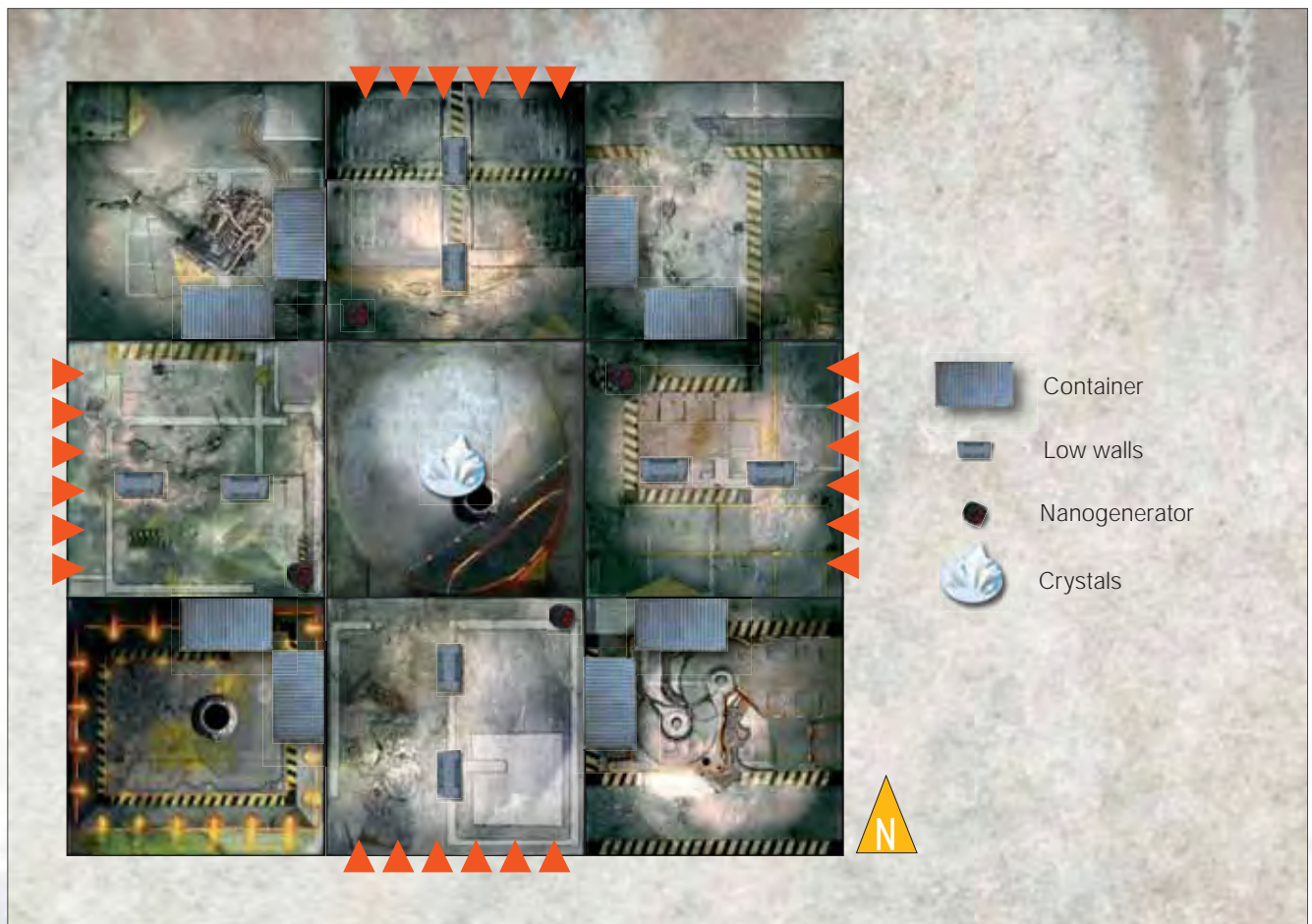


# OPERATION FROSTBITE

## G A M I N G A I D

CONCORD SQUARE, P. 78



# RED FIELDS

## K-101 SPACEPORT, P. 80



## SOUTH PROSPECTING BASE, P. 82



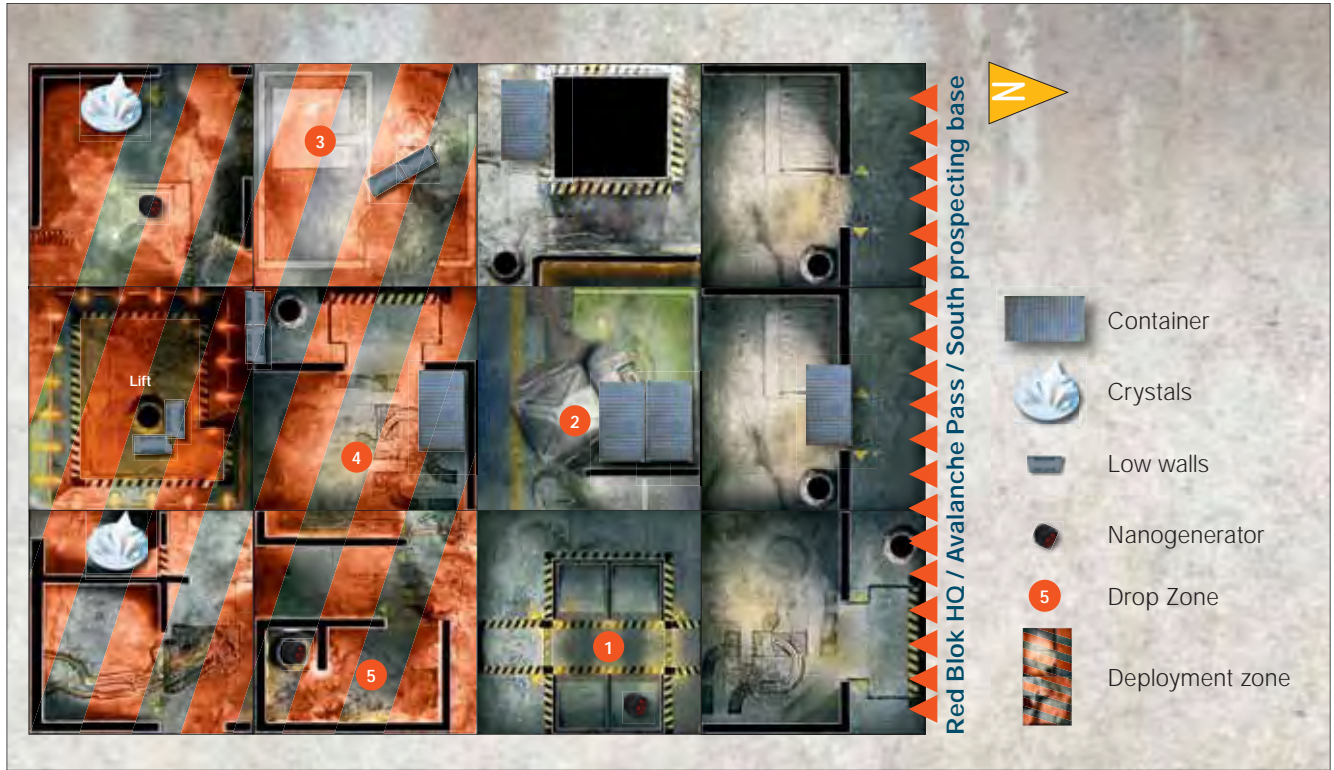
