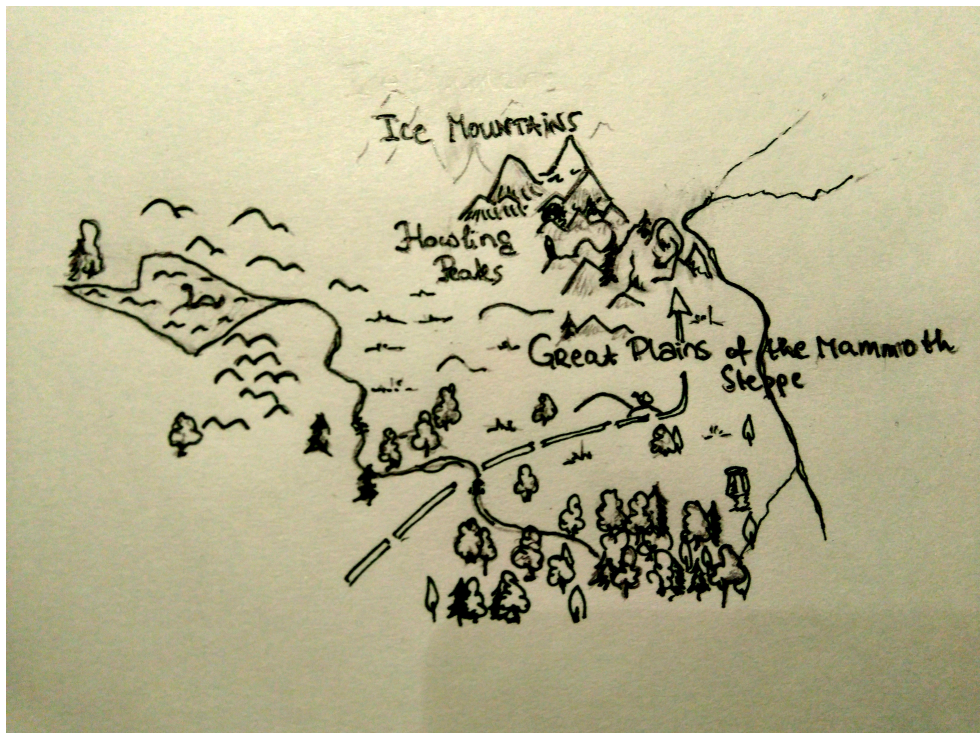


Yuletide Tumble

Howling Peaks

Up north in the Ice Mountains lie the Howling Peaks. Old tales tell how the wind carries all the outspoken wishes and desires here where they coalesce into a loud howl that echo in the frozen valleys. The tales say they are screamed to deaf ears, as few knows that they are heard. See, here among the peaks there is a frozen fell where someone different lives. And indeed, this one, Canute, can hear all the voices even though he listens to but a few.

This different peak has through the years been formed - by hand, by will and by nature - to take the shape not unlike that of an ear. From this shape it takes its name. In his hut hidden in the middle of this unlikely shape, the old man sits by the fire and hearkens. Some voices Canute grants a wish, and from some he takes away. But every year his venture peaks around the Winter Solstice and the workshops hidden around the fell lights up.



Krampi

During the Fall all Celestians were not simply split into a shining being of good or a wicked being of evil. Some shifting traits of a more elusive character came to sift away into Mantica, taking varying forms. Especially mystical traits can face temporal variations, or follow the movements of astral bodies or geographical movements. A few cases appear like a possession that changes the psyche, and in some cases even the physiology, of the victim.

The presence of Krampi among the peoples is considered to be one trait like this. A rare few individuals, most commonly Winter Elves or Rhordians, are increasingly haunted by visions

of snow and frost each year as the days grow longer and the winter nears. For four days around the winter solstice they find themselves howling to the Northern Lights, always on the hunt. But for what no one knows, not even these lost themselves as their memory is lost as they again travel to their homelands. These are said to be Krampi (*sing. Krampus*), after an old Rhordian word for the withered, lost shape they return to their daily lives as.

Some, with the flair for diplomacy or leadership, or just a big purse, have been found mustering armies and leading them to the Howling Peaks. The end of this is usually only the economical disaster of said Krampus – as the army is camped for four days waiting for orders from the gibbering individual running lost around the snowy peaks. But some tell tales of how the standing armies become obsessed about the Yuletide...

