The Stupidest Angel

OBJECTIVE: Have a complete creche *(messiah/baby, mother, father, shepherd, wiseman, sheep, donkey, and camel)* in your stable at the end of a turn.
(If two or more players have a full creche, each rolls d6+star brightness to determine the winner.)

PIECES-PARTS:

- Creche pieces *(messiah, virgin, father, shepherd, wiseman w/gift, donkey, sheep, and camel)*, Staff *(Basil, Polly, Manuel, and Angel)*, and Wife for each player.
- Town Agents (# = players-1), Little Drummer Boy *(optional)*
- Town Animals: sheep (2), donkeys (2), camels (2)
- Fakes: mother (2), father/shepherd (6), wiseman (2), baby (2) *(reduce by 1 each if only 3 players)*
- Markers / Tokens to track: turn # *(1-6)*, turn order *(# of players)*, money/shekels *(~25 /player?)*, star brightness *(6 /player)*, black marks● *, and stupids■ * *(*~5 each /player?)*

SETUP: Players get 10ש*(shekels)*, Staff, and Star*(brightness1)* in their 'Stable'*(area in front of each).*
Wives, Agents, Town Animals, Boy*(if used)*, and Fakes are placed in 'Town' *(central area of table)*.
All other pieces are placed to the side in a pool area.

TURN SEQUENCE:

1) Hey, Kid...the Line *Ends* here -- it *Begins* there...   *(Deal turn order tokens to players)*
   - unless otherwise noted, all following steps/actions taken during the turn are done in this order.

2) Star of Wonder, Star of Light...   *(Attract shepherds and/or wisemen to town)*
   - Player *may* roll #d6 *(# = star brightness)*. For each result ≤ the turn #, player *must* move a shepherd *(+ sheep)* **or** a wiseman w/gift *(+ camel)* from the pool area *(if available)* into town.

3) Heigh Ho, Heigh Ho, it's off to work we go... *(Staff perform tasks in successive rounds)*
   - Players may each attempt one task (*in turn order)* per round.
   - Player may pass, but may do no more tasks this turn *(- may still defend if characters are available)*.
   - Each Staff *(incl. Agents and Boy)* may attempt only one task per turn *(exc: Basil may do two)*.
   - Repeat rounds until all players have passed *(or no characters remain to make attempts)*

4) Money Makes the World Go 'round...   *(Time to earn your keep)*
   - If they attempted no task this turn, Polly, Manuel, and/or Agents each roll d6 to gain 1-6ש.
   - Basil rolls 2d6 if no tasks were attempted this turn, and 1d6 if one task was attempted.
   - After income roll(s), all hired Agents are returned to Town

5) Come-to-Jesus Moment...   *(Have you been naughty or nice?)*
   a) If not holding ● give d6ש to charity *(pay to bank)*
   b) If holding ● roll d6, add ■. Result > # of ● = Success *(Angel gains a ■)*
   -or- *(cannot do both 5b and 5c)*   Result ≤ to # of ● = Failure *(Angel leaves)*
   c) If Angel is gone roll d6, add ■. Result greater than # of ●+1 = Success *(Angel returns)*

6) Okay: Now, Push...*PUUUSH!!!...* *(Check to see if the swaddling cloths are needed yet)*
   - If virgin / mother is in stable roll d6 *(≤ turn #)* to gain messiah / baby *(if messiah: +3 to brightness)*.

TASKS

When using staff for a task the price of the character as well as that of the task must be paid:

    Angel - cost = 0ʊ *SPECIAL: may only attempt to brighten star, move family/wiseman/shepherd, or defend*

    Basil - cost = 0ʊ *SPECIAL: may attempt up to two tasks per turn*

    Polly - cost = 1ʊ *SPECIAL: may not attempt any bad tasks*

    Manuel - cost = 1ʊ *SPECIAL: incompetence check = roll d6 after task/cost set (before the normal task roll)*

                           Result: 1= task failure, lose 1 taskʊ; 2 - 3 = task failure; 4+ = can attempt task

Unless otherwise noted *(see [2] below)* the **cost** of a task and/or staff is lost regardless of task success.

Requirement for success and/or result is indicated by ***italicized die roll target*** in task description.