# AVALANCHE PASS, P. 84



# ÉLYSÉE COLONY, P. 86

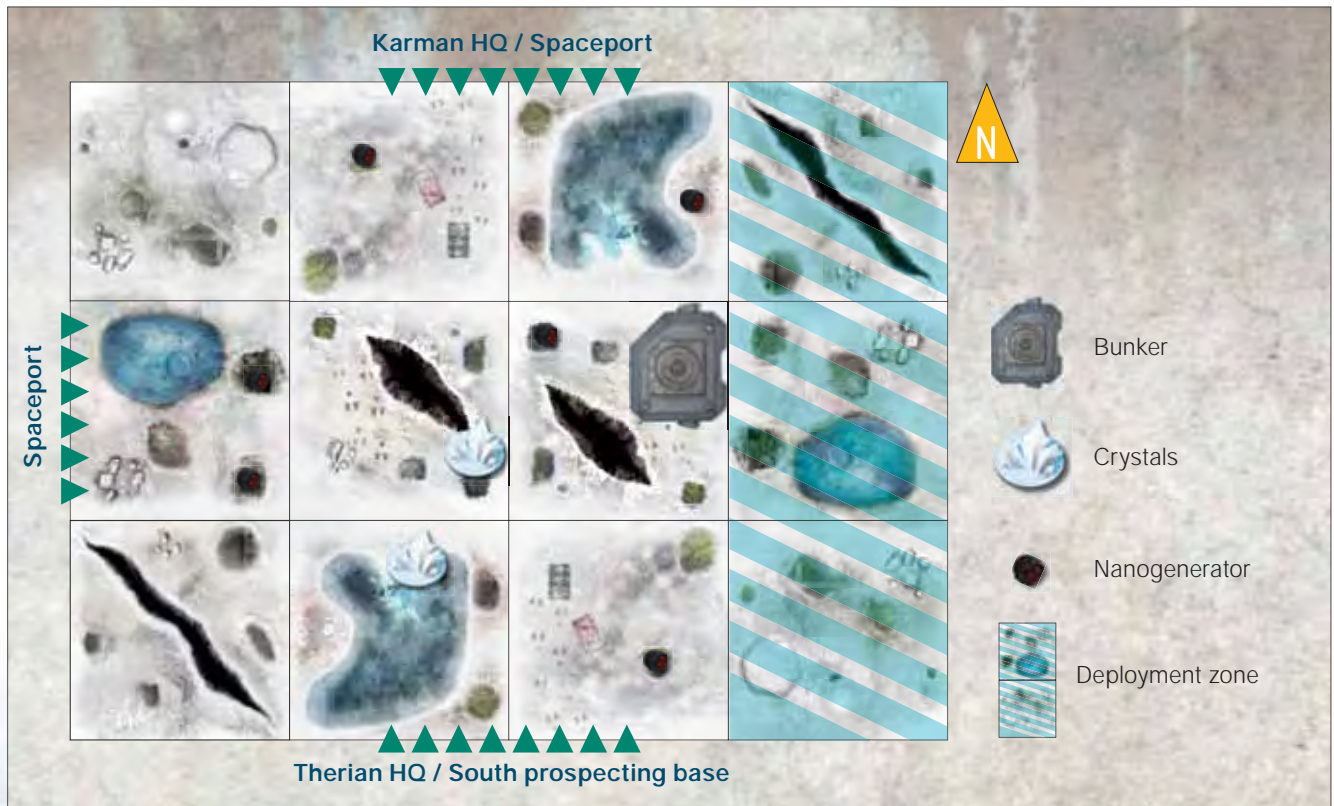


THE MINE, P. 88



Gaming Aid ≈ Red fields

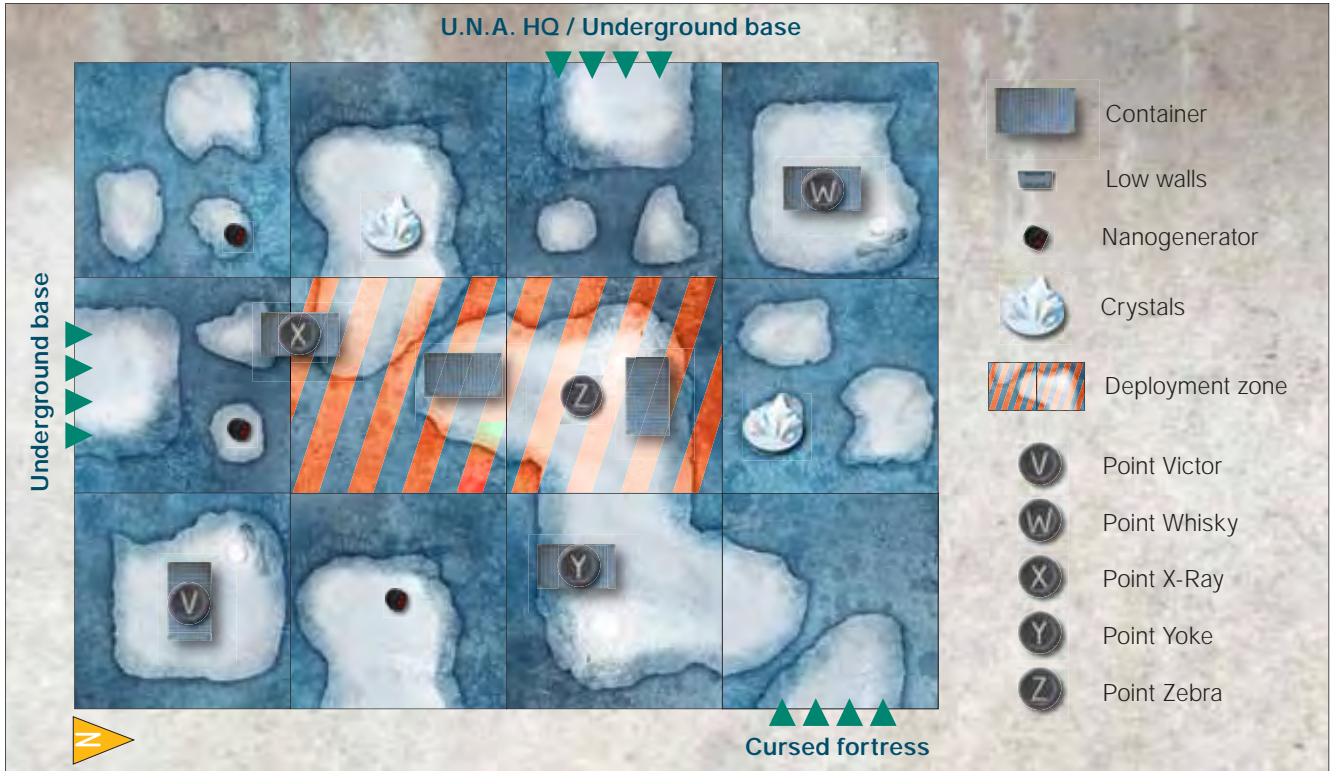
THE PLAIN, P. 91



