

The Curse of Krumplesnacht!

A one-shot festive scenario for The Weald Skirmish Game



A scenario for The Weald

This is intended as a one-shot game for two players but could easily be adapted or expanded to fit into an existing Weald campaign. Feel free to amend or change as required and use whatever minis you have available, most importantly... have fun!



CREDITS

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Art & Illustrations open source and available royalty free at time of publication.

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With thanks to all The Wardens of The Weald and The Weald Discord & Instagram community!

The curse of Krumplesnacht

The sleepy hamlet of Trottersbog is a quiet peaceful place where locals go about their day free of fears or troubles. Trottersbog is famed for its rare breed pigs, which bring merchants from far and wide, providing a comfortable living for the tiny settlement. Well-fed children are always to be found causing mischief and japes as they run about carefree and happy.

But every year, as the nights grow long and cold, families huddle close around their hearths and the elders tell wild, fantastic tales about the unnatural beings that inhabit the forest beyond. Chief amongst them is the story of the Krumplegheist; a mean and cruel old spirit who despises cheeky children. They say that for Krumplegheist the sound of child's laughter is as piercing as a herd of hogs off to slaughter. For most of the year, the elders say; the Krumplegheist stays far, far away from the happy shrieks and cries of playful little urchins.

But once a year, on the darkest, quietest, most bitterly cold of nights; Krumplegheist leaves his forested cave and comes in search of the naughty little children whose mischief and laughter have caused him such disturbance through the year. He comes to steal away these wild and wilful children, leaving a mouldy old log in their bed place.

Of course, the children of Trottersbog are much too clever to believe such tall-tales from their elders. They know the Krumplegheist is just some old tripe the adults spin to try and scare them to behave...

Except the Krumplegheist is *very* real and this year the children of Trottersbog have been *very, very* naughty. And so as dusk falls on Trottersbog this Krumplesnacht; the Krumplegheist sets out to find some naughty children.



The scenario:

It is Krumplesnacht in Trottersbog and the Krumplegheist is on the hunt for naughty children to snatch away forever.



One player takes control of the Trottersbog townsfolk as they seek to protect their children, the other player controls the Krumplegheist and his evil little helpers; the Krumplekin.

The play area:

Play is recommended on a 3'x3' board as explained in *Part Five: Scenarios of The Weald* core rulebook.

If possible, there should be an area in which buildings or other town-themed terrain such as wells; stalls etc. are placed to represent the hamlet. Trees or similar wilderness terrain can be placed around the remaining battlefield. Players can take turns placing terrain pieces or lay them out in a manner all players agree with.

Once the table has been set up the townsfolk player should place their models on the board. They should select on edge of the board as their deployment edge and all models must be placed within 2" of the deployment edge. Once the Townsfolk player has deployed, the Krumplegheist player may do the same, using the board edge opposite to the Townsfolk as their deployment zone.

Objectives:

You will need six models or tokens to represent the children of Trottersbog. Of these six children, three are "naughty" and three are "nice". The Krumplegheist knows who has been naughty or nice so the player should note down in secret which children are which (or mark the bottom of the models' base or token).

Players will then take turns to place the children on the board. Each child must be placed at least 8" from any of the player's models and at least 4" away from another child. Play may then begin with Krumplegheist taking the first turn.

Victory:

Both players must aim to collect children and bring them back to their deployment zone. If a model moves within 2" of a child, they can collect that child, and the child model/token will move with the player's model. If an enemy model moves within 2" of the child as well, the child is no longer collected. Players must move their models or fight until only one player has a model within 2" to collect the child.

When a model with a collected child moves onto their deployment zone (the board edge) the child is removed from the board and kept by the player. Players may reveal if the child was naughty or nice at this point.

Play continues until all children have been removed from play or a player's entire warband has been taken out of action. At this point you can score the game:

Townfolk score 1 point for every "nice" child they saved and 0 points for each "naughty" child.

Krumplegheist scores 1 point for every "naughty" child stolen and 0 points for each "nice" child.

If the Townfolk take Krumplegheist out of action they score 1 extra point.

The player with the most points is declared the winner!



The Warbands

1. The Trottersbog Townfolk

MARA THE SOW (*Townfolk*)

<i>Wounds</i>	<i>Grit</i>	<i>Initiative</i>	<i>Move</i>
5	4+	0	6"

Equipment: *Mace, torch*

Known affectionately as "The Sow" (Just not to her face) Mara is the unofficial matriarch of Trottersbog and as far as she's concerned the Krumplegheist is straying on her turf. She won't stand for that...

BRULE THE WOODCUTTER (*Townfolk*)

<i>Wounds</i>	<i>Grit</i>	<i>Initiative</i>	<i>Move</i>
5	5+	-1	5"

Equipment: *Woodsmen's Ax (treat as Battle axe)*

"I chop wood" – Brule

Big, slow and dumb, yet very handy with an axe.

Special: *Dumb as a stump* – Immune to the effects of #Horrific

ARGYLE THE DRUNK (Townsfolk)

Wounds	Grit	Initiative	Move
3	4+	0	7"

No one relies on Argyle for anything; consistently drunk and constantly useless at most things.

The only thing Argyle enjoys more than ale is a fight.

Equipment: Two broken tankards (treat as dual wielding daggers)

Trinket: Kindler's Oil

Special: Drunken courage – Immune to the effects of #Horrific

GLED; PIG HANDLER (Townsfolk)

Wounds	Grit	Initiative	Move
4	4+	1	6"

By day Gled is a humble shoveler of pig-shit but by night... well, he mostly just sleeps.

Equipment: Farm Tool, Torch

2. Krumplegheists' gang

KRUMPLEGHEIST (Krumplegheist gang)

Wounds	Grit	Initiative	Move
8	4+	-1	4"

A tale to terrify children; a dark legend brought to life... Krumplegheist is mean and angry and wants to steal away all the naughty children of Trottersbog. He cares not for who gets hurt in the process.

	Range	AT	Hits	Pen	Wounds	Tags
Claws	CC	4+	2	0	1	#Close-combat,
Tail whip	CC	5+	1	0	1	#Close-combat, #Bulwark

Special: Krumple Dance – The Krumplegheist hops and jigs and giggles to itself as it hunts for naughty children. This ghastly sight causes the Krumplegheist to have the effects of Horrific Appearance (#Horrific) unless engaged in combat or otherwise prevented from moving.

KRUMPLEKIN (*Krumplegheist gang*)

Wounds	Grit	Initiative	Move
2	4+	1	6"

What becomes of the children Krumplegheist steals away? Some believe he uses dark magic to twist them into his Krumplekin helpers... malicious littler buggers with a nasty bite.

Equipment: *Dagger*

Krumplegheist has **four** Krumplekin in his gang.

GHOSTLY BADGER SLEIGH (*Krumplegheist gang*)

Wounds	Grit	Initiative	Move
4	3+	2	8"

It is well known that the Krumplegheist often travels by flying through the air on a spectral sleigh, drawn by two ghostly (and angry) giant badgers. Their bites are to be feared!

	Range	AT	Hits	Pen	Wounds	Tags
Bite	CC	3+	2	1	1	#Close-combat,

Special: *Hovering* (see *The Weald* rulebook),

The Krumplegheist player may take the Ghostly Badger Sleigh in place of two (2) of the four Krumplekin

