



The Frozen North Campaign

by Owen Conlan

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THE SPAWNINGS

This was the third and final piece. Vayl had successfully embedded the other two into creatures spawned in her master's draconic image. There were several failed attempts before the first creature was created. The Scourge Bringer pieces decayed the body and minds of draconic spawn and developing a suitable vessel had required all of her sorcerous abilities. Each newly spawned creature would bubble and dissolve before her eyes until only the weapon piece was left in a pool of ichor.

Three months had passed since the first success. The haft of Scourge Bringer was installed into a new creation and then buried in the heart of a glacier.

Everblight knew the danger this weapon represented to himself and other dragon kind. He was tempted to wield it against Toruk, but he needed time. Time to understand this weapon, time to tame it. The first step was to contain its contagion. He had a great patience that no mortal, not even his most powerful servants, could understand. He would wait. The weapon's time would come.

Vayl's final creature was a masterpiece. Everblight had maintained an almost continuous link with her while she carried out this most important work. His influence was apparent not only in this creature's appearance, but also in demeanor. It had a cunning and will not usually present in the spawned creations. It was almost a shame that its fate was to be buried in a glacier like its siblings. The creature was all muscle, sinew and fangs, with a malice that Everblight suspected was a symptom of the weapon fragment at its core.

OVERVIEW

This campaign system is designed to represent the initial engagements fought between two factions, in this case Cryx and the Legion of Everblight, as they clash over a period of a day or two. The factions have limited resources and attrition in each game will have an impact on their ability to fight effectively in subsequent battles.

SELECTING THE ARMIES

Each player must choose their complete force pool before any of the battles are fought. They are limited to spending 80% of the total points across all games. For example, if the campaign will comprise four games of 15, 25, 35 and 50 points then the player may choose a total pool of 100 points $((15+25+35+50) * 0.8)$. In *Frozen North* each player has 84 points to spend. The number of 'casters should usually be based on this points total, but in this campaign each of the four players may choose two warcasters/warlocks, though there are some restrictions (see the Waging War section). Each 'caster should be distinct, i.e. you cannot include an Epic and basic version of a 'caster in the same pool. It is important to note that *free* warjack and beast point allowances from 'casters are not part of the pool. The total pool must obey all field allowance restrictions for the number of 'casters. Here is an example 100pt force pool for Khador –

Warcasters

- Karchev the Terrible
- Supreme Kommandant Irusk

Warjacks

- Destroyer (#1) 9
- Destroyer (#2) 9

• Devastator (#1)	9
• Devastator (#2)	9
• Juggernaut	7
Units and Solos	
• War dog (#1)	1
• War dog (#2)	1
• Battle Mechanics (Leader and 3 Grunts)	2
• Great Bears of Gallowswood	5
• Greylord Ternion (Leader and 2 Grunts)	4
• Iron Fang Pikemen (Leader and 5 Grunts) (#1)	5
• Iron Fang Pikemen Officer & Standard (#1)	2
• Iron Fang Pikemen (Leader and 9 Grunts) (#2)	8
• Iron Fang Pikemen Officer & Standard (#2)	2
• Widowmakers (Leader and 3 Grunts) (#1)	4
• Widowmakers (Leader and 3 Grunts) (#2)	4
• Winter Guard Mortar Crew (Leader and Grunt)	3
• Koldun Lord	2
• Man-o-war Drakhun (with dismount) (#1)	5
• Man-o-war Drakhun (with dismount) (#2)	5
• Manhunter (#1)	2
• Manhunter (#2)	2
Total	100

For convenience it may be worth considering troops of the same type as a group from which you can assemble different units. For example, there are sixteen Iron Fang Pikemen (excluding the UAs) above. Two of those are Leaders, so the maximum number of IFP units that can be fielded in one battle is two. However, the units do not need to be fielded as described above. Continuing the example, two min units could be fielded instead of a min and a max. As casualties mount up the number of troops that can be included will be reduced and this complicates things. More on that below.

THE GAMES (AND AFTERMATH)

Each game can be played using any scenario the players like and the armies should be built using normal composition rules. Losses during each game will impact what troops are available for later games. Here's what should be noted after each game –

- Grunts destroyed in each unit
- Beasts and 'jacks that suffer more than half damage

- Beasts and 'jacks that are destroyed
- Beasts and 'jacks that survive (and the warlock/'caster that was controlling them)
- Solos, Unit Officers, Characters, Drakhuns, multi-wound grunts, etc. that suffer more than half damage
- Solos, Unit Officers, Characters, Drakhuns, multi-wound grunts, etc. that are destroyed

When choosing a force for your next game the attrition suffered can begin to take a toll –

Warcasters and Warlocks

- A 'caster or warlock that is destroyed must 'sit out' the next game. Any 'jacks and beasts that survived a game cannot receive a bond if their 'caster/warlock was destroyed.

