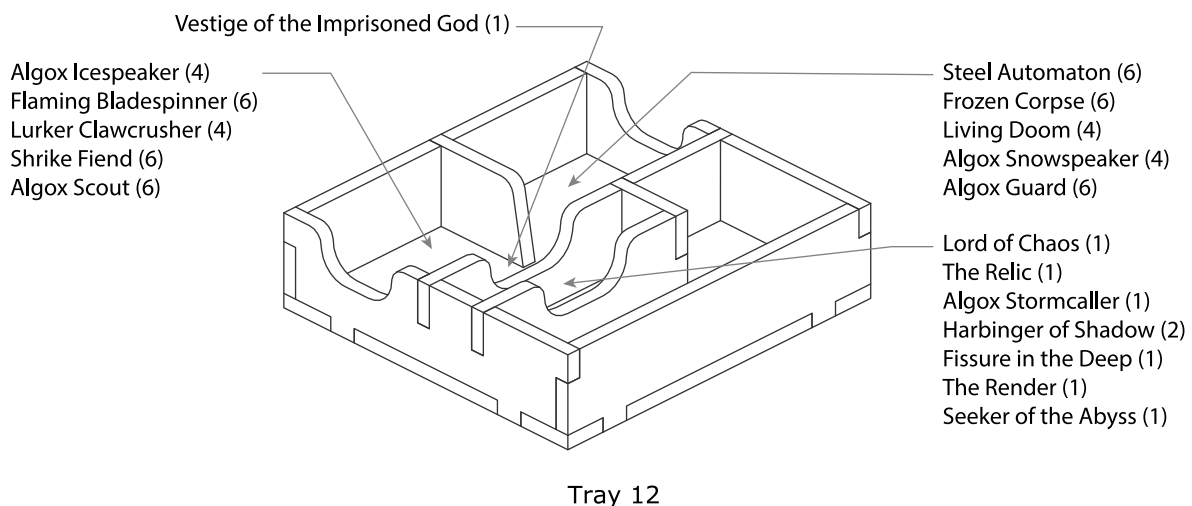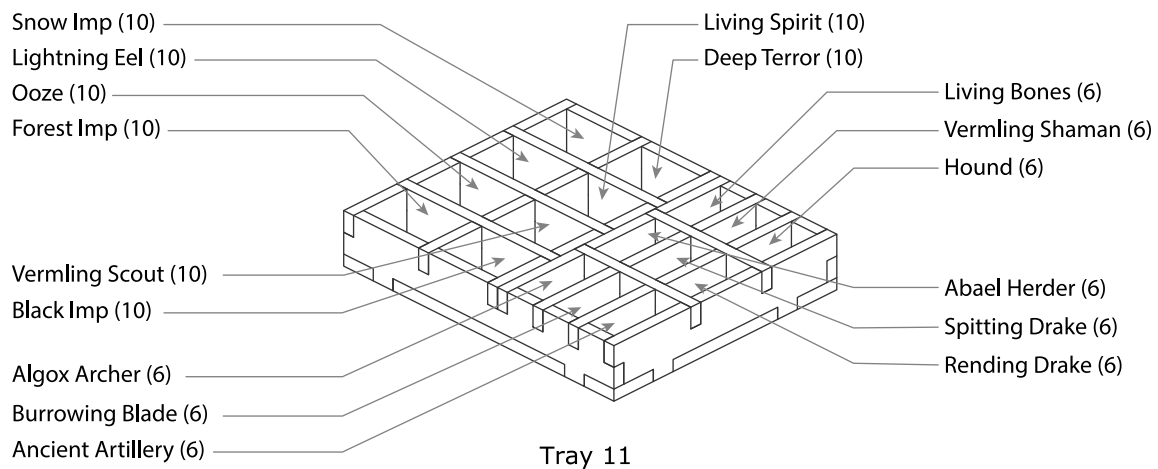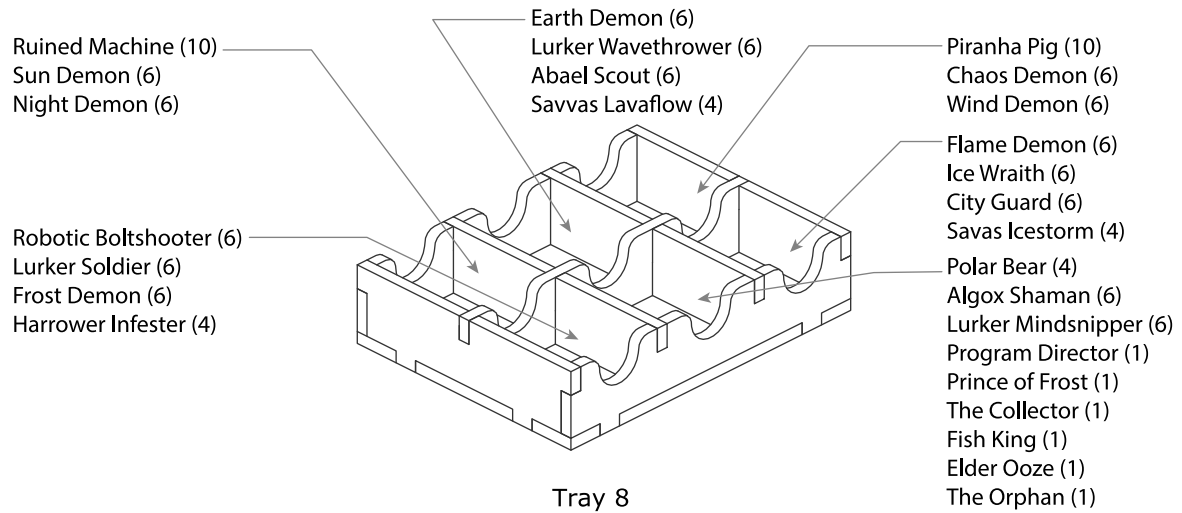# Folded Space

