

DYSTOPIAN AGE

ARMOURED CLASH



THE *Christmas Story* OF **KYLE**

THE RED & WHITE



WARCRADLE®
STUDIOS

Every 12 months, as the nights lengthen and the year draws to its close, Kyle the Black begins to change. His usual experiments, melding flesh and metal to craft obscene new constructs for his armies, cease to inspire him. His cruel thoughts grow melancholy, turning from the tearing open of skin to the making and wrapping of gifts.

Leaving the Abattoir, his Promethean Complex in the Badlands of the Union, Kyle heads north to where a hidden factory, operated by diminutive automata of his own festive design, churns out presents all year round.

Come December 24th, his personality is entirely subsumed by that of Kyle the Red and White, the avuncular, benevolent patron of Christmas in the Dystopian Age.

His Enlightened peers, however, are not keen on this annual vicissitude, and have, this year, decided to put an end to Kyle the Red and White's Yuletide enterprise. Enlightened science is to be used for the advancement of the Covenant - not for delivering gifts to the children of the world or for spreading joy across the land!

Clearly, this menace must be stopped.





ARMOURED CLASH

HOW TO PLAY THE CAMPAIGN

The story of Kyle the Red and White is a three-part, two-player campaign that follows one player, **General Black**, who fights for the Enlightened in their attempt at bringing the errant Peer to heel, and **General White**, representing mercenaries or allies of Kyle himself, as they battle to save Christmas.

The two players may agree between themselves on the side they wish to represent, and if this is the case proceed straight to the campaign. If the two players would rather settle the matter randomly then each should draw a card from their **Command & Conquest Deck** - the player holding the highest value card will play as General Black. In the case of a tie, draw again until General Black has been decided.

This is a tree-campaign that starts with a single **Clash**, before branching into a series of differing scenarios depending on the battle's outcome. After playing through three games in this manner, the overall overall winner, and the fate of Christmas itself, will be revealed.

This campaign can be played using any **Faction**, and each General may even field an army from a different Faction, if they wish, at each stage of the campaign. Think of them as hired guns, fighting on behalf of Kyle the Red and White or his enemies in the Enlightened.

While you could write a custom **Force List** for each Clash, tailored to the specific objectives of each, it is recommended that you write a single list and use it for all three games. It will be more of a challenge for both players that way! All casualties in one Clash are assumed to be replaced in time for the next one.

Although the campaign can work at any **Force Scale**, keeping all three games to **Skirmish** size will allow you to conclude the whole campaign in an afternoon of gaming.





ARMOURED CLASH

CAMPAIGN SPECIAL RULES

KYLE THE RED AND WHITE SPECIAL OBJECTIVE MARKER

Kyle the Red and White is represented on the Battlefield using a Special Objective Marker.

The Marker is Size 1, **Obscures** Line of Sight if not being escorted (see below), and counts as **Dense Terrain** for the purposes of Movement. Models may move over the Marker, but they may not end their **Movement Step** with their base overlapping the Marker's footprint. The Token cannot be targeted by any attack and does not take Damage or suffer the effects of any Status Tokens.

ESCORTING THE SPECIAL OBJECTIVE MARKER

When any **Light** or **Heavy** unit comes into base contact with the **Kyle the Red and White Special Objective Marker** it is considered to be **Escorting** the Marker. Place the Special Objective Marker in contact with the unit's **Officer**, within the Officer's **Front Arc**. The Kyle the Red and White Special Objective Marker now moves with the Escorting unit whenever it makes an **Advance** or **Double Time** manoeuvre. If the Escorting unit makes an **Embark** manoeuvre the Special Objective Marker transfers to the transporting unit, which immediately becomes the Escorting unit.

If the Escorting unit is **Annihilated**, makes a **Charge** manoeuvre, or makes any involuntary move such as **Withdrawing** or **Falling Back**, the Special Objective Marker remains where it is. The Escorting cannot use the **Soar** special rule.

If two units that belong to the same General are both in contact with the Kyle the Red and White Special Objective Marker, that General may decide which unit counts as Escorting.