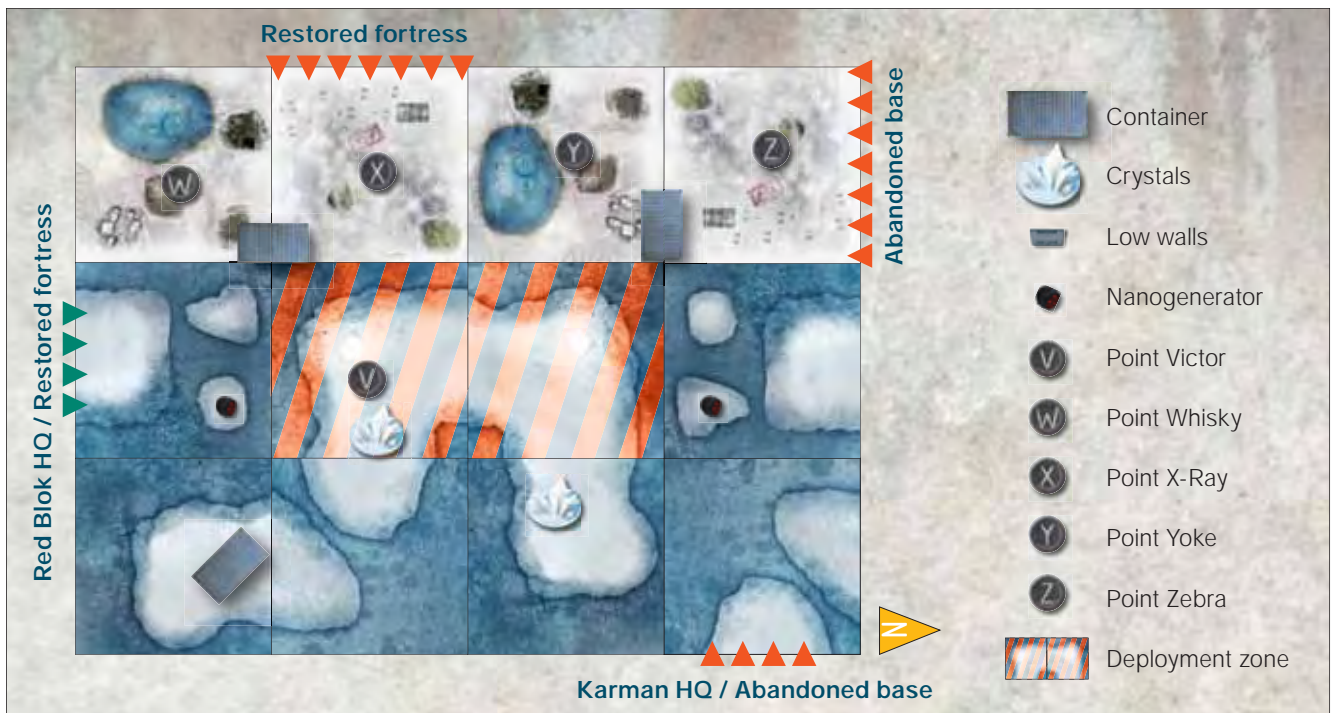
Gaming Aid ≈ Blue fields

# BLACK FORTRESSES

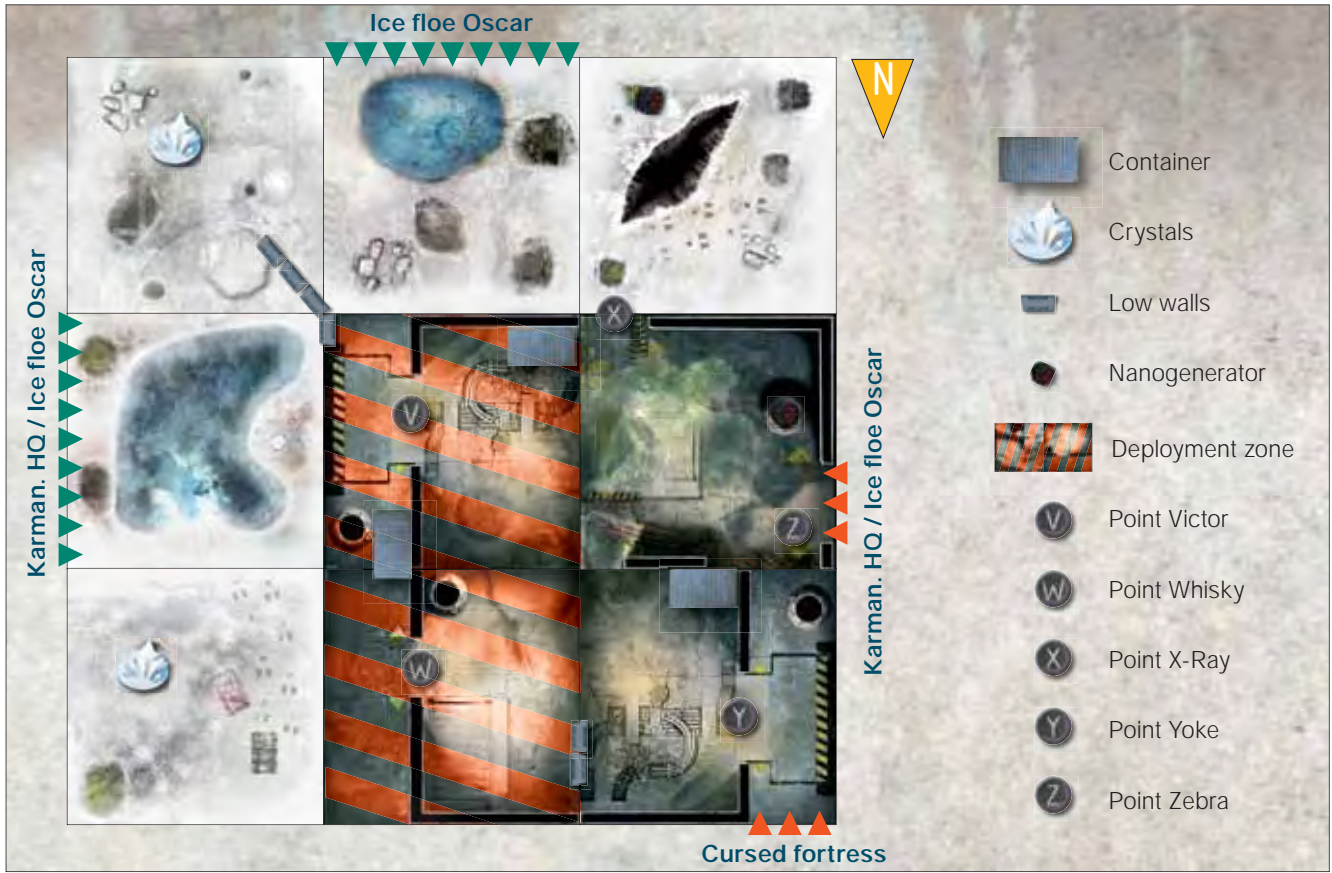
ICE FLOE INDY, P. 94



ICE FLOE OSCAR, P. 96



# ABANDONED BASE, P. 98



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# THE CURSED FORTRESS, P. 102



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# EMERALD MOUNTS

## SERENITY CITY, P. 108



## THE CAVES OF DOUBT, P. 110





# MOUNT ELYSÉE, P. 112



# MOUNT SERENITY, P. 14



# OBSERVATION POST, P. 116

**Tarmac Spaceport / Therian HQ**

**Tarmac Spaceport / Red Blok HQ**

- Container
- Crystals
- Low walls
- Nanogenerator
- Deployment zone
- Point Zebra