Beasts and 'jacks

- Beasts and 'jacks that are destroyed may not be used again.
- Beasts and 'jacks that suffer more than half damage may be used in the next game, but suffer a permanent -1 to either their MAT, RAT, DEF or ARM (randomly chosen) due to the rushed repair job/healing. All damage is removed from the beast/'jack before the game begins.
- Beasts and 'jacks that suffer more than half damage that 'sit out' the next game are available for the following game and are fully repaired/healed.

Units

- Grunts are destroyed permanently and their unit suffers a permanent loss. The units point cost remains the same, even if it is under strength. The exception is when a max unit drops (through losses or by the players choice) to the min unit size (or below), then it drops to the min unit point cost.
- Units that suffer losses may be combined with the restriction that no more units than original Leaders may be fielded.
- Models in Unit Attachments that are destroyed are no longer available. However, if any models in a multi-model unit attachment survive then they may be included for the full cost of the UA.
- Multi-wound grunts and Unit Officers that suffer more than half damage must 'sit out' the next game. If they suffered less than half damage they are returned to full health with no penalty and are available for the next game.

Combining units may be a little complicated. Leaders may always be considered to be a grunt for another unit. Units still cost either their min or max points even if there are not enough models to make up their full size and the player must attempt to field as close to legal unit sizes as possible. For example, if five Iron Fang Pikemen (from the group of sixteen) are killed the player may either field one unit of six, one unit of ten or a unit of six and a unit of five. The unit of five will still cost the same as a min unit.

Solos and Characters

- Solos and Characters that are destroyed may not be used again.
- Solos and Characters that suffer more than half damage may be used in the next game, but suffer a permanent -1 to either their MAT, RAT, DEF or ARM (randomly chosen) due to the rushed healing. All damage is removed from the model before the game begins.
- Solos and Characters that suffer more than half damage that 'sit out' the next game are available for the following game and are fully healed.

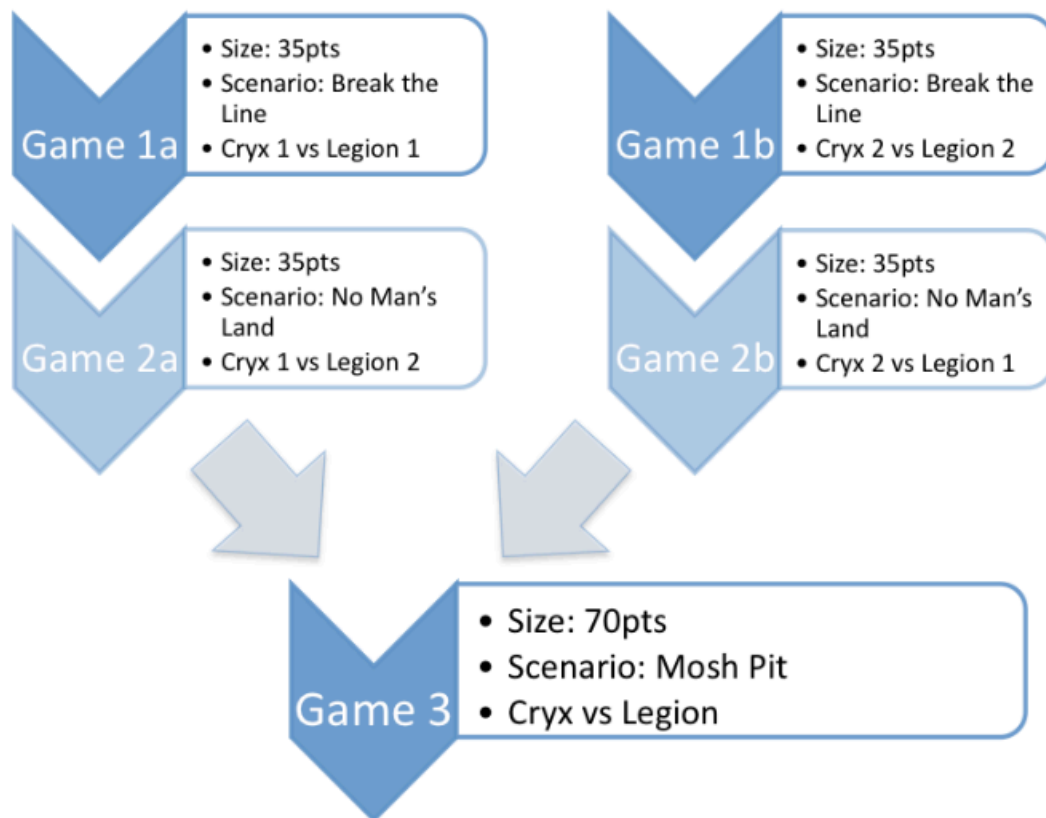
Bonds (Optional)

Beasts and 'jacks that survive a battle may develop a bond with their controller (if they survived too). Select one 'jack or beast that survives, check to see if a bond develops and randomly choose a bond for it. Each warcaster/warlock may only have one bond at a time.

