

# DA RED GOBBO

*Grot, Gift Giver, Seasonal*

*Size: Large*



**WEAPON ACTION**

**TYPE**

**DICE**

**DAMAGE**

Candy Cane Grenade (1+)

Dual



1/3

## UNIQUE ABILITIES

**Rig Bag o' Gifts (6+):** This action can only be made once per journey. Place a gift bomb token in the space this hero is in. This hero then makes a free **Run (3+)** action.

At the end of the turn, each hostile and hero on the same board tile as the gift bomb token are slain. Then, remove the gift bomb token from the battlefield.

**Season Greetinz, Chump!:** Each time this hero makes a **Candy Cane Grenade (1+)** weapon action, each hero and hostile in the same space as the target and in each space adjacent to the target suffers 1 damage.

## PATH TO GLORY

**Generous Nature:** If 4 or more hostiles are slain by this hero's **Rig Bag o' Gifts (6+)** ability, gain 3 inspiration points.

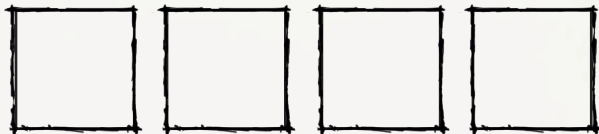


CARRIED  
ITEM

# DA RED GOBBO

*Grot, Gift Giver, Seasonal, Inspired*

*Size: Large*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Candy Cane Grenade (1+)

Dual



1/3

## UNIQUE ABILITIES

**Rig Bag o' Gifts (6+):** This action can only be made once per journey. Place a gift bomb token in the space this hero is in. This hero then makes a free **Run (3+)** action.

At the end of the turn, each hostile and hero on the same board tile as the gift bomb token are slain. Then, remove the gift bomb token from the battlefield.

**Season Greetinz, Chump!:** Each time this hero makes a **Candy Cane Grenade (1+)** weapon action, each hero and hostile in the same space as the target and in each space adjacent to the target suffers 1 damage.

**Gobbo's Little Helper:** This hero can make the **Pick Up Presents (4+)** action if they are within 3 spaces of a present.

# GNASHA

*Squig, Gnasher, Seasonal*

*Size: Small*



## WEAPON ACTION

## TYPE

## DICE

## DAMAGE

Gnashin' Bite (1+)

Melee



2/3

## UNIQUE ABILITIES

**Gnash (4+):** Until the end of the turn, add ▲ to this hero's weapon actions.

**Gob Fulla Loot:** This hero cannot use weapon actions while they are carrying a present.

## PATH TO GLORY

**Gnashin' Through Da Snow:** If 2 or more hostiles are slain during this hero's activation, gain 1 inspiration point.

CARRIED  
ITEM





TRAITS

# GNASHA

Squig, Gnasher, Seasonal

Size: Small



WEAPON ACTION

TYPE

DICE

DAMAGE

Gnashin' Bite (1+)


Melee



2/3



## UNIQUE ABILITIES

**Gnash (4+):** Until the end of the turn, add  to this hero's weapon actions.

**The Gnashiest:** Each time a hostile is slain during this hero's activation, this hero can make a free **Move (1+)** action.

ARMOUR

WEAPON



# STOMPA

*Squig, Stomper, Seasonal*

*Size: Small*



WEAPON ACTION

TYPE

DICE

DAMAGE

Stompin' Stomp (1+)

Melee



1/2

## UNIQUE ABILITIES

**Stomp (3+):** Until the end of the turn, add 2 to each number of this hero's Move value. Each time this hero ends a **Move (1+)** or **Run (3+)** action, you can pick one hostile adjacent to this hero. That hostile suffers 1 damage.

**Gob Fulla Loot:** This hero cannot use weapon actions while they are carrying a present.

## PATH TO GLORY

**The Stompiest:** If 4 or more hostiles each suffer damage during this fighter's activation, gain 1 inspiration point.

CARRIED  
ITEM



# SNIFFA

*Squig, Sniffer, Seasonal*

*Size: Small*



WEAPON ACTION

TYPE

DICE

DAMAGE

Snortin' Sniff (1+)

Dual



1/2

## UNIQUE ABILITIES

**Powerful Snout:** If the attack roll for a weapon action made by this hero is successful, you can pick an empty space adjacent to the target hostile. Place that hostile in that space.

