in the sky, angrily flying above the battlefield. Such a brawl at Holy Christmas? Unexaptable! Punishment is due.</i> The player who rolled this wonder choses an enemy unit that immediatly gets two fatigue. Next, the units controller choses any point within M of his unit and places a L -measurement stick at that point, pointing in any direction. EACH unit touched by the stick gains one fatigue marker.
2	Evening Star	<i>A blazing star appears in the sky, shining so bright it appears it wants to guide the way for somebody. The combatants are encouraged by the view.</i> Both players may immediatly remove 2 fatigue markers from their units (from a single or multiple units)
3	Presents	<i>It's customary to exchange gifts on this holy day. Rejoice and spread the news.</i> During both players next order phase, after rolling their SAGA dice, the player may turn one die to any face of their choice.
4	Ornaments	<i>During the brawl, the Christmas Tree toke some hits, shaking it heavily. Some shiny ornaments fell to the ground. What may it be?</i> The starting player places one objective marker (p17 Book of Battles - Capturing an objective) in contact with the Christmas Tree. At the end of the game, the player in possession of the objective gets 5 additional massacre points.
5	Heartburn	<i>All the feasting and drinking took its toll... the warriors seem to be a bit groggy</i> The player who rolled this wonder gains one fatigue marker. His opponent chosen the unit which get's the marker, but he may not choose the Warlord. <i>True leaders got guts of steell!</i>
6	Festive Spirit	<i>Captured by the festive spirit and carried away by the euphoria, some men are filled with new DETERMINATION. Some more, some less...</i> The unit closest to the Christmas Tree gains <i>Determination</i> until the end of the game. Warlords are ignored for this wonder. If multiple units are closest, they all get it.