THE NAUGHTY AND NICE LISTS

Kyle the Red and White believes that only good children deserve presents, using the esoteric engineering of the Enlightened to identify and reward those who are nice and punish those who are naughty. As he observes the battlefield, bursts of crackling energy burst forth, helping or hindering according to his festive whims.

NAUGHTY LIST:

Whenever a unit **Annihilates** another, it gains the **Disordered** status at the end of the current Activation. Any units within 10" of a friendly **Commander** unit are unaffected by this rule.

NICE LIST:

Whenever a unit makes an attack (or series of attacks, such as with the **All-Out Attack** or **Coruscating** weapon qualities) that results in no Damage to its target or targets, the controlling General draws one extra **Command & Conquest Card** and adds it to their hand. This can allow the General to exceed the usual **Hand Limit** for the Force Scale being played. This may result in the General being unable to draw new **Command & Conquest Cards** at the start of the next round, unless they discard to below the **Hand Limit** first.

SNOWBALL FIGHT

Regardless of the climate in which he finds himself, Kyle the Red and White is always surrounded by snowy ground. And despite the vicious unrelenting strife of the Dystopian Age, sometimes it is hard to resist playing in the snow...





If a **Close Quarters Attack** occurs within 6" of the Kyle the Red and White Special Objective Marker and results in a **Stalemate**, both units gain the Disordered Status. The frivolity of the season has overtaken them and they have engaged in a snowball fight! Any units within 10" of a friendly *Commander* unit are unaffected by this rule, as their senior officers spoil all the fun.

DRAWS

It is possible for a Clash to end with both players on the same number of **Victory Points**. In this situation, the General who is Escorting the Special Objective Marker at the end of the Clash is the winner. If neither General is escorting the Special Objective Marker then the General with a unit closest to it is the winner.

If this would still result in a draw then each General should reshuffle their Command & Conquest deck and draw the top card. The player with the highest value card is declared the winner.



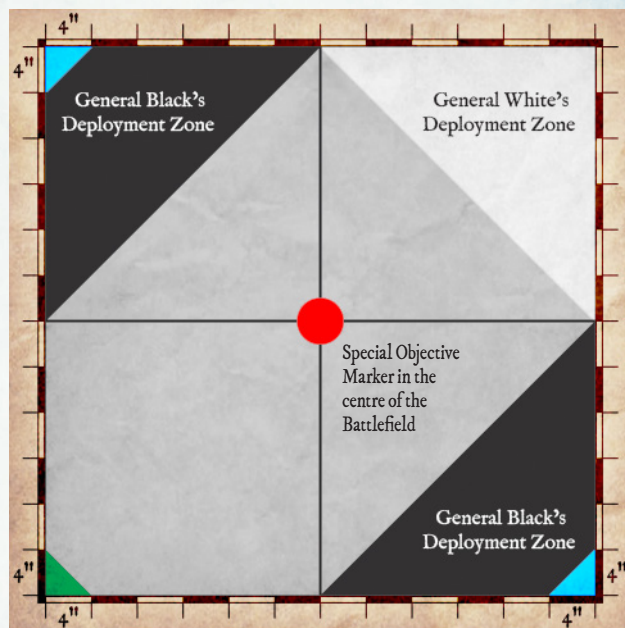


ARMOURED CLASH

CLASH 1 THE TERROR TRIP TO TOYTOWN

On the 1st of December Kyle the Black's personality begins to change into that of Kyle the Red and White, wanting nothing more than to bring joy by giving out gifts to all the children of the world. First he has to get to his polar workshop

Fortunately, he is being escorted by General White.



Green section indicate the Exit Corner for General White

Blue sections indicate possible Extraction Corners for General Black

TERRAIN

Set up Terrain in the usual manner, as described in the *Armoured Clash* Rulebook.

DEPLOYMENT

The Kyle the Red and White Special Objective Marker is placed in the centre of the Battlefield. General White then chooses a corner in which to deploy. The Deployment Zone is a triangle that runs from the middle of each board edge adjacent to that corner. The opposite corner is now the **Exit Point**.

