



FROSTBLADE

MONSTER HUNTING MISSIONS PACK
WHITE DRAGON
V.0.2

For generations, the people of the nearby villages have lived in fear of Hyvekken, the white dragon that haunts the mountains above. The dragon is said to be a creature of ice and snow, with razor-sharp claws and a breath that can freeze a man solid in seconds. Its lair is deep in the heart of the mountains, where it hoards treasure and devours any who dare to venture too close.

Now, a group of adventurers has banded together with a single purpose: to slay the dragon and free the people from its terror. It is said that the dragon has allied itself with a powerful sorcerer who seeks to use the dragon's strength to conquer the surrounding lands. The adventurers know that if they do not act, the sorcerer and the dragon will bring ruin upon the innocent and the helpless. And so, they have sworn to stop them, no matter the cost.

The journey is challenging, for the path is treacherous, and the dragon is a formidable foe. But the adventurers are determined and have prepared well. They have trained for months, honing their skills and gathering the best equipment available.

As they ascend the mountain, they feel the dragon's presence looming over them, watching and waiting. The air grows colder with each step, and the ground becomes slick with ice. But the adventurers press on, driven by courage and their desire to see the dragon defeated.

At last, they reach the dragon's lair, a cavern of ice and snow glowing with an eerie blue light. The dragon is there, waiting for them, its eyes gleaming with malevolent intelligence.

PLAYERS

For this mission, you will need 2100 points in total. It can be played with 1 to 3 players, dividing the total points equally between all players. Each player can play with an army of the faction of their choosing.

MISSION RULES

Core rules remain unaltered for players in this Mission. The White Dragon has its own set of rules and actions, which are chosen based on the state of the game. You'll find [AI] instructions on the White Dragon's datasheet that dictate how to decide between the different actions and abilities in every phase. Players can take turns manipulating the dragon, its abilities, and dice rolls.

Alternatively, for a more immersive experience, the dragon can be played by an additional player, acting as the dragon's AI without the players reading the White Dragon's attacks and abilities datasheet.

The dragon's orientation is fundamental. Always keep track of it and only rotate the model if a specific rule or action indicates so. Some rules will require you to measure from specific parts of the model. See the Dragon's Zones image below.

ARMY DEPLOYMENT

Players deploy at the same time in any way they want inside their deployment zone as long as squad-specific Core Rules are met.

PLAYER'S TURN ORDER

During the player's turn all players go through their turn phases at the same time. Each player activates, moves, and attacks in every phase with one squad at a time. For ability purposes, all player armies count as allied armies.

WIN CONDITION

In this deadly battle, the victor's reward is they get to live another day. The mission is to slay the white dragon. The game ends whenever the dragon has been slain or there are no remaining player armies.

