

FROSTBYTE 2.0

Special Rules: Killer Cold, Objective Room, Secure Objective Room, Heating Units, Consoles, Connect a Console, Killing, Specialist Troops, DataTracker, DataTracker Special Order.

MISSION OBJECTIVES

- To kill more army points than the adversary (3 objective points)
- To kill the enemy DataTracker (2 objective points)
- To have Secured the objective room at the end of the game (3 objective points)
- Have at least one Active Heating Unit at the end of the game (1 objective point)

CLASSIFIED

- Each player has 1 Classified Objective (1 objective point)

DEPLOYMENT

Both players will deploy on opposite sides of the game table, in a standard Deployment Zone 12-inches deep.

It is not allowed to deploy in the objective room.

It is not allowed to deploy in base contact with a Heating Unit.

SCENARIO SPECIAL RULES

KILLER COLD

The low temperature is so extreme that only those possessing personal heating units can tolerate it.

In game terms, the objective room is a safe place from the cold.

All those troopers who at the end of the third Game Round are inside a Deployment Zone/ Dead Zone lacking an Active Heating Unit, must be considered as Killed by the enemy.

This rule is not applied to all those troopers whose Troop Type is Heavy Infantry (HI) or TAG. It is not applied to the trooper the player has designated as DataTracker.

OBJECTIVE ROOM

In this scenario the Objective Room is a Zone of Operations (ZO).

Placed in the center of the table, it covers an area of 8 by 8 inches.

In game terms it is considered to have walls of infinite height that completely block Line of Fire. It has four Gates, one in the middle of each wall (see map below). The Gates of the Objective Room are open at the start of the game. The Gates must be represented by Narrow Gate Tokens or scenery pieces with the same size.

SECURE OBJECTIVE ROOM

The Objective Room is considered Secured by a player when he is the only one whose DataTracker is inside the Objective Room in a non-Null state.

HEATING UNITS

There are a total of four Heating Units, two of them on each half of the table. The Heating Unit placed 8 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Zone. The Heating Unit placed 20 inches from the center of the table and 24 inches from the edge of the table is the Heating Unit of that Deployment Zone.

Each Heating Unit must be represented by an Objective Marker (OBJECTIVE) or by a scenery piece of the same diameter.

Player A and Player B Markers can be used to mark the Activated Heating Units. It is recommended each player uses a different kind of Marker.

In this scenario the Heating Units have a Scenery Item Profile. They can be targeted, applying a variant of the Scenery Structures rules. A Heating Unit can only be damaged by CC Attacks with CC Weapons possessing the Antimaterial Trait.

A Heating Unit that is in Damaged or Destroyed state is not considered to be Active.

CONSOLES

There are a total of two Consoles placed along the central line of the table, 12 inches from its edge (See map below).

Each Console must be represented by a Console Marker or by a scenery piece of the same diameter.

CONNECT A CONSOLE (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- Only Specialist Troops or the DataTracker can declare this Skill.
- The Specialist Troop or DataTracker must be in base contact with the Console.

EFFECTS

- Allows the Specialist Troop or DataTracker to make a Normal WIP Roll to Connect a Console. If the roll is failed, this can be repeated as many times as necessary, each time spending the corresponding Short Skill and making the roll.
- When Connecting a Console, the player declares which Heating Unit is Activated.
- You cannot Activate more than one Heating Unit for each Console.
- A Connected Console can be Connected again by the other player, applying the same procedure.

KILLING

A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

Troopers that have not been deployed on the game table at the end of the game will be considered to be Killed by the adversary.

SPECIALIST TROOPS

For the purposes of this scenario, only Hackers, Doctors, Engineers, Forward Observers, Paramedics and troops possessing the Chain of Command Special Skill are considered Specialist Troops.

Hackers, Doctors and Engineers cannot make use of Repeaters or G: Servant models to perform tasks reserved to Specialist Troops.

REMEMBER: Troops with the Specialist Operative Special Skill can accomplish the different functions Specialist Troops have in this scenario.

DATATRACKER

At the end of the Deployment Phase, players must declare which troop from their Army List is the DataTracker. The trooper chosen must be always one of the models deployed on the game table. Players are not allowed to choose troopers in Hidden Deployment or in Marker state.

This trooper must always be on the game table as a model and not as a Marker (Camouflaged, TO, Holoecho...). Also, Irregular troops and those whose Troop Type is REM are not eligible to be DataTrackers.

The DataTracker is identified with a DataPack Marker (DATA PACK).

DATATRACKER SPECIAL ORDER

The DataTracker has a special extra Irregular Order that is for his use only, and this Order cannot be transformed into a

Regular Order. This Order is not included in the Order Pool, it is an additional Irregular Order exclusively for the DataTracker.

END OF THE MISSION

This scenario has a limited time frame, so it will automatically finish at the end of the third Game Round.

If one of the players starts his Active Turn in a Retreat! situation, the game will end at the end of that Turn.

TYPE OF ELEMENT	NAME	ARM	BTS	STR	AW	TRAITS
SCENERY	HEATING UNIT	2	0	3	--	--