General Black's Deployment Zones are in opposite corners, adjacent to General White's corner. The Deployment Zone is a triangle from the middle of each board edge adjacent to that corner.

Deploy Forces using the standard Deployment rules.

GAME LENGTH

The Clash lasts for five Rounds.

CLASH OBJECTIVE

An Exit Corner is defined as a triangular area extending from the corner of the battlefield to 4" along adjacent battlefield edges. In the case of this clash General White's **Exit Corner** is the one opposite their Deployment Zone. General Black has two **Extraction Corners**, each one being contained within their Deployment Zones; either can be used to score Victory Points from **Escorting** the Kyle the Red and White Special Objective Marker.

At the end of a Round, if a unit has Escorted the Special Objective Marker to a point where it is within the correct Exit or Extraction Corner, the owning General gains **20 Victory Points**, and both the Escorting unit and the Special Objective Marker are removed. If a General ends the game with a unit Escorting the Special Objective Marker, but the Marker is not within an Extraction Corner, they gain **10 Victory Points**.

CAMPAIGN PROGRESSION

If General White wins, proceed to **Clash 2 - Warfare in a Winter Wonderland**.

If General Black is triumphant, proceed to **Clash 3 - Reindeer Rescue**.



ARMOURED CLASH



CLASH 2

WARFARE IN A WINTER WONDERLAND



Kyle the Red and White is ensconced in his secret factory, making presents for all the children to bring them joy. General Black's forces have followed him to this hidden building. Can the forces of General White hold them at bay long enough for him to finish his work?



TERRAIN

Set up Terrain in the usual manner, as described in the *Armoured Clash* Rulebook.

General White then chooses a board edge, which becomes their **Rear Edge**. Set up a large **Defensible Building** 18" away from General White's Rear Edge, it may be **Garrisoned** by one unit. This is Kyle the Red and White's Gift Factory.

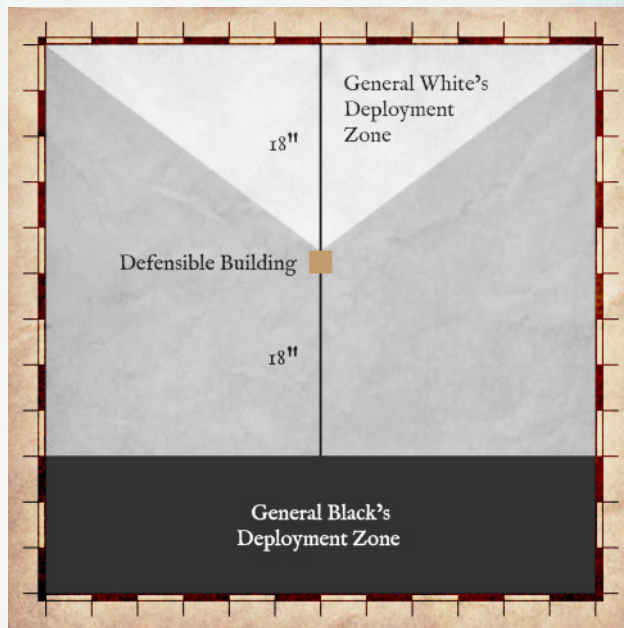
DEPLOYMENT

General White's **Deployment Zone** is a triangle from directly behind, but not including, the Gift Factory, and that extends to the corners of their Rear Edge. **General Black's** Deployment Zone runs from their Rear Edge to 18" away from the Gift Factory.

Deploy Forces using the standard Deployment rules.

GAME LENGTH

The Clash lasts for five Rounds.



CLASH OBJECTIVE

When the Gift Factory is Garrisoned, the **Kyle the White Special Objective Marker** appears and is considered to be **Escorted** by the Garrisoning unit. If that unit **Exit's** the Gift Factory, then the Kyle the White Special Objective Marker then they remain the Escorting unit and the Marker goes with them. Whoever is Garrisoning the Gift Factory at the end of the Clash scores **15 Victory Points**. Whoever ends the game Escorting Kyle the White Special Objective Marker gains **15 Victory Points**.

