

HALLOWED NIGHT

Ed.0.9

“Of course. Our only damned shelter is a derelict house in a creepy forest.”

Generic Horror Victim

WARSURGE® 2024 COPYRIGHT OF THREE BROTHERS GRIM

PROLOGUE

Every year as an eerie wind blows through the land, the occultists whisper of a nightmarish legend. They speak of the “Hallowed Night”: when the moon is bathed in shadow and the veil of the Infinite Dark is perilously thin; where a mysterious structure will appear. This house - shrouded in mist and creaking with the sound of rotting timbers - is no ordinary dwelling.

Locals who see the horrid house usually make mention of strange lights flickering in its windows, or of shadowy figures moving inside. Those brave enough to venture near claim to hear whispers of long-forgotten secrets, the chilling laughter of unseen children or bloodcurdling screams. The myths surrounding the building make it a magnet for thrill-seekers, ghost hunters and those who destroy evil, but none who venture near it ever seem to return the same. Some say the house is a portal to another realm, while others believe it is a trap set by restless spirits seeking to ensnare the living. The truth is that it is a multidimensional mansion, a place that connects horrors across the entire Omniverse...

As the Hallowed Night approaches the building has appeared once again. This has caused many to be abuzz with anticipation and dread. However, will you and your forces - driven by curiosity and the thrill of the unknown - decide to uncover the truth behind the legend? Dare you plunder any lost treasures or items of value while repelling your enemies?

You may not be aware, but this mansion has been waiting for you...

Logistics

Narrative Type	Clash	Map Size	Any
Number of Players	2+	Theme	Halloween

Competitive Game: Follow the steps in Sections 14 and 15 of the Warsurge Rulebook or Part 5 in the Free Rules, except skip Step 6, as the Objectives are in this Narrative Mission.



Someone somewhere is experiencing a nightmare. Buildings from Zealot Miniatures by Tabletop World.

NARRATIVE OBJECTIVE DETAILS

Haunted House

At the exact centre of the Battlefield is a Haunted House. It cannot be destroyed, but it may be embarked with unlimited Transport Capacity and has no Fire Points. Units that embark may attack other embarked Units, counting all Weapons as having Range to all Targets but **not** in a Melee. Hallowed Horrors also start at the Haunted House (see next page).

Objective

The goal is to collect Pumpkin Chests for OP. These are scattered on the Battlefield and earned from defeating Hallowed Horrors. Each Unit embarked in the Haunted House receives a Pumpkin Chest, even if there are other Units embarked. See Pumpkin Chests below for details.

Pumpkin Chests

Throughout the Battlefield are a number of Pumpkin Chests. For each 2' x 2' (or 24" x 24") area of the battlefield there are 3 Pumpkin Chests. For example, in a 4' x 4' Battlefield, there are 12 Pumpkin Chests.

Placing Pumpkin Chests

Players alternate placing Pumpkin Chests on the Battlefield on the first Game Turn before rolling for Turn Master.

Opening Pumpkin Chests

When a Unit makes contact with a Pumpkin Chest using a Move or Dash, they open it immediately, removing it from the Battlefield. A Unit can only open one Pumpkin Chest in a single Move or Dash.

The Unit that opens the Pumpkin Chest gains +1 OP. It also grants a "Trick or Treat" to the Unit that opened it, detailed below.

Trick or Treat List

Roll a D6 and refer to the result below. Acquiring the same Trick or Treat accumulates/stacks if found by the same Unit.

D6	Gift	Effect
1	Hidden Horror	A random Hallowed Horror appears, targeting the player who got the chest.
2	Old Candy	No effect. It's only "B Grade" sweets or leftovers from a previous year. Eww.
3	Fresh Candy	The Unit restores 10% HP . Follows the rules for HP+* (Perk Activation Term).
4	Defensive Chocolate Bar	The Unit gains +1 Defence .
5	Sickly Sweet Energy Toffee	Unit doubles its current Move and Dash stats. If three of this are found by a Unit, they become Immobile.
6	Death Mask (Player chooses when to use)	When used, for a Game Turn you can take control of any Hallowed Horror . If more than one player has a Death Mask, whoever has the most Death Masks targeting the Hallowed Horror will take control, and will cancel out if players are using the same number of Death Masks on the Hallowed Horror.

**HP+: A Unit can only ever gain half of their maximum* HP (rounding up, including casualty models) in a single Game Turn from any and all sources of Perks with HP+. This can exceed a Unit's maximum HP, but the excess HP is discarded at the end of the Game Turn. A Unit that has become a casualty cannot regain HP.*

**Maximum refers to the full or total HP of the Unit at the start of a game.*

MOD: Trick or Treat

Convert any existing Competitive Game to have the features of Hallowed Night. If there are Objective Markers, turn the centre one into the Haunted House (or add a Haunted House if there is no centre Objective). In addition to any other Objectives, add the Pumpkin Chests as instructed in this Narrative, and the Hallowed Horrors which are discussed on the next page.

Ending the Game

The Game ends after the final Game Turn. Depending how players performed will decide their Epilogue, found on Page 3:

- If you won with at least some of your Roster surviving, refer to **Epilogue: Victory is Sweet**.
- If you have none of your Roster remaining or you did not get the most OP, refer to **Epilogue: Spooktacular Defeat**.
- If all players were defeated (no Roster remaining), refer to **Epilogue: The Haunted House Always Wins**.

