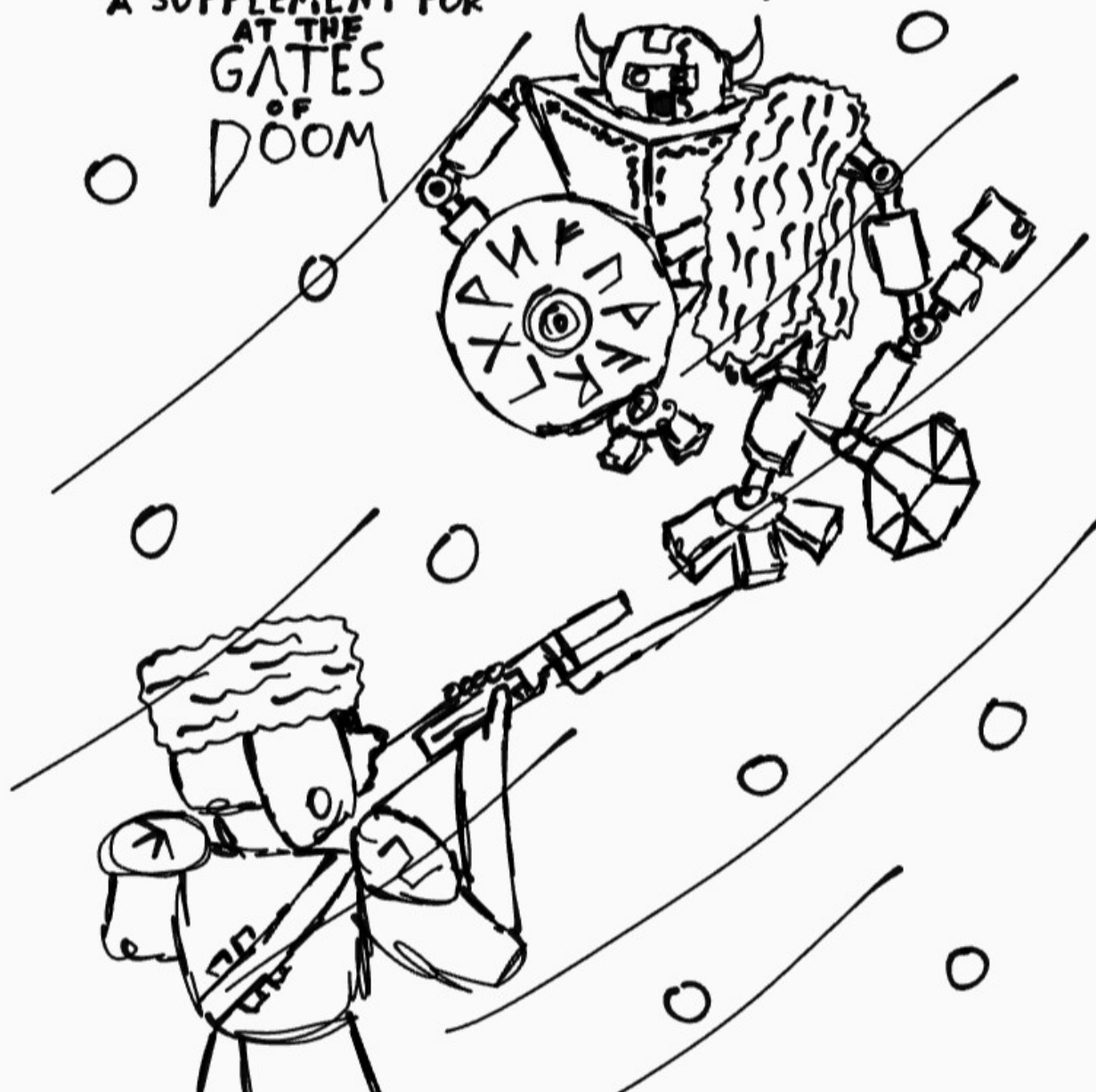


WINTER ASSAULT

A SUPPLEMENT FOR
AT THE
GATES
OF
DOOM



Warfare in the galaxy often takes place in harsh conditions. From steaming jungles, to the vacuum of space, but one of the most difficult to fight in are winter environments. Many planets have perpetual winters, being far from their suns, covered in snow and ice. But many more planets have landmasses near the poles which are freezing, or experience harsh winters at certain times of the year.

