

WINTER

WALS

A Supplement
for Day of Glory



From the cold peaks of the Southland mountains to the the freezing planes of snow in the Northlands, to the seasonal winters that affect much of the world, winter environments are a common battlefield for armies to face each other on. And this is without mentioning the possibilities that magic offers: many a powerful enough wizard will create an artificial winter to hinder the enemy army. Many peoples, such as the Krampus-worshipping Goblins of the North, or their dwarven and Welscan neighbours live their entire lives in such snowy environments, and wear thick furs and armour to stave off the cold. Wizards with the knowledge of fire-based magic are highly prized in these situations, although those with cold-based magic are far more common, and many obscure spells and lores not known or used in other parts of the world can be found by those brave enough to explore icy caves, and cross frozen rivers with only the howling of winds to accompany them.

But it is not just the civilised creatures of the world who are to be found in winter lands. Elusive yetis, animated creatures of snow and ice, as well as the few surviving ice dragons, alongside many more strange and dangerous creatures roam the fields and icebergs of the North, terrorising travellers, and hoarding vast quantities of wealth in their lairs. Such creatures are sometimes hunted for their furs and bones, other times they are pressed into service as highly effective shock troops, and at other times they are simply a danger to anyone who comes across them in a battle.

These rules are an expansion to the Day of Glory rules, allowing you to fight battles in an immersive, winter environment, where the battlefield is as much your enemy as your opponent. There are new races, and rules on how they can be fitted into your army, rules for special types of terrain, and environmental effects, as well as additional spells, gods, and magic items to use. You can use as many or as few of these rules as you like, just agree with your opponent beforehand.

Battlefield Rules:

All areas of the battlefield are designated as either "clear", "snow", or "ice" areas.

- Clear areas are areas where there is no snow or ice. models can move as normal.
- Snow areas count as difficult terrain (each inch of movement over it counts as two), but for chariots, each inch counts as four instead.
- Ice areas come in two types: Thick, and thin. Both count as difficult terrain, but on thin ice, every time a model crosses it, roll a D6. On a 1-2, the ice cracks, and they plunge into the freezing depths. Remove the model from play.

Snowstorms

Split the battlefield into four quarters. At the beginning of each round, roll a D6 for each quarter. On a 5+, there is a thick snowstorm in that quarter for that round. All models in a quarter affected by a snowstorm gain -1 combat bonus, as do models attacking them from other quarters, and models in the quarter also move 1" slower. All models must also roll a D6. On a 1, they take an automatic point of damage. From the end of the round, all clear areas in the quarter are now considered snow areas.

Roaming monsters

D6+3 animated snowmen, a howling spirit, snow golem, or yeti may be roaming the battlefield. Place down the model(s) on a point at the start of the game. At the end of each round, they activate, moving towards the closest unit, and attacking if possible. You can have multiple of these scattered around the table if you have enough space.

New Races:

Name:	Speed:	Agility:	Health:	Attack bonus:	Nerve:	Traits:
Animated Snowman [2]	3"	3	2	-1	-	Construct, Chaotic
Howling spirit [4]	7"	5	1	+0	2	Chaotic, immune to all snowstorm effects
Snow Golem [14]	4"	3	3	+1	-	Construct, chaotic, counts as having two heavy maces, and heavy armour, immune to all snowstorm effects
Yeti [8]	4"	4	3	+0	4	Stupid, scary, counts as wearing heavy furs (no speed penalty)

New Equipment:

Name:	Attacks:	Attack bonus:	Traits:
Ice pick (1 handed) [1]	1	+1	Piercing
Javelin (1 handed) [2]	1	+0	Piercing, range(18")

Armour:

Heavy furs [6]- 5+ (ignore damage from icy winds, -1" speed)

Other equipment:

These can be taken by any infantry models.

- Skis [1] - May ignore difficult nature of snow, and move +1" faster on it, but move with -1" speed on other areas.
- Ice skates [1] - May ignore difficult nature of ice, and move +1" faster on it, but move with -1" speed on other areas.

Sleighs

Sleighs work in the same way as chariots, and may be taken instead of them. Sleighs treat clear areas as difficult terrain, but move normally across snow and ice.

Magic items:

Common:

Heat amulet [2] - ignore damage from icy winds.

Enchanted ice pick [3] - ice pick, +1 combat bonus.

Rare:

Ice blade [5] - longsword, for every hit, the target unit must take a snowstorm damage test.

Frosty arrows [5] - longbow, for every hit, the target unit must take a snowstorm damage test.

Unique

Ice-plate armour [15] - heavy armour, +1 to armour saves, but must take a snowstorm damage test at the end of each activation, which cannot be avoided, and damage must always be taken.

Amulet of fiery aura [10] - all points within 2" of this model become clear terrain. If this model moves onto thin ice, they die automatically.

Staff of the Krampus [20] - can be used to automatically cast the spell *animate snowmen* once per turn as an action, or to bring up to five enemy snowmen under your control.

Gods

Krampus

Most widely worshipped by the Goblins of the North, Krampus is a terrifying deity who punishes those who act against his laws.

Blessing- +1 to nerve checks

Prayer- A unit within 6" passes its next nerve check automatically.

Valkia

A Welsh goddess of snow and ice, who shields her followers from harsh weather.

Blessing- models can move as normal across snow and ice areas

Prayer- A unit within 6" can ignore all effects of snowstorms the next time they would be affected by them.

Spells

Wizards of the lore of the arctic may pick a free spell from the lore of winter. Other wizards may buy spells from this lore for 5 power each. Arctic wizards may also do this for additional spells. Additionally, the spells eternal flame and volcano gain the additional trait that all areas under their effect become clear areas if they were snow or ice.

Lore of Winter

- **Icy winds**- *Harsh winds blow into the unit, slowing their advance, and weakening them.* CV:4 - Pick a unit within 18". That unit is now subjected to a snowstorm.
- **Animate snowmen**- *Mounds of snow come to life, shuffling towards the enemy.* CV:5 - D3+3 new animated snowmen can be placed down within 6" of the caster. These may form a new unit, or join an existing one, and count as not having activated yet.
- **Summon snow**- *A thick layer of fresh snow envelops the land at the caster's command.* CV:6 - Pick a point within 24". In a 4" radius circle around that point, the area becomes snow.
- **Freeze ground**- *The ground freezes solid, and a slippery surface of ice forms on its surface.* CV:6 - Pick a point within 18". In a 4" radius circle around that point, the area becomes ice.
- **Animate Golem**- *A mighty golem of snow and ice rises from the ground, stamping and roaring.* CV:10 - Place down a snow golem within 6" of the caster. The golem may be activated instead of the caster on subsequent actions of the caster.

Forces

Goblin tribes

In the freezing Northlands, caves and underground tunnels are infested by tribes of goblins who worship their god Krampus. Much like their Southern cousins, they are a pest on the land, constantly threatening the other civilised peoples that struggle for survival there. These tribes differ from other goblins though in the sense that they do not live alongside orcs, and have their own independent societies and power structures. Many Northern goblins are fanatical, and even insane, driven mad by howling winds, and the dangerous, spirit-based magic they dabble in.

Races:

Goblin, Animated snowman, Yeti

Army special rules:

Fanatical- All units may re-roll failed nerve tests.

Equipment:

Goblins can take spears, ice picks, javelins, heavy furs, and shields. Yetis can take slings, spears, or heavy maces. Goblins may be mounted on wolves.

Heroes:

Goblins can be priests and wizards, Yetis can be champions. Wizards know spells from the lore or winter or the arctic. Priests must be priests of Krampus.