SPECIAL RULE:

If the unit that is Escorting the Kyle the Red and White Special Objective Marker is garrisoning the Gift Factory, the building is immune to the *Siegebreaker* weapon quality.

CAMPAIGN PROGRESSION

If General White wins proceed to **Clash 4 - Polar Express Delivery**.

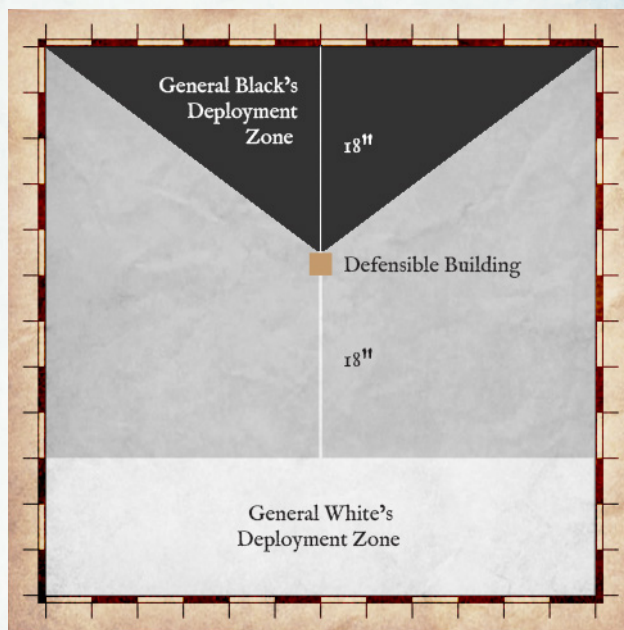
If General Black is triumphant, proceed to **Clash 5 - Driving Home to End Christmas**.



ARMOURED CLASH

CLASH 3 REINDEER RESCUE

Kyle the Red and White has been captured by General Black, held in an abandoned building whilst preparations for his return to the Abattoir are made. However, sentries have already reported the approach of General White's forces: it can only be a rescue mission!



TERRAIN

Set up Terrain in the usual manner, as described in the *Armoured Clash* Rulebook.

General Black then chooses a board edge. This becomes their **Rear Edge**. Set up a large **Defensible Building 18"** away from General Black's Rear Edge. This is General Black's **Safe House**. It may be immediately Garrisoned by one *Infantry* unit from General Black's force, who is guarding Kyle the Red and White. They become the Escorting unit for the Kyle the Red and White Special Objective Marker.

DEPLOYMENT

General Black's **Deployment Zone** is a triangle from directly behind, but not including, the Safe House, and that extends to the corners of their Rear Edge. **General White's** Deployment Zone runs from their Rear Edge to **18"** away from the Safe House.

Deploy Forces using the standard Deployment rules.

GAME LENGTH

The Clash lasts for five Rounds.

CLASH OBJECTIVE

Whoever is Garrisoning the Safe House at the end of the Clash scores **15 Victory Points**. Whoever ends the game Escorting Kyle the White Special Objective Marker gains **15 Victory Points**.

CAMPAIGN PROGRESSION

If General White wins proceed to **Clash 4 - Polar Express Delivery**.

If General Black is triumphant, proceed to **Clash 5 - Driving Home to End Christmas**.



ARMOURED CLASH

CLASH 4

POLAR EXPRESS DELIVERY

With all the presents made, all that remains is to distribute them across the world. Kyle the Red and White has a series of distribution points that have to be loaded with presents, before they can be sent to all the good people. The forces of General Black gather to stop this before it is too late.



TERRAIN

Set up Terrain in the usual manner, as described in the *Armoured Clash* Rulebook.

Then, place a number of **Strategic Objective Markers**, depending on the size of the Clash being played - 2 for a **Skirmish**, 3 for a **Battle**, or 4 for a **Cataclysm**. Players take turns placing Markers the Battlefield, starting with **General White**; the Markers may be placed anywhere on the Battlefield that is at least 12" away from another Marker, a table edge, or Deployment Zone.

