

## Nightmare on 34th Street!

*Children have always made good sacrifices, and this is doubly true around Saturnalia. The cult needs them for unholy rites and the Threshold team had to stop them, in the name of all that is good!*

**Requirements:** This scenario may be played on or around December 25.

**Lurkers:** 1 Maniac Santa and any of the following: Degenerates, Tcho-Tchos, Cultists, Cult Leaders and Henchmen. At the start of the game there must be at least one more Lurker model than Threshold model.

**Set Up:** Players place scenery to mutual satisfaction. In addition, 3 Children are placed along the center line of the table, no closer than 6" to each other. Players then roll 1D6 each; highest chooses short board edge and sets up first. The other player then sets up on the opposite side. Both players must set up in base-to-base with their short edge.

**Special Rules:** At the start of your opponent's Turn (before Draws and Nominations) you may move any one non-grabbed Child 1 Move Action in any direction, but never into base-to-base with another model. Alternatively, a non-Normal Child may Change States instead of being Moved.

Models moving into base-to-base with a Child may grab them (this does not require an Action) and then Move along with the Child at a -1 Movement penalty (-2 if the Child is Face Up or Face Down). Models may drop Children voluntarily, or will do so automatically when Charged. Shooting is difficult when carrying a squirming Child, and Child-carrying models suffer a +2 penalty to Dexterity. If a Child-carrier is shot at, the hit must be randomized between the models. But be warned, if a Child is killed, the responsible party loses the game instantly! If a grabbed Child (and/or accompanying model) Move into base-to-base with their own short table edge, the Child will be either Rescued (Threshold) or Captured (Lurkers).

### Child

M	Dex.	Con.	A	W	Res.	Skills
4	6+	4	1	1	6+	None

**Weapons:** Unarmed

**Special:** Human

**Father Knows Best:** A Child within 5" of a Threshold model may use its Resolve.

**Child Psychology:** When rolling on the Insanity Table, all Children suffer a -2 penalty to the result. Children will always run toward the Threshold table edge when suffering from Revulsion.

**Visions Of Sugar Plums:** Children love Santa! All Children may re-roll failed Resolve tests due to (Maniac) Santa and his antics.

**Rescued:** Children moved into base-to-base with the Threshold table edge have been Rescued. The Threshold team receives a Map Piece per Child Rescued, and may remove a Black Mark from any one model if all the Children are successfully Rescued.

**Captured:** Children moved into base-to-base with the Lurker table edge have been Captured for sacrifice. The Lurker player receives 1D6+3 points of Reinforcements per Child Captured, 1D6+6 if Maniac Santa does the Capturing! These Reinforcements may only be of the types specified for this Scenario, and only one Maniac Santa may be in play at any time. They are placed in base-to-base with the Lurker table edge at the start of the next Lurker Turn, and may be used as usual.

**Starting The Game:** Both players roll 1D6; highest scoring goes first.

**Ending The Game:** The game continues until one side has successfully Rescued or Captured all the Children or until all the models from one side have been removed from the table. Additionally, if a Child is ever removed from play due to injury, the side that inflicted the injury instantly loses.