Praesens

This year the Howling Mountains stirs quite differently. Mayhap some star sign lends power to the tales or maybe its just a random coincidence like the dry pragmatics say. Nonetheless, this year an unprecedented number of Krampi have awoken, and with them a large number of forces are ready to claim what gifts the old Canute might have. Some armies have been payed, some others stirred by the mighty words of an master orator and some have been coerced. Whatever the case they now are all frenzed for presents!

Preparing for Battle

Rule tweaks: Use the [Mantic Kings of War Tournament pack](#), or the most recent organised play supplement. In addition, any formations found in supplements can be used.

Armies: The games are played with 1500 point armies. In addition, all armies are joined by a Krampus for free (of their own alliance and outside the normal force organisation rules) using the following profile:

| Krampus | | | | | | | Hero (Inf) | |
|-----------|----|----|----|----|-----|---------|------------|--|
| Unit Size | Sp | Me | Ra | De | Att | Ne | Pts | |
| 1 | 6 | 3+ | - | 4+ | 5 | 11 / 13 | 120 | |

Special

Ensnare, Individual, Inspiring (Krampi only), Stealthy, Wind Blast (6)

Note: The Krampi do not change the game size, but do contribute their points if Routed.

Designers comment: Consider painting up a christmassy mini to use as your Krampus. Ho ho ho.

Board size: Play on a 4' x 5' table for 1500 points, with 1' added to the width for each 500 points (eg. 4' x 4' for 1000 and below).

Determining overall victor

Although one could easily interpret these rules as saying that Yule is all about fighting and presents – or that the best fighter gets presents. This is of course not true! Its about cunning and deceit!

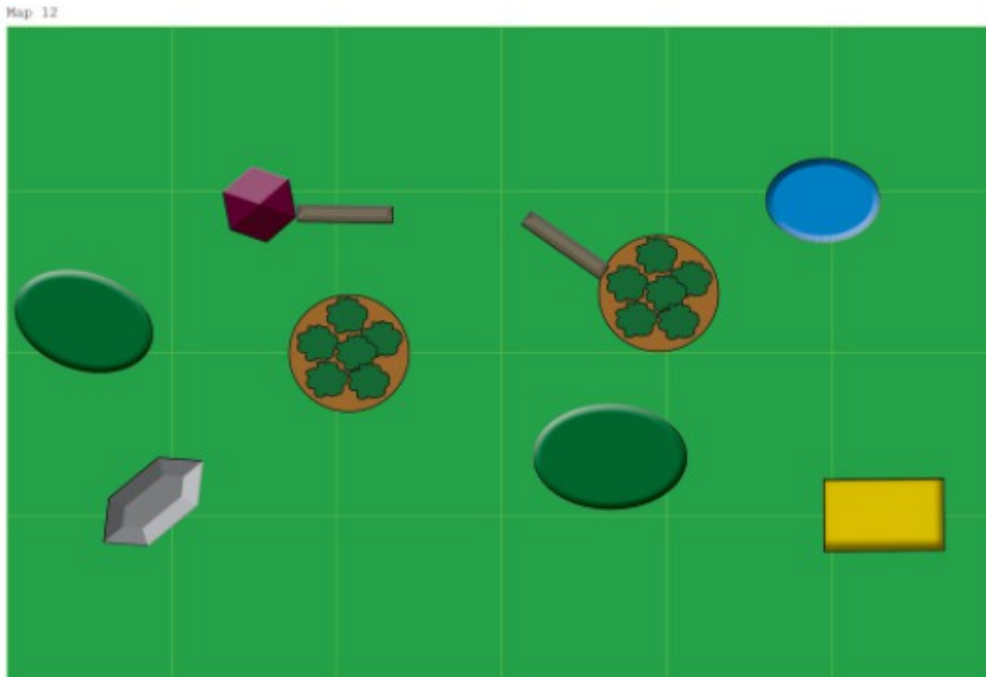
To determine the overall winner of this mini campaign simply add up all the Objective points scored in each battle. The overall winner is the one with most presents. In the case of a tie, Kill Points are used as a tie breaker.

Battle #1 - The Advent of Krampi

The armies gather around the mountain ready to loot and pillage the surrounding area. After setting camp, they unknowingly encounter one of the enemy forces also driven by an awoken Krampus. The clock starts ticking. Maybe the Krampus, tracking the scent of Yule, can scout ahead and find the biggest piles of presents?

