THE NIGHT SANTA WENT CRAZY

Twas the night before Christmas, and the North Pole was in a mess. The world was at war and St. Nick couldn’t take the stress. He was looking through his sleigh, preparing for the coming night. When he came across a book that didn’t seem quite so right, “This isn’t my elves work,” St. Nick thought with dismay. He read out loud its title: Contiones De Rege Flammae. As his mitten-covered hands rifled through the pages, His thoughts burned bright, visions of dark portals and opened cages. He’d bring this new book to all the people in the land, To share his newest interest, the Cult of the Burning Man.

ADDITIONAL SETUP
During Scouting, place a fixed 50mm Sleigh Marker in the center of the table. All Objective Markers are unclaimed.

SPECIAL RULES
The area within 1" of all Objective and Sleigh Markers is Hazardous (1). Unengaged Fireteams gain the following Action:

- **Call St. Nick:** Discard a Tactics Token to move the Sleigh Marker 8" towards this Fireteam and then place an Objective Marker within 3" of the Sleigh Marker.

Fireteams within 2" of the Sleigh Marker gain the following Action:

- **Mush Reindeer:** (Sp v 8) Move the Sleigh Marker a number of inches equal to half the Margin Value of this Action in any direction (rounded up).

VICTORY CONDITIONS
When a Commander unit is Killed, the opposing Company scores 2 Victory Points.

At the end of every Turn, each Company scores 1 Victory Point for each Objective on the opposing player’s side of the table (to a maximum of 3 Victory Points). Then, if a player does not have a Sleigh Marker on their half of the table, they score an additional 2 Victory Points.

After Scoring, remove all Objectives Markers from the board.

Then, the player with the least number of Victory Points may discard a Tactics Token to place the Sleigh Marker anywhere on the board, not in a player’s deployment zone.