FS-FROST Insert compatible with Frosthaven®
How to organize monster standees in their trays

For additional info and colour images of the filled trays please check our website www.foldedspace.com

Below you will see a description of which monster standee types go where, together with the count of each standee.
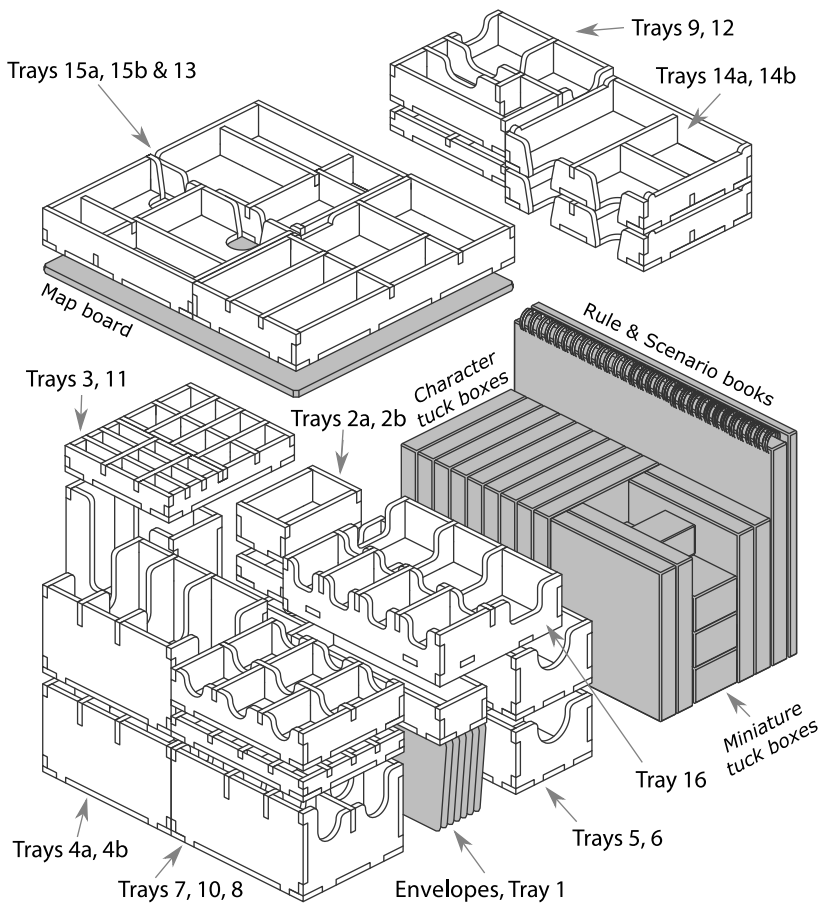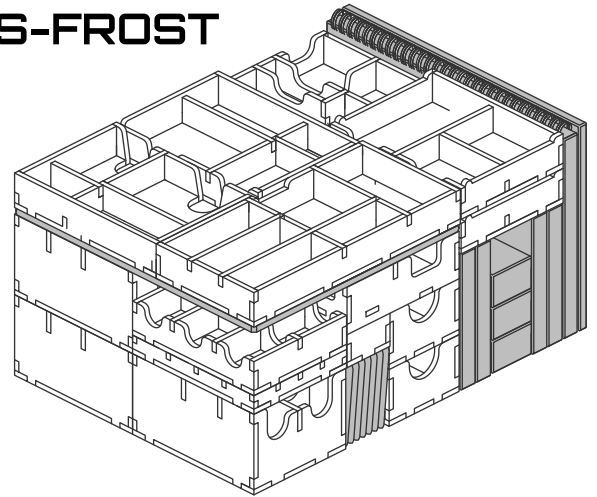
Ruined Machine (10)
Sun Demon (6)
Night Demon (6)