DEPLOYMENT

Each General's Deployment Zone runs from their Rear Edge to 16" from the midline of the Battlefield, as shown on the map.

Deploy Forces using the standard Deployment rules.

The **Kyle the Red and White Special Objective Marker** is allocated to a unit in **General White's** force, and of their choosing. They become the **Escorting** unit for the Kyle the Red and White Special Objective Marker.

GAME LENGTH

The Clash lasts for five Rounds.

CLASH OBJECTIVE

General White must escort the Kyle the Red and White Special Objective Marker so that it touches *each* of the Objective Markers *at least once*.

Once the Kyle the Red and White Special Objective Marker has made contact with a Strategic Objective Marker, that Marker is removed and General White immediately scores 10 **Victory Points**. This represents the presents being safely stowed away inside the distribution point. If any of **General Black's** units are Controlling or Contesting that Strategic Objective Marker then the Marker is not removed from the Battlefield and no Victory Points are scored.

In the **End Phase** of each Round, every Strategic Objective Marker Controlled by one of General Black's units earns that player 5 **Victory Points**.

The General Escorting the Kyle the Red and White Special Objective Marker at the end of the Clash scores an additional 10 **Victory Points**.

CAMPAIGN PROGRESSION

If General White wins this Clash then they have won the campaign with a **Major Victory**. If General Black wins this Clash they have won the campaign with a **Minor Victory**.

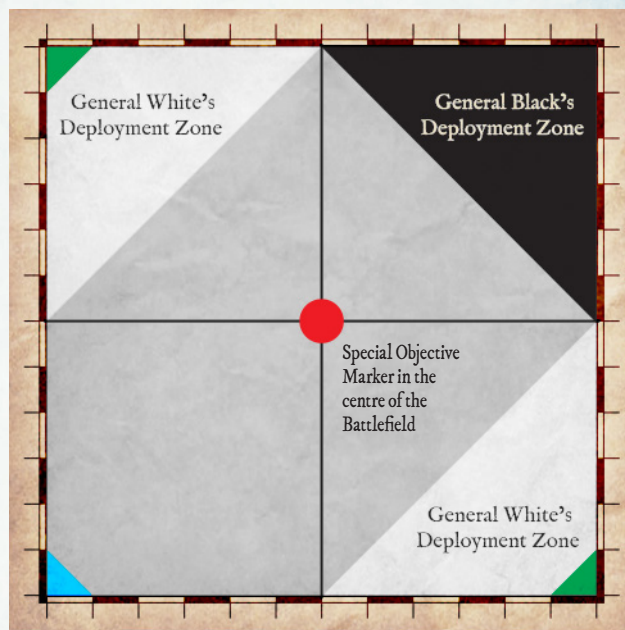


ARMOURED CLASH

CLASH 5

DRIVING HOME TO END CHRISTMAS

With Kyle the Red and White under their control, General Black must now return Kyle to the Abattoir so that they can begin to try to stop these seasonal “funny turns” once and for all. It is the last chance for General White to stop this, so that Christmas can return again next year.



Blue section indicates the Exit Corner for General White

Green sections indicate possible Extraction Corners for General Black

TERRAIN

Set up Terrain in the usual manner, as described in the *Armoured Clash* Rulebook.

DEPLOYMENT

The **Kyle the Red and White Special Objective Marker** is placed in the centre of the Battlefield. **General Black** then chooses a corner in which to deploy. Their **Deployment Zone** is a triangle that runs from the middle of each board edge adjacent to that corner. The opposite corner is now the **Exit Point**.

General White's Deployment Zones are in opposite corners, adjacent to General Black's corner. The Deployment Zone is a triangle from the middle of each board edge adjacent to that corner.

Deploy Forces using the standard Deployment rules.

GAME LENGTH

The Clash lasts for five Rounds.

CLASH OBJECTIVE

An **Exit Corner** is defined as a triangular area extending from the corner of the battlefield to 4" along adjacent battlefield edges. In the case of this clash General Black's **Exit Corner** is the one opposite their Deployment Zone. General White has two **Extraction Corners**, each one being contained within their Deployment Zones; either can be used to score **Victory Points** from **Escorting** the Kyle the Red and White Special Objective Marker.