**Snout Fulla Loot:** This hero cannot use weapon actions while they are carrying a present.

## PATH TO GLORY

**Hooverin' Snout:** If 2 hostiles are each moved during this hero's activation, gain 1 inspiration point.

CARRIED  
ITEM



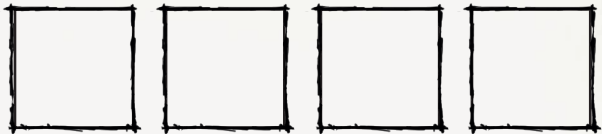


TRAITS

# SNIFFA

*Squig, Sniffer, Seasonal*

*Size: Small*



STATS WHEEL:

- MOVE: 4/5
- AGILITY: 1 (Red pentagon)
- VITALITY: 1 (White square)
- DEFENCE: 1 (Blue triangle)

## WEAPON ACTION

Snortin' Sniff (1+)

TYPE

Dual

DICE



DAMAGE

1/2

## UNIQUE ABILITIES

**Even More Powerful Snout:** If the attack roll for a weapon action made by this hero is successful, you can pick an empty space within 2 spaces of the target hostile. Place that hostile in that space.

**Vacuum Up the Loot:** If a present is dropped within 3 spaces of this hero, and this hero is not carrying a present, this hero is now carrying that present.

ARMOUR

WEAPON



# GROTMAS GITZ

MOVE: 3

WOUNDS: 20

SIZE: LARGE

## WEAPON ACTION

Bashin' Sack

## TYPE

Melee

## DICE



## DAMAGE

2/3

## SPECIAL RULES

**Comin' Home Fer Squigmas:** Each time this hostile is slain, it is deployed as reinforcements the next time its hostile group would activate. Then, give it one grievous wound counter. Once it has been given a second grievous wound counter in this way, the next time it is slain, it is slain for good.

**Wotcha Fink Yer Doin'?:** Once 5 presents have been delivered, this hostile and each other hostile on the board are empowered. Then, remove this hostile's wound and grievous wound counters.

## BEHAVIOUR TABLE

### ROLL RESULT

1-3 **One Fer Me, and Anuvver Fer Me:** This hostile makes an **Advance** action. Then, if the nearest hero is carrying a present, that present is dropped.

4-6 **Boingin' Through Da Snow:** This hostile makes two **Advance** actions. Each **Advance** action must end nearer to the nearest hero carrying a present.

7-9 **Squigmas Ain't Comin' This Year!:** Pick one hero. That hero is stunned. Then, this hostile makes a **Move** action.

10-12 **Bashin' All Da Way:** This hostile moves 6 spaces, moving towards the nearest hero carrying a present with each move. Each time this hostile enters a space next to a hero carrying a present, that present is dropped and that hero suffers 1 damage.



# GROTMAS GITZ

*Empowered*

MOVE: 3

WOUNDS: 20

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Bashin' Sack

Melee



2/4

## SPECIAL RULES

**Comin' Home Fer Squigmas:** Each time this hostile is slain, it is deployed as reinforcements the next time its hostile group would activate. Then, give it one grievous wound counter. Once it has been given a second grievous wound counter in this way, the next time it is slain, it is slain for good.

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# GNAWTY SNUFFLERS

MOVE: D3

WOUNDS: 2

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Vacuumin' Snuffle

Melee



1/1

## SPECIAL RULES

**Loot Snuffler:** If the attack roll for a weapon action made by this hostile is a critical success and the target hero is carrying a present, that present is dropped.

**Pretty Mindless, Honestly:** This hostile does not have a behaviour table and always uses the **Advance** action when their hostile group activates.



# GNAWTY SNUFFLERS

*Empowered*

MOVE: D3

WOUNDS: 2

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Vacuumin' Snuffle

Melee



1/2

## SPECIAL RULES

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# COAL GROTS

MOVE: D3

WOUNDS: 2

SIZE: LARGE

WEAPON ACTION	TYPE	DICE	DAMAGE
Coal Hurling	Ranged	□ □	1/1

## SPECIAL RULES

**It's a... Gift?:** If the attack roll for a weapon action made by this hostile is a critical success, give the target hero 1 coal token. If they were carrying a present, that present is dropped. That hero must drop the coal in the same way that they would drop a present before they can pick up another present.

**Just Having a Jolly Time:** This hostile does not have a behaviour table and always uses the **Advance** action when their hostile group activates.



# COAL GROTS

*Empowered*

MOVE: D3

WOUNDS: 2

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Coal Hurling

Ranged



1/1

## SPECIAL RULES

**It's a... Gift?:** If the attack roll for a weapon action made by this hostile is a critical success, give the target hero 1 coal token. If they were carrying a present, that present is dropped. That hero must drop the coal in the same way that they would drop a present before they can pick up another present.

**Just Having a Jolly Time:** This hostile does not have a behaviour table and always uses the **Advance** action when their hostile group activates.



# FESTIVE CRITTERS

MOVE: 2

WOUNDS: 2

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Slip and Trip

Melee



0/0

## SPECIAL RULES

**Oh So Annoying:** If the attack roll for a weapon action made by this hostile is a critical success, the target hero is knocked off balance. When that hero next activates, each time that hero uses a **Run** (3+) action, roll a spare activation dice. On a 3+, if that hero was carrying a present, that present is dropped.