WAGING WAR

Armies do not have infinite resources with which to wage a war. The loss of every trooper weakens the ability to fight effectively not only in the current battle, but in the following battles. The *Frozen North* campaign comprises three games and is designed for four players (Cryx 1, Cryx 2, Legion 1 and Legion 2) with each player choosing a total of 84 points $((3 \times 35\text{pts}) \times 0.8)$. Each player may choose two warcasters/warlocks, but at least one Cryx player must select Asphyxious (Epic or regular) and at least one Legion player must select Vayl. These warlocks/warcasters must be fielded at least once during the campaign. Players of each faction are restricted to only fielding one of each character solo, unit or warjack/warbeast between their two armies. For example, only one player may include Deathjack in their 84pt selection. Additionally one of the Legion players must select the Vylodectes character warbeast (see below) and it must be used in the final game.

The *Frozen North* campaign has the following structure –



Games are played as indicated above, with Game 3 being a four player battle. Remember to keep track of the losses sustained by each army after each game. Also, don't forget to award any bonds that may apply. Players of the same faction may merge their selected forces, this includes when reconciling losses. For example, Cryx 1 lost three (of six) Bane Thralls from a unit in his game and Cryx 2 lost four (of six) Bane Thralls in his; these may be merged into a unit of five using the rules above; either player may field the unit.

DETERMINING THE WINNER

The winning faction is awarded 3.5 Game Points 3.5 for Games 1 and 2 and 7 points for Game 3. Subtract the Game Points of the losing player from those of the winning player and compare them on the table below –

Difference	Victory Type	Description
14	Annihilation	You completely massacred your opponent. You have not only won the day, but have also dealt a blow to your enemy they will not soon forget.
7	Victory	Your enemy put up a good fight, but ultimately you vanquished him. It has been a bloody day, but victory is yours.

0	Stalemate	Despite the tremendous blood loss endured by each side there is no definitive result.
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CONCLUDING THOUGHTS

The game structure of ANNIHILATION is quite straight forward as are the victory conditions. The rules for army composition and attrition on the other hand are more complex, but a player who does not heed early losses may find himself unable to field a viable force in the later battles. With the game points weighted towards the later games that could prove disastrous!

VYLODECTES

Background



Vylodectes is a masterpiece of Everblight's ingenuity. It is a vessel for a piece of the Scourge Bringer, an Orgoth-created weapon with the power to destroy a dragon. The merest touch of even a shard of this weapon is enough to corrode dragon and dragon spawn flesh. That Everblight was able to guide and instruct Vayl on how to spawn a living ark to contain it is something he is most proud of.

Vylodectes is the last dragon spawn created to house the third and final piece of the weapon. Everblight realised quite early that these unique creatures would have to regenerate the wounds inflicted by their encumbrance. This process produces a caustic bile, a combination of decayed blighted flesh and corrosive Orgoth magics, that must continuously be expelled from the creatures. However, this process cannot last indefinitely and without the healing powers of a warlock the creatures would eventually succumb to Scourge Bringer.

To stall this decay, and prevent the weapon pieces from reuniting, Everblight has entombed each creature in a glacier separated by hundreds of miles of near impassable mountains. This hibernation suspends the creature in a frozen state. Vylodectes is about to share in the fate of its siblings, Xytodectes and Zyntodectes, and be placed in its icy tomb to be awoken when Everblight wills it.

Rules

Vylodectes has the same stat card and rules as the Carnivean with the following exceptions:

- As well as the Eyeless Sight and Pathfinder advantages Vylodectes also has Immunity: Cold
- Replace the Dragon Breath ranged attack with Caustic Bile RNG 8, ROF 3, AOE 3, POW 14; Damage Type: Cold and Continuous Effect:

Corrosion. Special Rules: Vylodectes must make an attack with Caustic Bile each activation. If for any reason it cannot make this attack (for example it runs) it suffers d3 damage points at the end of its activation. When Vylodectes is forced to make an additional ranged attack it immediately suffers d3 damage points.

- Vylodectes does not have a Bite attack and its Talons are P 3, P+S 15
- Gunfighter – This model is a gunfighter. The
- gunfighter has a melee range of 0.5" and can make ranged
- attacks targeting models in its melee range.
- Virtuoso – This model can make melee and ranged attacks during the same combat action. When this model makes its initial attacks, it can make both its initial ranged and melee attacks.
- Regeneration [D3] – This model can be forced to heal d3 damage points once per activation. This model cannot use Regeneration during an activation it runs.
- Vylodectes also has Assault, Blood Creation and Soulless
- Replace the Spiny Growth animus with Excessive Healing (COST 2, RNG Self, AOE -, POW -, UP No, OFF No) – When this model is damaged by an enemy attack, immediately after the this model heals d3 damage points. Excessive Healing lasts for one round.
- Vylodectes is PC 12 and FA C