Hallowed Horrors

Hallowed Horrors are creatures from across the Omniverse that instil terror; causing death and devastation in their wake. Each player is randomly designated a Hallowed Horror Unit to hunt them down. Hallowed Horrors begin in Base Contact with the Haunted House at the start of the game, positioned as close as possible to the player they are designated to hunt. When defeated, a new Hallowed Horror spawns at the start of the next Game Turn. If they have Deployment Perks, opposing players will resolve them in such a way that places the Hallowed Horror as close as possible to the player that they are seeking.

Pumpkin Chest Loot: Defeating a Hallowed Horror grants a Pumpkin Chest to the Unit that made the killing blow.

Hallowed Horror Roster: One of the players must build a Roster for the Hallowed Horrors. There must be at least one profile for each player participating in the game, and some spares for Pumpkin Chests and replacements. Each profile must be worth 20% of the Point Limit. Hallowed Horrors cannot have Respawn, Summon or any Perks that bring the Unit back to play, as Hallowed Horrors can return on their own. *Example: In a 1000pts Game, each Hallowed Horror must be worth 200pts.*

Hallowed Horror Tactics: They direct Movement and Attacks to the closest player Unit. Actions are always resolved after all player Units. In Standard Games, this is after players resolve all their actions in a Phase. In Intermediate Games they Move then Attack (and will still Dash if they can later). In Advanced, they Move, Attack and Dash once each Game Turn. If Hallowed Horrors have been given Perks that are more complex, players resolve them as per instructions from the player who made the Hallowed Horror's Roster. If the Hallowed Horror is in the Haunted House and there are multiple Units belonging to its designated player, randomize which Unit is targeted. Below are some ideas and suggestions for making Hallowed Horrors:

Horror Creature	Stat and Perk Suggestions	Horror Creature	Stat and Perk Suggestions
Flesh-Eating Plant	Terrain, Invade, Grapple, Imprison	Swarm of Critters	High number of models or HP, Swarm
Murder Dolls	Bedim or strong AEGIS, many Attacks	Slicing Dream Invader	Trespasser or Breach, strong AP
Possessing Ghosts	Incorporeal, Breach, Dominate I	Masked Stabber	Invade or Ambush with Vanish
Demons	Tough, wielding strong melee weapons	Creepy Children / TV Girl	Espionage and later Freeze
Zombies	Zombify or Plague, strong AEGIS	Swamp Man	Burrow and Imprison
Axe / Chainsaw Man	Taunt, Random Attacks and Power (xD6)	Machete Man / Robot	Strong Defence and HP or Armour Save
Mad Scientist	Ranged weapons, afflictions, Reanimate	Chest-Bursting Alien	Seed II (select Unit upon Deployment)
Maniacal Martians	Weak profiles, powerful ranged weapons	Vampire	Illusion, HP Steal, perhaps Zombify
Werewolf	Ascension or Transform, Virus	Mad Science Monster	Regenerate or HP Steal
Mutants / Skeletons	Multiple models, mix of Weapons	Giant Serpent	Moving Strike, Poison / Venom
Giant Insects	High Movement and Airborne (if flying)	Tornado of Sharks	Vortex, HP Steal and Bleed
Rusalka / Sirens	Freeze, Confuse, Fugue, Paralysis, Stun	Tax Officer	Horrific, Terrify, Jinx, Purge, Spell Steal



EPILOGUE

Victory is Sweet

Your endeavours on the Battlefield produced more than just an understanding of the dark mystery – you won a very sweet victory. As the Haunted House disappears, you take stock of all the loot and delicious treats you've pillaged.

Spooktacular Defeat

The interference of enemies and the troubles of unknown horrors denied your success. Until next time, you may plot your plans for pumpkin plunder and the desolation of your foes – a sweet revenge as it were.

The Haunted House Always Wins

The legend of the Haunted House continues... for none were left standing to claim the treats of the Battlefield or unravel the mystery of the malevolent mansion. The Hallowed Horrors had their fill of violence and terror, sharing a dark jubilation at the spilling of blood. As the house vanishes, all that remains are the fallen and the fading scent of sweets.

CHALLENGES



Oh, the Horror!

Defeat a Hallowed Horror while it is inside the Haunted House.



Stomach Ache

In a single game of Hallowed Night, receive a result of 2, 3, 4 and 5 from Pumpkin Chests.



You're a Monster

In a single game of Hallowed Night, defeat at least one Hallowed Horror every Game Turn.



Monster Mash

Cause a Hallowed Horror to inflict HP Loss on another Hallowed Horror, directly or indirectly (e.g. Force).



Kill it with Fire

Defeat a Hallowed Horror with the Burn or Ignite Perk causing the killing blow.



Prime Property

Have at least one of your Units occupy the Haunted House on every Game Turn.



Nectar of the Gourds

Open four or more Pumpkin Chests in a single Game Turn.



Grim Leaper

With a Sickly Sweet Energy Toffee active on a Unit, engage an enemy Unit or Hallowed Horror in a Melee.



Treat Yourself

Every time you open a Pumpkin Chest during the game, have a bite of a treat or a sip of a drink (in real life).



Chunder Asunder

Cause HP Loss to a Unit that is suffering Immobility due to three stacks of Sickly Sweet Energy Toffee.



Here's Johnny

Witness a Hallowed Horror emerging from a defeated Hallowed Horror (rolled a 1 on Pumpkin Chest).