**Just Having a Jolly Time:** This hostile does not have a behaviour table and always uses the **Advance** action when their hostile group activates.





# FESTIVE CRITTERS

*Empowered*

MOVE: 2

WOUNDS: 2

SIZE: LARGE

WEAPON ACTION

TYPE

DICE

DAMAGE

Slip and Trip

Melee



0/1

## SPECIAL RULES

**Oh So Annoying:** If the attack roll for a weapon action made by this hostile is a critical success, the target hero is knocked off balance. When that hero next activates, each time that hero uses a **Run** (3+) action, roll a spare activation dice. On a 3+, if that hero was carrying a present, that present is dropped.

**Just Having a Jolly Time:** This hostile does not have a behaviour table and always uses the **Advance** action when their hostile group activates.





# A MOST UN-SILENT NIGHT

*'Twas the night before Squigmas, and really, it was pretty naff. There was a huge pile of loot wot had not been made off wiv, so I figured I'd sort that out. Problem was, a bunch of Gnawty Snufflers had been let loose by some 'orrible git and were in danger of wrecking 'Da Plan'. Wot wiv the Grotmas Gitz also larking about and making things worse, I got my best squigs – Gnasha, Sniffa and Stompa – in on the action.*

- Da Red Gobbo



## HOSTILE GROUPS

- ◆ **Group 1:** 6 Gnawty Snufflers
- ◆ **Group 2:** 6 Festive Critters
- ◆ **Group 3:** 6 Coal Grots
- ◆ **Group 4:** 1 Grotmas Gitz



## JOURNEY RULES

**Present Pile:** Place 10 tokens in the space indicated by a ● on the map. These can be any kind of token, but experience tokens and/or level tokens work very well. These tokens are presents, and this space is the present pile. Heroes can carry 1 present at a time using the **Pick Up Presents (4+)** action below. A hero can drop a present at any time, but they must spend an activation dice or destiny dice of any value to do so. If a present is dropped in the drop zone, that present is delivered. If there are no presents in the present pile at any point, simply refresh them – there are unlimited presents!

Heroes can make the following action if they are within 1 space of a present:

**Pick Up Presents (4+):** Remove 1 present within 1 space of this hero. This hero has that present until they drop it or they are taken out of action. If a present is dropped or the hero is taken out of action, place the present back in the present pile.

**Tide of Festivity:** The first time that a hostile group activates, divide the hostiles as evenly as possible between the 4 lychgates, then deploy them in spaces as near as possible to the lychgate. For the Grotmas Gitz, randomly determine a lychgate, then deploy them as near as possible to it.

**On the Gnawty List:** The hostile groups in this journey do not have encounter cards that are placed on the combat track, nor can they be driven off.

Hostiles will move towards and attack heroes carrying a present whenever possible.

After each hostile group on the battlefield activates, roll a D3 to determine how many slain hostiles from that group will be deployed. Then, roll the quest dice. Starting with the lychgate that matches the result, deploy one slain hostile from that group in the nearest empty space to that lychgate. Continue to do this, one hostile at a time, in ascending order of lychgates, until the required number of hostiles have been deployed.

## VICTORY CONDITIONS

Once 10 presents have been delivered, the journey ends and Da Red Gobbo wins. Not the heroes. Not the players. Da Red Gobbo.

At the end of the event phase, if the nightfall token is on the nightfall space, or if each hero is out of action, the journey ends and the heroes and players fail. The heroes and the players. Not Da Red Gobbo.

## SQUIGMAS EVENT TABLE

RESULT	EVENT
1	<b>Grumpy Citizens:</b> Do not make a destiny roll at the start of the next turn.
2-4	<b>Too Gnawty for Their Own Good:</b> Pick one hostile. That hostile cannot make weapon actions in the next turn.
5-6	<b>Opened Early:</b> Draw the top card of the discovery deck. If it is a treasure card or realmstone card, the leader can pick a hero on the battlefield – give that discovery card to that hero. Otherwise, that card has no effect.
7-8	<b>Why Aren't Ya Lootin', Ya Gitz?:</b> Pick one Gnasha, Stompa or Sniffa. Inspire that hero.
9-10	<b>'Ave One on Me!</b> Da Red Gobbo makes one free weapon action. If this is impossible or Da Red Gobbo is out of action (an unthinkable event, to be sure), there is no effect. The players should feel terribly awful about this occurrence and then carry on with the game.
11	<b>Bossmas Spirit:</b> Da Red Gobbo gains 1 inspiration point. Coz he's da boss. If Da Red Gobbo is out of action or inspired, the leader can pick one other hero. That hero gains 1 inspiration point.
12	<b>Squigmas Comes Early:</b> Randomly determine D3 different spaces exactly 2 spaces from the present pile. Place a present in each of those spaces.