At the end of a Round if a unit has Escorted the Special Objective Marker to a point where it is within the correct Exit or Extraction Corner, the owning General gains **20 Victory Points**, and both the Escorting unit and the Special Objective Marker are removed. If a General ends the game with a unit Escorting the Special Objective Marker but the Marker is not within an Extraction Corner, they gain **10 Victory Points**.

CAMPAIGN PROGRESSION

If the General White wins this Clash, they have won the campaign with a **Minor Victory**. If General Black wins this Clash, they have won the campaign with a **Major Victory**.

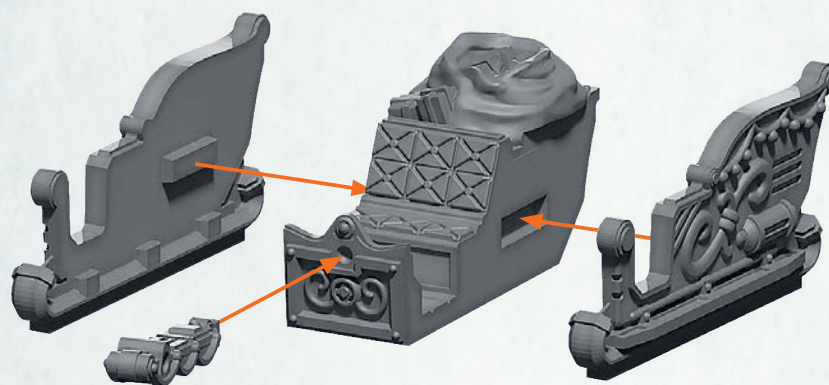
NOTE: RINSE SPRUES IN WARM SOAPY WATER TO REMOVE ANY MOULD RELEASE BEFORE ASSEMBLY