**N**

# THE TARMAC SPACEPORT, P. 1118

**Serenity City**

**Observation post / Therian HQ**

**Observation post / Red Blok HQ**

(Tile B must be placed above tile A on top of standing containers)

- Container
- Standing container
- Crystals
- Low walls
- Nanogenerator
- Point Victor
- Point Whisky
- Point X-Ray
- Point Yoke
- Point Zebra
- Tile A
- Tile B
- Stairs

**N**

# A WEEK

## PLANNING

During planning, the players perform the following actions:

**1** - The player with the most VP (If this is tied, the oldest player goes first) moves a company on the map. He spends some or all of his MP on this company or for general use that does not affect any of his other companies;

**2** - The next player in order of VP (or age order) does the same;

**3** - Once all the players have finished planning their first company, the first player moves his second company;

(...) - And so one until all the companies have gone through planning.

**Exception:** *The player who controls the Observation Post does not move his Emerald Mountains companies. He will do it once all the other companies are done with planning.*

## MISSIONS

**1** - A "Concord Square" mission each time an access route is also used by enemy armies.

**2** - A "Concord Square" mission each time an access zone is used by opposing armies, including a drop off.

**3** - A mission for each sector where there are companies belonging to opposing armies.

**A** - Before deploying, the weather is determined with a roll on the Changing weather table

**B** - A company that has moved during the week will play attacker. Otherwise, it will play defender.

**C** - A company enters the battlefield:

- Through the access zone corresponding to the access route it has used.

- In a deployment zone or a free access zone if it has not moved this week.

- Through an access zone or in a deployment zone no one is using if it was dropped off.

**D** - At the end of any Control phase, a player may call a "Retreat!". The units deployed on the battlefield are destroyed. The opponent wins the maximum amount of VP for the mission.

## THE DEBRIEFING

**1 - VP count:** The players write down the number of VP accumulated at the end of the mission.

**2 - MP count:** Any unspent RP are added to the MP pool.

**3 - Numbers and losses:**

- A unit whose numbers or situation would force it to take a Morale test is destroyed, even when it doesn't take the test (because it has the "Nerves of steel" ability for instance);

- A unit whose numbers are less than or equal to its standard number of fighters, but is not required to take a Morale test, regains its standard number of fighters. If the unit contains too many special weapons, the extra special weapon bearers become standard fighters;

- A unit whose numbers are greater than its standard number of fighters (not including heroes and other members of the unit added during the mission) regains the number of fighters it had before the mission began;

- Armored fighting vehicles that were not eliminated are repaired;

- Heroes and their armored fighting vehicles automatically survive if at least one unit in their company survives the mission. If the hero's unit did not survive, he becomes a unit of his own, or where possible he joins another of the company's unit;

- If none of the units survive, the company returns to HQ even though it might have won the battle. It cannot be moved until it is reinforced with at least one unit.

**Controlling sectors:** the company that wins or that is alone in a sector gains control of it. It controls all access zones and the deployment zone. Write down the company's location on the company sheet.

**Strategic retreat:** The companies that did not win (ties included) return to HQ. Write down the company's location on the company sheet.

**Strategic advantages:** The armies that control sectors benefits from the associated strategic advantages for the following week's battles and debriefing.



# SPENDING MP

Effects followed by a (\*) can only be used once per week and per player.

- **Re-organization (Variable):** The player alters the composition of a unit. He can add or remove fighters, change special weapons, officers and specialists. The cost in MP is equal to the A.P. value added or removed by the extra fighters and the change of weapons or officers. The unit and platoon composition rules detailed in the *Army Books* must be respected. The cost of the unit and the value of the company are recalculated.

- **Deploying a bunker (250 MP):** The player assigns a bunker to a company within the following limitations:
  - A material supply line can be traced back from the company's sector to its HQ;
  - The company is not moving this week.
 The bunker is deployed 30 cm from the company's access zone or inside its deployment zone. It is destroyed at the end of the week.

- **Deploying a container (100 MP):** Same as above but with a container. This container doesn't generate RP or VP. This terrain element is destroyable.

- **Deploying a low wall (50 MP):** Same as above but with a low wall. The company it is attributed to may move this week. This terrain element is destroyable.

