



LOAD

FOREST & FROST MODE



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In the base game of LOAD, the Chaos player is always the aggressor. Their Lane Creeps move first, attack first and often kill first. Even their Heroes move and attack before the Atlantis player may activate their own Heroes. This creates two separate strategies for the factions. The Chaos player should focus on Heroes with direct attacks while the Atlantis player looks for AOE skills to level the playing field, while also considering harder Heroes who can survive long enough to spend the extra gold the Atlantis player usually has.

This disparity also mirrors the story of LOAD, with the invading armies of Chaos attempting to overwhelm the defenders of Atlantis, who desperately try to hold their ground while burning through their treasury to gain even the slightest advantage. Forest & Frost mode changes all of that. The goddess Miasma ambushed Eyvindr's winter warriors as they marched to the capital city of Atlantis, putting her servants of nature on equal footing with the Chaos King's reinforcements.

To use Forest & Frost mode, set the game up as normal, selecting your Heroes and spawning your initial Lane Creeps. Once setup is complete, flip a coin to determine which player has Supremacy. The winner keeps the coin to show they currently have Supremacy and will activate their Towers first. Follow the normal rules of the

Aggression Phase (acting as if the Supremacy player's faction is Chaos, even if it is not) until it comes time for the Lane Creeps to attack. Rather than one player's Lane Creeps attacking before the other player's, both players' Lane Creeps attack at the same time. Roll dice for the Lane Creeps and assign Strikes as normal, placing a Damage token next to each miniature that has been slain. Once all attacks in a single lane have been resolved, remove the miniatures (and tokens) from the board. Resolve the other two lanes the same way and move on to the Hero Phase.

During the Hero Phase, the player with Supremacy activates one Hero of their choice first. Afterwards, the player without Supremacy activates one Hero of their choice and then back to the Supremacy player until all Heroes without a Revive token have activated once. Perform the normal token upkeep at the end of the Hero Phase and finish with the Supremacy player handing the coin to the other player. The new owner of the coin has Supremacy for the next round.

In games with more than two players, the entire team has Supremacy; the teams can decide which player activates a Hero for that team's turn (followed by the other team activating a Hero, and so on).