<u>Angel only</u> *(may do no other tasks, but may defend from theft / kidnapping -if available- with +3 to roll)*

- brighten star - ***roll d6*** *(-1 for every three stupids held):* ***1= 0, 2-4= +1, 5-6 = +2*** *(max brightness = 6)*

- move holy family *(virgin+father+donkey)* from pool area to stable - ***roll d6 ≤ turn #***

- move shepherd *(+sheep)* **or** wiseman w/gift *(+camel)* from pool area to town - ***roll d6 < brightness***

<u>Basil only</u> *(may attempt two tasks per turn)*

- remove black mark, **cost = 1- 6ʊ**[1] - ***roll ≤ cost***

<u>All Staff</u> *(excluding Angel)*

- bribe opponent's Wife to visit them: She takes 2d6ʊ *(pay to bank)* **cost = 1- 6ʊ**[1] - ***roll ≤ cost***
  <u>NOTE</u>: Each wife may only make one visit per turn (failed bribery attempts do not count as a visit).

- hire Agent from Town *(or opponent*)* to become Staff *(place in Stable)* **cost = 2ʊ** *(<u>NOTE</u>: No staff req'd)*
  *both roll d6: If active player's roll is >2 higher, they <u>must</u> pay the difference (to bank), and then gain Agent
  <u>NOTE</u>: Each player may only make one attempt to gain Agent from an opponent per turn.

  Agent may immediately attempt a task, or do so on a later round of the turn *(at no add'l staff cost).*

- move Shepherd or Wiseman from Town *(or opponent*)* to Stable **cost = 0ʊ** *(staff cost only)*
  - ***roll ≤ star brightness*** *(*roll ≤ amount star brightness is greater than opponent's)*
  - *NOTE: If a fake mother is in your stable this task is bad = player gains ●*

- hire fake shepherd/father, wiseman, or mother from town ● **cost = 1- 6ʊ**[1] - ***roll ≤ cost***

- kidnap person *(<u>NOT</u> staff)* from opponent* or town ●● **cost = 0ʊ** *(staff cost only)*
  *if opponent has/pays staff to defend(=task), players ***roll #d6*** *(# = # of Staff), highest <u>single</u> roll wins*

- buy animal *(sheep, donkey, camel)* from town (or opponent [3]) **cost = 1- 6ʊ**[1, 2] - ***roll ≤ cost***

- sell animal *(sheep, donkey, camel)* to town (or opponent [3]) **cost = 0ʊ** *(staff cost only)* - ***roll ≥ price***[1]

- steal animal from town or opponent* ●● **cost = 0ʊ** *(staff cost only)*
  *if opponent has/pays staff to defend(=task), players ***roll #d6*** *(# = # of Staff), highest <u>single</u> roll wins*

- pawn wiseman's gift to gain 1d6+5ʊ ●● *NOTES: Only once per wiseman (fakes bear no gifts)*

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        ● bad task: # of ● = # of black marks given to player *(regardless of success of task)*

    [1] player chooses cost/price, then rolls against that as target number for success

    [2] If task roll fails, the cost = 0ʊ *(staff cost only)* but counts as the task for that Staff this turn

    [3] Opponent must agree to participate in the sale *(and need not have/pay staff to haggle!)*
        Players each roll d6 -- price *(which <u>must</u> be paid)* = lowest die rolled

OPTIONAL RULES

Little Drummer Boy

During setup, place the Boy in town along with the animals.

During Step 3, a player may kidnap the Boy from town or an opponent* ●● **cost = 0ש** *(staff cost only)*
  *if opponent has/pays staff to defend(=task), players **roll #d6** (# = # of Staff), highest <u>single</u> roll wins*

The Boy may immediately attempt the task of attracting animals *(in the round they were hired)* or may do so on any later round in the turn *(-attempts limited to once per turn as with other Staff, thus if kidnapped from another player after already attempting task they may not make an attempt in the new stable this turn)*.
  - attract animals ● **cost = 0ש** *roll d6: 1 = **none**, 2-3 = **1,** 4-5 = **2,** 6 = **3***
  - *roll d6 for each animal to determine type attracted: 1-2 = sheep, 3-4 = donkey, 5-6 = camel*
  - *roll d6 for each to determine which animal (#1 – 6) is moved to stable (-or remains if already there)*

When the player with the Boy passes during Step 3, roll a d6 for the Boy and one d6 for each staff in the player's stable that *did not* attempt a task this turn *(Angel -if available- rolls #d6, # = stupids)*.

The Boy escapes to town if their roll is the highest <u>single</u> roll.

Staff Agents

Instead of *(optional: In addition to)* Agents being in the town, each player starts with an Agent as part of their Staff during setup.

The task cost for Staff Agents = 1ש <u>*SPECIAL*</u>*: 2ש for Bad tasks*