When armies have to fight in these conditions, they must often make special preparations. Aside from providing warm clothes and some form of heat generation for their troops, wheels must be given snow chains, snow ploughs must be fitted to vehicles, and sometimes troops are even trained to use skis or ice-skates!

Some armies, such as the dreaded Ulfkin of the Delian League even specialise in fighting in winter environments, and they have equipment that is specially built to function in those environments. On more primitive worlds, warriors are clad in the furs of mighty monsters they have slain, while more advanced civilisations use synthetic fibres to stave off the cold.

Infrared binoculars are handed out, vehicles given anti-freeze oils, and incendiary shells are loaded into artillery. Troops in white camouflage advance up plains of snow, and tanks plough paths through the fields of white. Soon the boom of guns firing competes with the howling wind, and soldiers hug their coats closer while readying their weapons.

Terrain

Terrain is one of the most important elements in making your game feel like winter. One of the easiest ways to make your battlefield is to spread a white felt sheet over your surface. You can use piles of books underneath to create hills. In addition to this, pine-type trees, frozen lakes and rivers, and icy caves with icicles all provide extra flavour to your games. You can choose how many of the rules in this document you want to use- as many or as little as you want, but in general, it is good to have the following areas on your battlefield (models that can fly are unaffected by these):

Clear:

This is normal ground, not covered in snow or ice. All models may move as normal across such ground.

Snow:

This should be most of your battlefield, and counts as difficult terrain (each inch counts as two for movement). If you want to use the rules for snow ploughs, described later, this can be cleared.

Ice:

Like snow, ice counts as difficult terrain, but you will need different equipment to cross it safely. For each area of ice, you should also pick how stable you want the ice to be:

- Solid- the ice is very thick, and can support any weight.
- Thick- the ice is thick enough to support infantry models safely, but vehicles and other larger models must roll a D6 every time they cross a piece of ice. On a 1-2, the ice cracks, and they plunge into the freezing depths never to be seen again. Remove the model from play.
- Thin- same as thick ice, but larger models fall on a 1-4, and infantry falls on a 1-2.

Snowstorms

Split the battlefield into four quarters. At the start of each round, roll a D6 for each quarter. On a 5+, there is a thick snow storm in that quarter for that round. All models in that quarter gain -1 to their attack rolls, and models attacking them from other quarters also gain -1. Infantry models also move two inches slower, and must roll a D6. Any models that roll a 1 take 1 damage. Vehicle models must also roll a D6, and on a 1 cannot move in their next activation. At the end of the round, all clear areas are now considered to be snow areas.

Equipment and upgrades

All power costs are given per minimum sized unit.

Infantry:

- skis [+5]- may move two inches faster than normal on snow, and ignores difficult nature of snow, but moves four inches slower on all other terrain.
- Ice skates [+5]- may move two inches faster than normal on ice, and ignores difficult nature of ice, but moves two inches slower on all other terrain.
- Insulating clothing [+5]- -1 to hit in melee, but ignores damage from snow storms.

Vehicles:

- Snow chains [+5]- may ignore difficult nature of snow and ice.
- Snow plough [+5]- moves two inches slower, but the line in which the vehicle moves is cleared of snow in a 4" strip.
- Salt dispenser [+5]- In addition to shooting attacks, pick a point within 6" of this model. In a 2" radius circle around that point, the terrain becomes clear, and cannot become snow terrain again from snowstorms.

Relics:

- Freeze gun [10 power]- 24", D3 attacks, 1 AP. Models hit cannot move in their next activation. Can instead be used to target a point within range. All points within 3" of that point become ice terrain.
- Flamethrower [5 power]- 12", D6 attacks, 1 AP, hits automatically, fire. Can instead be used to target a point within range. All points within 2" of that point become clear terrain.