DRAGON'S TURN

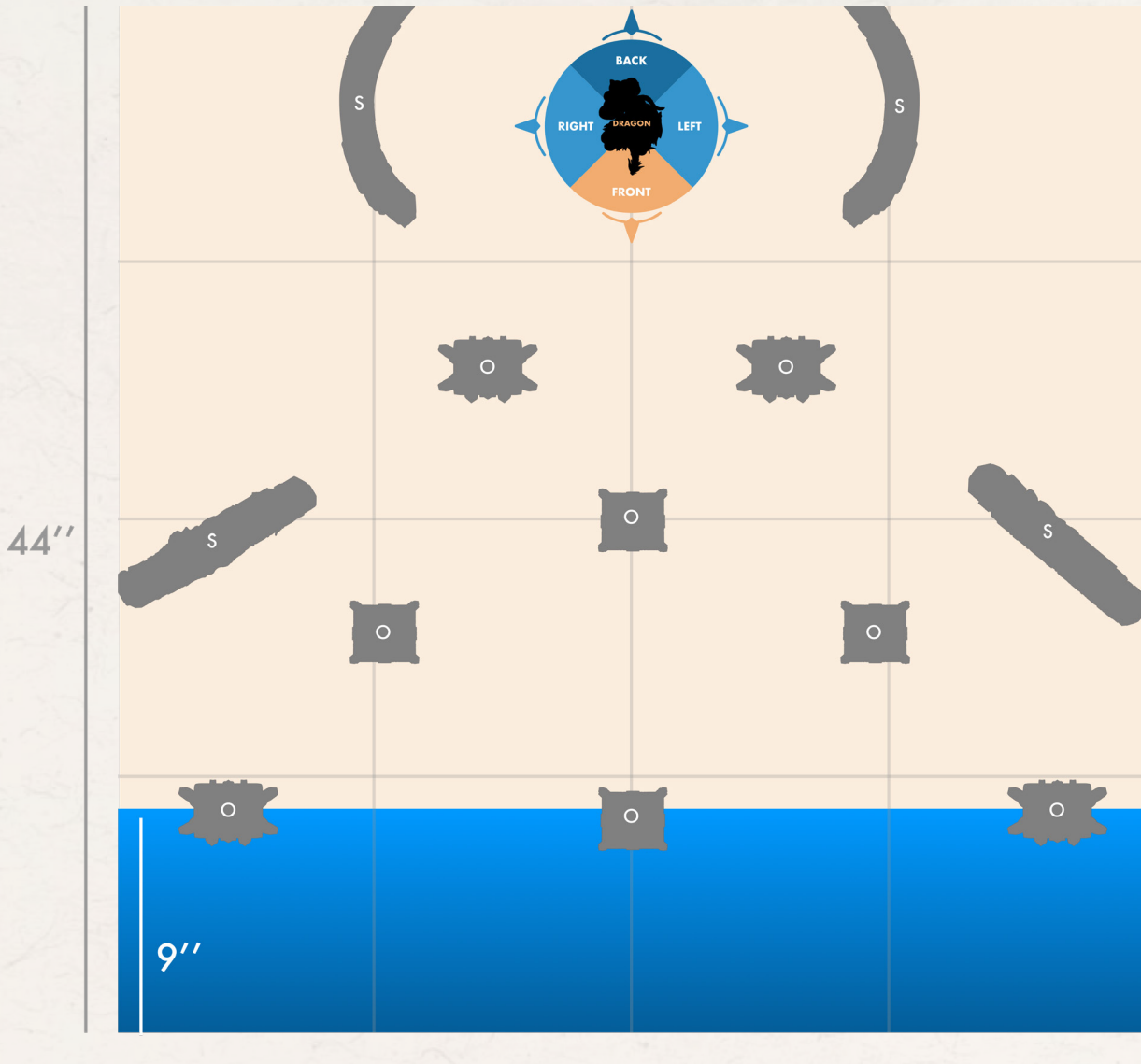
The dragon starts in the Dragon's Lair. Some abilities will make the dragon go back to its lair. In these situations, return the dragon to its original starting position.

During the dragon's turn. It goes through all of the turn phases, activating its abilities during every phase as the datasheet instructs.

The dragon acts within the same turn structure as the players, but its actions differ entirely from how a player army is played. Read the White Dragon's Stat Sheet to determine what the dragon does during each turn's phase.

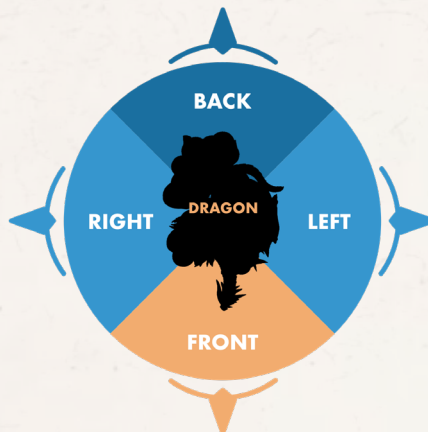


ZONE MAP



S - Structure
O - Object

DRAGON'S ZONES



WHITE DRAGON



V.0.1

Name [Squad Size]	Str	Def	Evd	HP
White Dragon [1]	9	5	5+	99+5D6

Passive	Effect
Freezing Aura	Triggers during the dragon's Starting Phase. Enemies within 4" distance of the dragon get a Frozen Counter.
Enraged	If this dragon is below 40 HP, it has +5 Strength, +1 Defense, -1 to Evade Rolls, and gains +4" range in all Spell Phase and Combat Phase Actions.
Gargantuan	Line of sight does not apply to this model when being attacked.
Monstrous Movement	When moving, this unit ignores all Structures and Objects. If it ends its movement on top of Terrain Features, remove those terrain features from play. If it ends up movement on top of an enemy Squad, that squad is dealt D3 Direct Damage, then it's controller may move that squad up to 5" in order to get out of the dragon's way.