Pre-battle preparations follows the normal rules with the following tweaks.

Placing terrain: This battle has been mapped by the infamous cartographer-epic dwarf map pack (epicdwarf.com):



Set-up: The armies hurry to form a battle line on the march. After choosing sides, the players alternate deploying units as normal but are limited in the position as follows: Divide the deployment zone in three equal parts. After picking a unit to deploy roll a D6.

On a roll of **1** deploy the unit 12" from the centre line, in the **left** third of the deployment zone;

on a roll of **2** deploy the unit 12" from the centre line, but in the **right** third of deployment zone;

on a roll of **3-5** deploy the unit 12" from the centre line, but in the **centre** deployment zone.

On a roll of **6** the unit can be deployed **anywhere** 12" from the centre line.

The Krampi always counts as rolling a 6 when deploying.

Duration: The game lasts 6 turns.

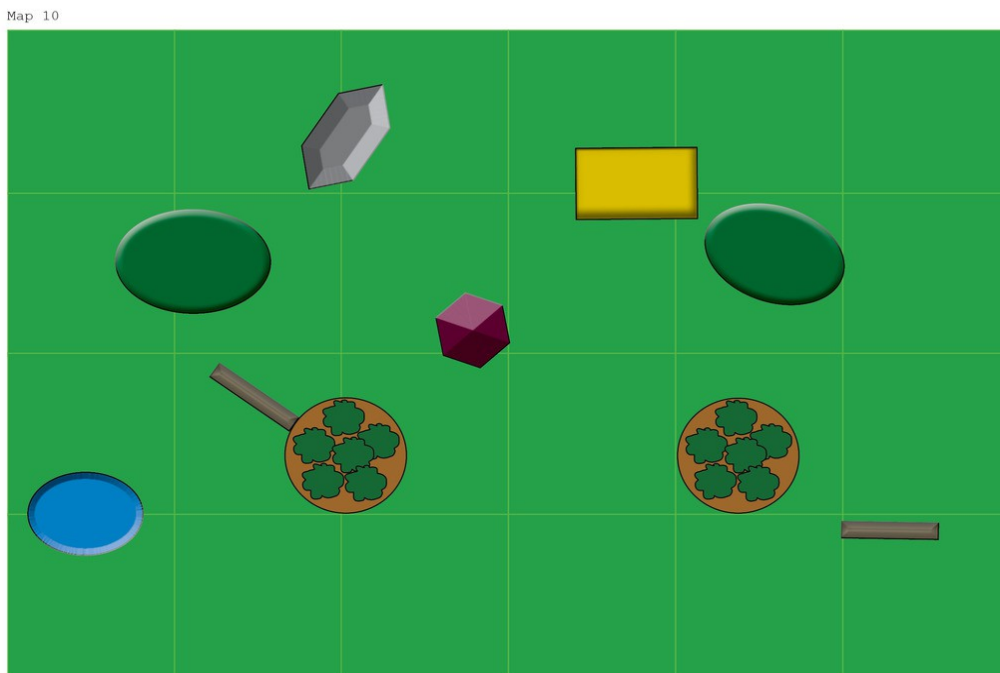
Objective: At the end of the game count victory points as for the Kill Point scenario. In addition, a player can send their Krampus to scout ahead by moving it over the opposing player's long table edge – this awards them 15 % of the game size in points. If player scores more than 10% more than the opponent, we have a winner!

Battle #2 – Yule the Workshop!

Scouts report the local presents all come from a mysterious building right on the highest peak. What a valuable asset that must be! The Krampus persuades the general to take control over the building and all the presents inside. Could there be a greater victory? What is that noise? Another army is still here?

Pre-battle preparations follows the normal rules with the following tweaks.

Placing terrain: This battle has been mapped by the infamous ~~cartographer~~ epic dwarf map pack (epicdwarf.com). A key feature is the building, the Yule Elf workshop, in the centre.



Set-up: Place $D3+2$ presents on the table – roughly the size of an infantry base. Roll off to see who deploys the first present and alternate, placing any presents more than 12" away from previously placed ones and the centre building. The presents can be moved as Loot counters. The unit who is carrying the present have their move reduced to 5", and cannot be moved by spells. A present can be picked up and dropped once per turn. A unit can leave the battlefield and "tuck them under the tree". Individuals cannot move the presents, but can block other units from moving them if in base contact with them. A unit (whether routed or not) drops the present on its leader point.