IMPORTANT: PLEASE READ THROUGH ALL THE ASSEMBLY GUIDE BEFORE CHOOSING YOUR BUILD OPTIONS AS SOME MODELS SHARE COMPONENTS

KYLE THE RED & WHITE - SLEIGH

ALL PARTS CAN BE FOUND AS **RESIN**

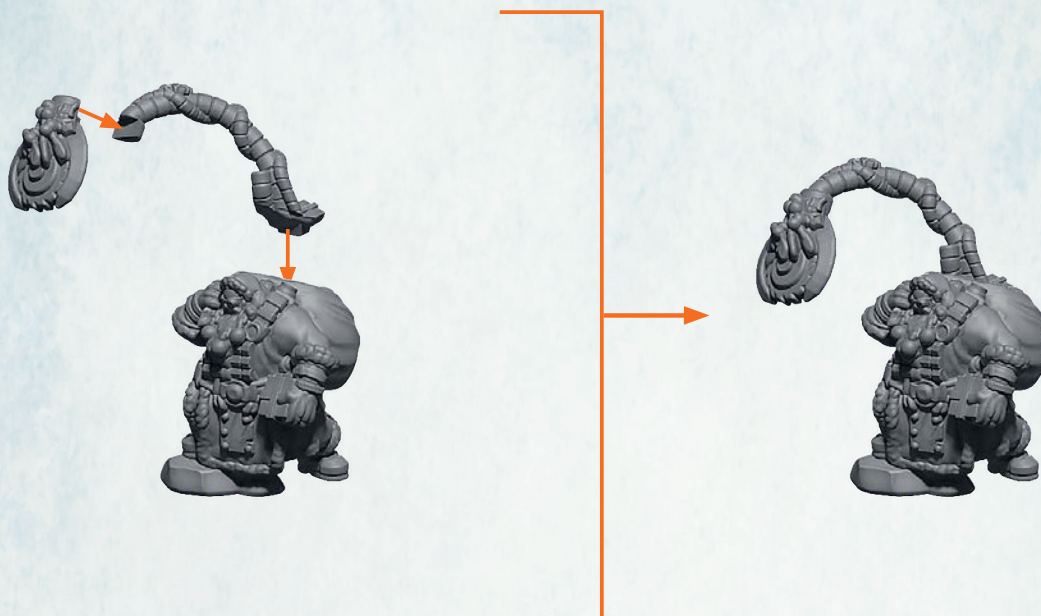


NOTE: RINSE SPRUES IN WARM SOAPY WATER TO REMOVE ANY MOULD RELEASE BEFORE ASSEMBLY



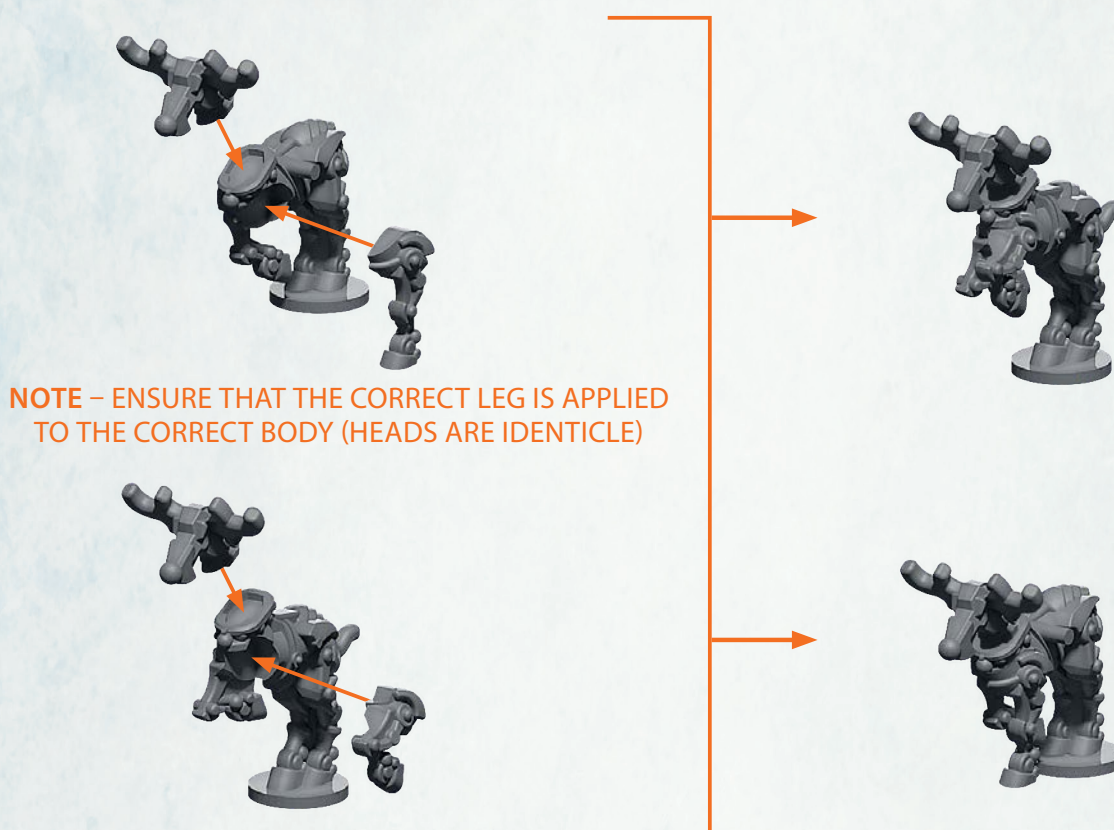
KYLE THE RED & WHITE - KYLE

ALL PARTS CAN BE FOUND AS RESIN



KYLE THE RED & WHITE - REINDEER

ALL PARTS CAN BE FOUND AS RESIN



NOTE – ENSURE THAT THE CORRECT LEG IS APPLIED TO THE CORRECT BODY (HEADS ARE IDENTICLE)

NOTE: RINSE SPRUES IN WARM SOAPY WATER TO REMOVE ANY MOULD RELEASE BEFORE ASSEMBLY



KYLE THE RED & WHITE - FULL ASSEMBLY

ALL PARTS CAN BE FOUND AS RESIN



180°
ROTATED

