

FROSTBLADE

INITIATOR MISSIONS PACK
V.0.0.1



1. ZONE CONTROL

The battle for control rages on as troops deploy to secure strategic zones across the war-torn battlefield. In this mission, the objective is clear - dominate as many zones as possible and deny the enemy any foothold. The fate of the war hinges on the success or failure of this critical operation. Will your forces emerge victorious and control most zones, or will they fall to the enemy's relentless assault? Only time will tell in this high-stakes battle for supremacy.

MISSION RULES

Core rules remain unaffected in this Mission. The main objective is to control Extraction Zones, which award Victory Points at the end of every round (2 players' turns).

WIN CONDITION

The mission is won by whichever player has more Victory Points at the end of 4 rounds.

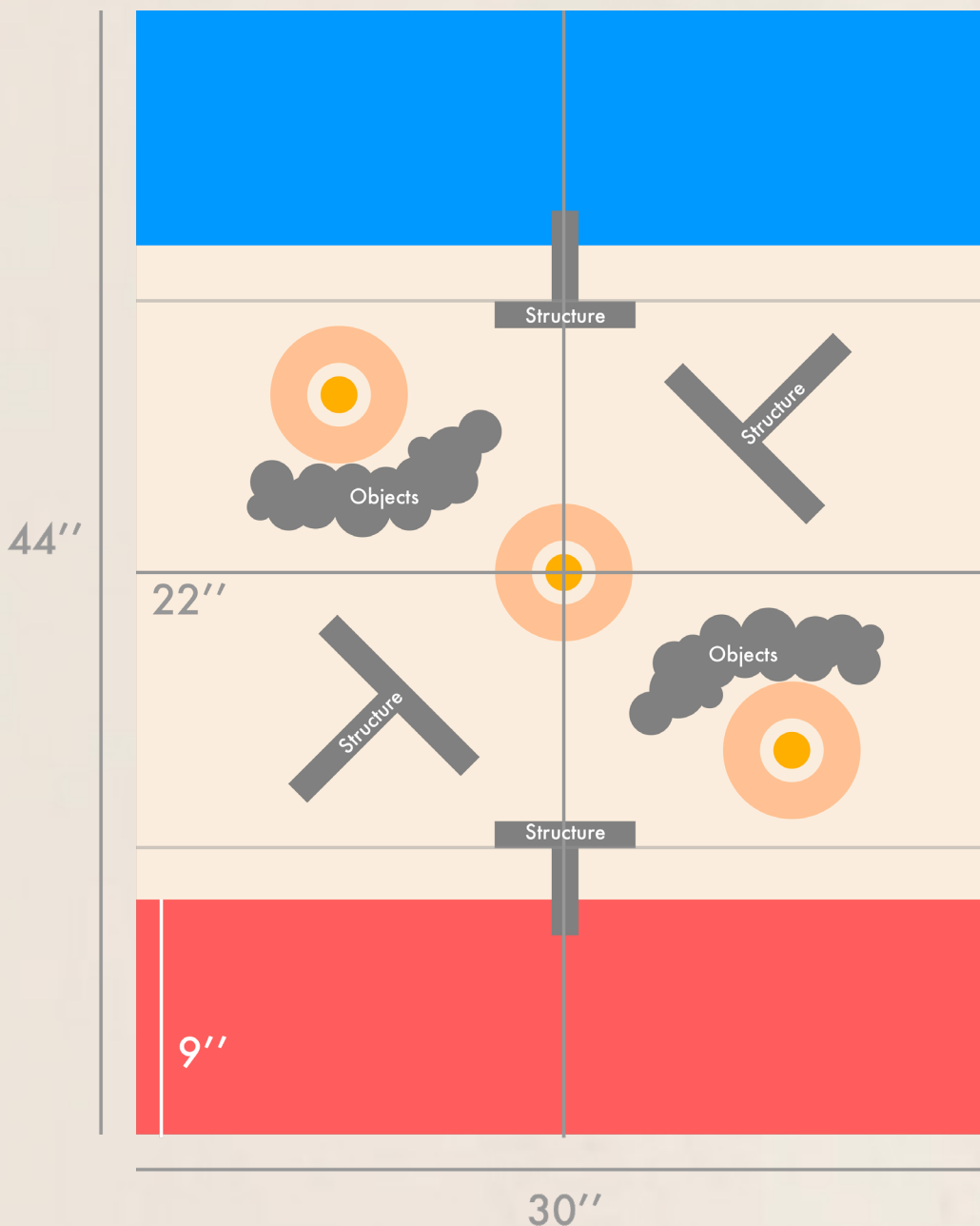
OBJECTIVES

The main objective of this mission is to control Extraction Zones. Each of these will be marked on the map with an Objective Marker (read Core Rules for more information on Objective markers and controlling them).

Resource markers are circular 1" in diameter markers. To successfully control an objective, a squad must be wholly within 2" during the End Phase

At the end of each player's turn (2 players' turns), score points based on how many objectives you control.

- 1) Your opponent's side of the map's Extraction Zone awards 3 Victory Points.
- 2) Neutral Zone Extraction Zone (center of the map) awards 2 Victory Points.
- 3) Your side of the map's Extraction Zone awards 1 Victory Point.



2. ABANDONED RESOURCES

The once-bustling battlefield now lies abandoned, a desolate wasteland of ruin and decay. Navigate the treacherous terrain, scavenging for valuable resources and securing key positions amidst the wreckage. Emerge as the sole surviving force, outlasting the others as they succumb to the dangers of the abandoned battlefield.

MISSION RULES

Core rules remain unaffected in this Mission. The main objective is to gather more resources than your opponent, which awards Victory Points when successfully gathered.

WIN CONDITION

The mission is won by whichever player has more Victory Points at the end of 4 rounds or by total annihilation.

OBJECTIVES

The main objective of this mission is to gather resources. Each resource will be marked on the map with a Resource Marker. To successfully gather a resource, a squad must be wholly within 2" of it and perform a gathering action.

Resource markers are circular 1" in diameter markers.

GATHERING

This ability can be activated only during your turn. Select a resource that is within 1" from this squad. At the beginning of your next Starting Phase, as long as this squad is still in range, remove a Resource Marker from the map and gain 1 Victory Point.

NOTES

- Remainder: Squads can activate up to one ability per turn.
- Resources can be the target of Gathering abilities of multiple squads.