Duration: The game lasts 6 turns.

Objective: At the end of the game count victory points as for the Kill Point scenario. In addition, players score 10% of the game size for each present. The Workshop producing the presents is obviously worth more – 20%. If a Krampus is holding a present or the workshop, another 10% is scored (i.e. a total of 20% or 30%).

A present is scored by a unit that has picked it up. The workshop is held by a unit within 4" if no enemy units are within 4" of it.

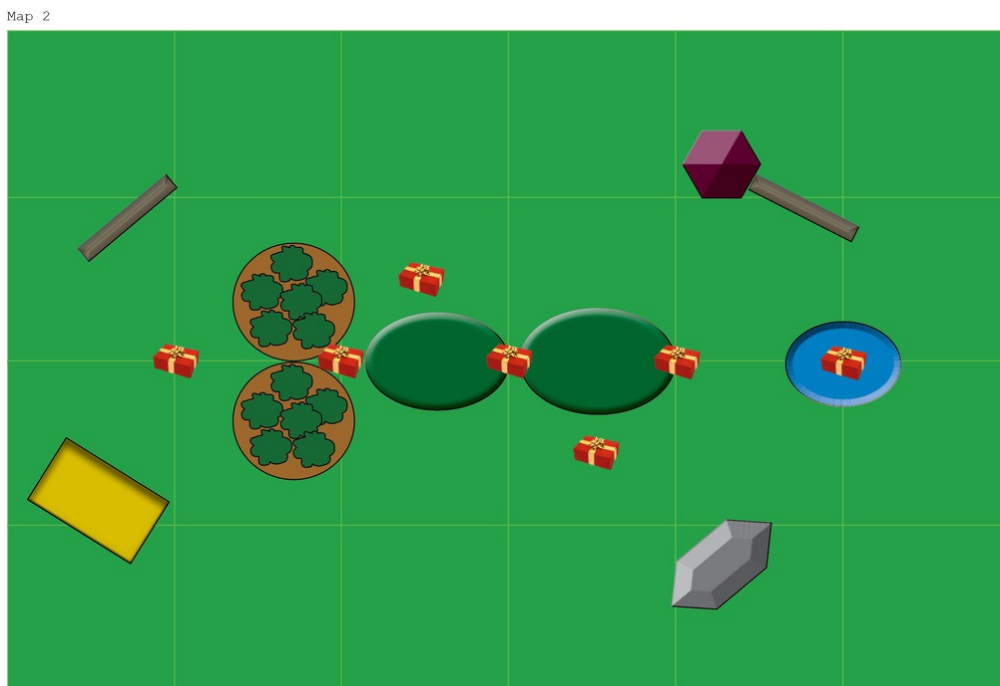
If player scores more than 10% more than the opponent, we have a winner!

Battle #3 – Last chance present spree!

Scouts report the local presents all come from a mysterious building right on the highest peak. What a valuable asset that must be! The Krampus persuades the general to take control over the building and all the presents inside. Could there be a greater victory?

Pre-battle preparations follows the normal rules with the following tweaks.

Placing terrain: This battle has been mapped by the infamous cartographer—epic dwarf map pack (epicdwarf.com).



Set-up: Place presents on the table as shown on the map – these are roughly the size of an infantry base. The presents can be moved as Loot counters. The unit who is carrying the present have their move reduced to 5", and cannot be moved by spells. A present can be picked up and dropped once per turn. A unit can leave the battlefield and "tuck them under the tree". Individuals cannot move the presents, but can block other units from moving them if in base contact with them. A unit (whether routed or not) drops the present on its leader point.

Special: We all know how it is – that last frenzy to find the perfect (well, decent at this point) last presents the last hours before the impending onset of the Yuletide gay. Its true here in Mantica as well, so all units attacking an enemy in melee with one or more presents gain the **Elite** and **Vicious** special rules for that phase.

Duration: The game lasts 6 turns.

Objective: At the end of the game count victory points as for the Kill Point scenario. In addition, players score 10% of the game size for each present. If a Krampus is holding a present they score another 10% (i.e. a total of 20%).

A present is scored by a unit that has picked it up. If player scores more than 10% more than the opponent, we have a winner!