- **Gift (Special):** The player spends MP from his pool and gives them to another player.

- **Drop off (500 MP)\*:** A company leaves its sector and is airborne to another sector on the same battlefield. The company is deployed through a free access zone or a free deployment zone, or if there isn't any left through an access zone chosen by the player. Only U.N.A. companies may perform drop offs.









- **Reinforcements (Special):** The player builds a new unit. He spends the same amount of MP as the unit's A.P. value and adds the unit to his company. The platoon pattern must be respected. The company's value is re-calculated.

- **Spies (250 MP)\*:** The designated company gains 3 extra LP each round in this week's mission.

- **Saboteurs (250 MP)\*:** The designated company cannot move this week.

- **Artillery strike (100 MP):** The player designates one of his companies. This company will be able to call an artillery strike this week. It is possible to buy several artillery strikes, but only one can be called per round. Calling an artillery strike costs 3 LP during the mission (see *The Rulebook*, p. 61).


## Artillery strike

Army				
	5+	5/0	2	9/1
	5+	5/0	2	9/1
	6+	5/0	4	8/1
	6+	5/0	4	8/1

- **Transfer (250 MP)\*:** The player transfers a company from one battlefield to another. A supply line is needed between the company and its HQ. The company is transported to the HQ on the new battlefield and cannot move this week. An U.N.A. army can be transferred for only 100 MP.

- **Polar equipment (100 MP):** The company is immune to the negative effects of weather for a week (see Appendixes), except blizzard. No one can fight in that kind of weather!

- **Jump system (250 MP):** The player equips his company with simplified jump systems for a week. The fighters gain the "Rocket jump" ability: they can jump over miniatures and terrain elements during their movement.

- **Arctic camo (free):** The player must have units painted in Operation: Frostbite colors (see insert). When these units are given the "Take cover!" combat drill on a snow covered tile, the fighters benefit from a + cover test even when there are no obstacles that would allow him cover.

# CAMPAIGNE EVOLUTION

## RED FIELDS

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### K-101 Spaceport

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player controlling the K-101 spaceport may carry out an extra drop-off per week on the Red Fields battlefronts.

### South prospecting base

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls the South prospecting base wins 250 MP at the end of every week.

### Avalanche Pass

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls this sector can deploy a free bunker or five free low walls during each mission he plays. These terrain elements are destroyed after each mission.

### Élysée colony

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The companies who control this sector can recruit three civil engineers for free.

### The mine

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls the mine gains 30 VP each week.

### The plain

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The companies of the player who controls this sector do not need to stop here.

## BLACK FORTRESSES

---

### Ice floe Indy

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** Once per week, the player controlling this sector can choose a result on the Weather table (see p. 126) and apply it to a mission he is taking part in, on any battlefront. The chosen effect replaces the one that should have been randomly determined for the mission. Automatic weather conditions are not affected.

### Ice floe Oscar

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls this sector gains improved accuracy on his artillery strikes on the Black Fortresses battlefront. If he plays Red Blok or Karmans, the accuracy of his artillery strike becomes 5+. If he plays U.N.A. or Therians, it becomes 4+.

### Abandoned Base

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls this sector gains 250 MP per week.

### Underground Base

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls this sector gains an extra 250 MP per week to spend on the Black Fortresses battlefront.

### The cursed fortress

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** Once per week, the player who controls the sector can threaten his opponents with using the nanovirus. He designates any unoccupied sector on any battlefront: no company may go there.





### The restored fortress

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** Every week, the player who controls this sector can designate a sector on any battlefield during planning. If a mission is played in this sector, he can call two artillery strikes during the mission even if he is not taking part in it. This artillery strike is called just before a unit is activated. No line of sight is required.

## EMERALD MOUNTAINS

### Serenity City

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The units of the player controlling Serenity City that survive the missions played on the Emerald Mountains battlefield return to their standard number of fighters if at least one of their members survives. This advantage also applies to the missions that allowed the player to gain control of Serenity City.

### The Caves of Doubt

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player's fighters ignore the effects of the Stealth ability when they fight in the Caves of Doubt.

### Mount Élysée

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls Mount Élysée can perform a free transfer each week, on any battlefield. This transfer is in addition to any other transfer(s) he may be allowed.

### Mount Serenity

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The companies of the player who controls Mount Serenity gain the "Nerves of Steel" ability. Fighters with the "Nerves of Steel" ability never take Morale test.