1. Starting Phase Actions

[AI] Decides based on remaining HP.	HP	Effect
Fierce Flight	80+	Determine the closest enemy in line of sight. Then rotate up to 90° in order to that enemy directly. Then Move forward up to 24". (If more than one enemy squads are within the same distance, rotate towards the one with less remaining HP.)
Swift Dash	79-50	Determine the closest enemy in line of sight. Then rotate up to 90° in order to that enemy directly. Then Move forward up to 17". (If more than one enemy squads are within the same distance, move towards the one with less remaining HP.)
Last Stand	49-25	Moves up to 16" towards the closest border of the map without enemies. Then rotates until it is facing directly towards the center of the board.
Final Breath	24-1	The dragon returns to its Lair. (starting position)

2. Spell Phase Actions

[AI] Decides based on closest enemy distance.	Distance	Effect
Freezing Breath	1" to 6"	Select the closest 2 (or less) enemy squads in line of sight within range that are within 3" of each other. Deal a D6 Damage for each one each them. They get a Frozen Counter.
Ice Shards	7" to 13"	Blasts dragon scales that become Ice Shards in all directions. All enemy squads in line of sight within 36" take 1 Direct Damage for every 3 models in the squad (rounded down, with a minimum of 1 damage). Squad damaged this way get a Frozen Counter.
Ice Pillons	14"+	Select the 4 furthest enemy squads in front of the dragon. Then spawn 1 Ice Pillon within 1" each one of them. At the end of the next Movement Phase each Ice Pillon explodes, dealing 1D6 Direct Damage to all enemy squads within 5" of it. Squads damaged this way get a Stunned counter.

3. Movement Phase Actions

[AI] Decides based on remaining HP.	HP	Effect
Ground Pound	50+	Determine the closest enemy in line of sight. Then rotate up to 90° in order to that enemy directly. Move up to 15" forward until it is in hand-to-hand combat. Then stomps the ground and deals 2D6 damage to all enemy squads within 6". Enemy squads damaged this way get a Stunned counter.
Sneaky Step	49-30	From all squads within 15" in any direction of the dragon. Select the one with less models that is furthest away from the dragon. Rotate towards that squad up to 90° and then move towards it up to 15".
Freezing Revenge	29-1	Moves up to 10" towards the closest border of the map without enemies. Then draw a 15" line in the direction of the closest enemy. Every visible enemy squad within that line of freezing breath is dealt 1D6 damage. Enemies damaged in this way are Frozen until their next End Phase.

4. Combat Phase Actions

[AI] Decides by rolling a D3.	Definition
If there are enemies in hand-to hand combat:	
[1] Claw Swipe	Swipes twice. Hitting all enemy squads within 2" in the front and sides of the dragon. For each hit squad make an attack of Strength + 1D6.
[2] Bite	Bites one enemy squad in the front of the dragon. Deals Direct damage equal to its Strength. This attack may destroy a maximum of 2 models from that squad.
[3]. Bloodthirst	Rotates directly towards the closest enemy of the dragon. Automatically kills one model from an enemy squad. The dragon heals wounds equal to the remaining HP of the killed model.
If there are no enemies in hand-to hand combat:	
[1] Dragon's Roar	Select up to 3 non-LEADER enemy squads in 12", they become frightened. For each of those enemy squads, its controller rolls a D6 for each model in it. For every result of 2 or lower its controller removes a model from that squad as they run away from battle.
[2] Wing Attack	Beats its wings. Make an attack of Strength + D6 to each enemy squad within 12" in front of the dragon. Divide this attack's Hit Dice in equal parts between all attacked squads. Enemy squads dealt damage this way get a Stunned counter.
[3]. Bloodthirst	Moves towards the closest enemy within 10" in front of the dragon. If by the end of this movement there are any enemy squads in hand-to-hand combat automatically kills one model from an enemy squad. The dragon heals wounds equal to the remaining HP of the killed model.

5. End Phase Actions

[AI] Decides by rolling a D3.	Definition
If there are enemies in hand-to hand combat:	
[1-2] Enraged Run	Rotate up to 180° towards the furthest map border. Moves 20" in a straight line stomping everything in its way. Enemy squads in that line take 1 Direct Damage and get a Stunned counter.
[3] Tail Attack	Hits all enemy squads within 2" in the back and sides of the dragon. For each hit squad make an attack of Strength + 1D6.
If there are no enemies in hand-to hand combat:	
[1-2] Flying Repositioning	Select the enemy squad in any direction with less models within a range of 25" of the dragon. The dragon flies towards that squad (if more than one, select the one with less HP. If tied, decide at random) and lands directly in front of it, in hand-to-hand combat distance.
[3] Chilling Fog	Cast a fog that reduces all non-melee enemy attacks and spell ranges by 3". Chilly fog remains for the rest of the game.

Status Effects	Effect
Frozen	Squads with Frozen counters have their Move stat divided in half (rounded up). During its controller's End Phase remove all Frozen counters.
Stunned	Squads with Stunned counters can not move. During it's controller's End Phase remove all Stunned counters.

Status Effects	Effect
Fire Damage	Any type of ability with "Fire" in its name or description deals double damage to this dragon.
Tail	All damage from melee weapons coming from the back of the model deal double damage.