### Observation post

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls the observation post performs his movements last during the week's planning on the Emerald Mountains battlefield.

### The Tarmac Spaceport

Controlled by \_\_\_\_\_'s army.

**Strategic advantage:** The player who controls the tarmac spaceport can perform a free drop off every week on the Emerald Mountains battlefield. This drop off is added to any other drop off(s) the player may be allowed.

# AT-43 Operation: Frostbite

Campaign sheet .....

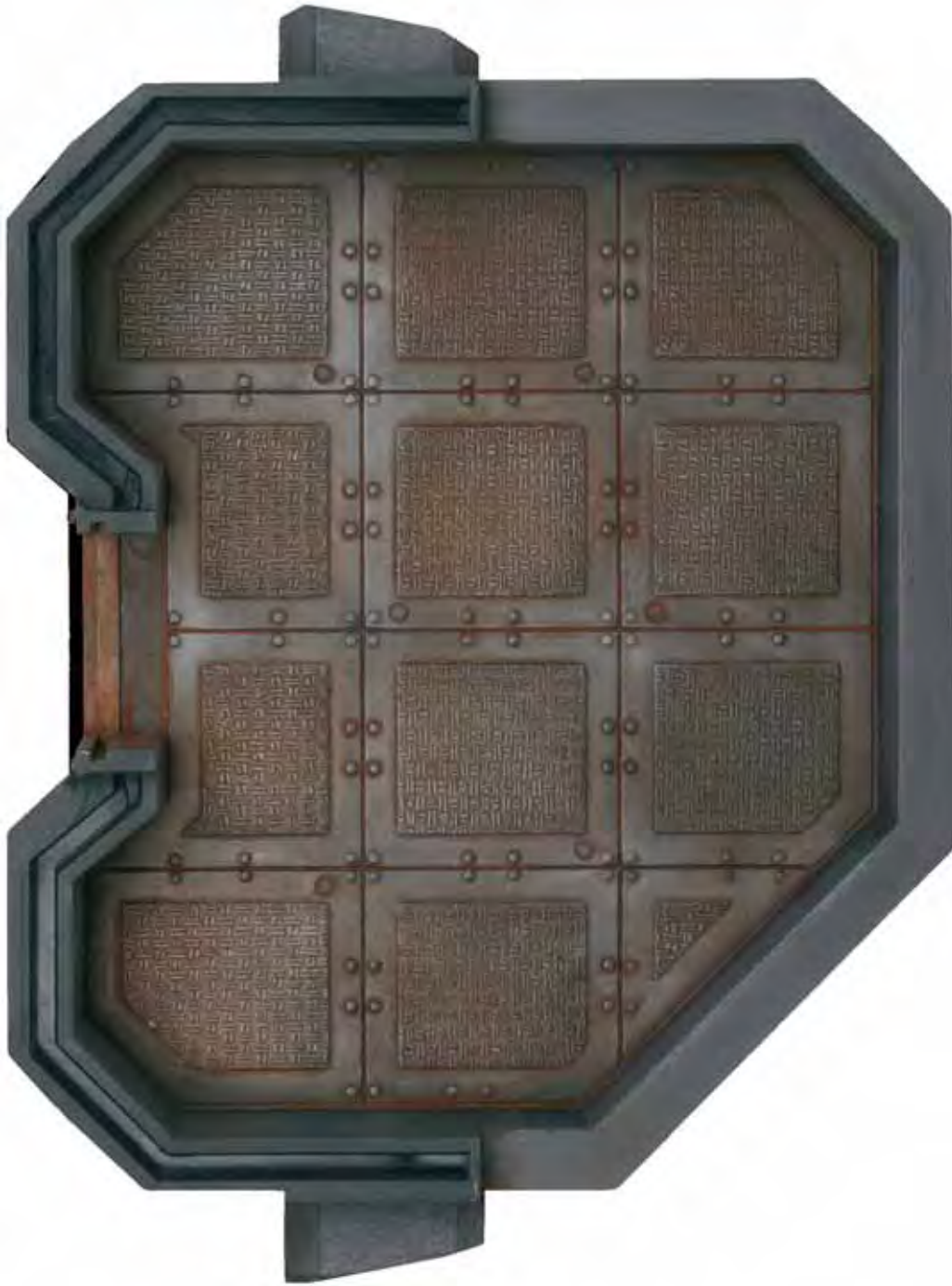
VP pool

MP pool

A. P. Lost (optional)



# BUNKER



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