Earth Demon (6)
Lurker Wavethrower (6)
Abael Scout (6)
Savvas Lavaflow (4)

Piranha Pig (10)
Chaos Demon (6)
Wind Demon (6)

Flame Demon (6)
Ice Wraith (6)
City Guard (6)
Savas Icestorm (4)

Robotic Boltshooter (6)
Lurker Soldier (6)
Frost Demon (6)
Harrower Infester (4)

Polar Bear (4)
Algox Shaman (6)
Lurker Mindsnipper (6)
Program Director (1)
Prince of Frost (1)
The Collector (1)
Fish King (1)
Elder Ooze (1)
The Orphan (1)

Tray 8

Snow Imp (10)
Lightning Eel (10)
Ooze (10)
Forest Imp (10)

Living Spirit (10)
Deep Terror (10)

Living Bones (6)
Vermling Shaman (6)
Hound (6)

Vermling Scout (10)
Black Imp (10)

Algox Archer (6)
Burrowing Blade (6)
Ancient Artillery (6)

Abael Herder (6)
Spitting Drake (6)
Rending Drake (6)

Tray 11

Vestige of the Imprisoned God (1)

Algox Icespeaker (4)
Flaming Bladespinner (6)
Lurker Clawcrusher (4)
Shrike Fiend (6)
Algox Scout (6)

Steel Automaton (6)
Frozen Corpse (6)
Living Doom (4)
Algox Snowspeaker (4)
Algox Guard (6)

Lord of Chaos (1)
The Relic (1)
Algox Stormcaller (1)
Harbinger of Shadow (2)
Fissure in the Deep (1)
The Render (1)
Seeker of the Abyss (1)

Tray 12

FS-FROST Insert compatible with Frosthaven®
How to arrange the trays
in the game box

FS-FROST

The insert can be used in one of two ways: either with the player trays but no map tiles, or without the player trays but with the map tiles in the game box. Again, please check www.foldedspace.com for detailed images showing which trays go where, as well as how to stack the map tiles if the player trays are not used.

Trays 9, 12

Trays 15a, 15b & 13

Trays 14a, 14b

Map board

Trays 3, 11

Character tuck boxes

Trays 2a, 2b

Rule & Scenario books

Trays 4a, 4b

Trays 7, 10, 8

Envelopes, Tray 1

Tray 16

Trays 5, 6

Miniature tuck boxes

Tray legend (using player trays):

Tray 1 - plastic bases
Tray 2a, b - loot tokens, and scenario aid tokens
Tray 3 - boss & monster stat cards and stat sleeves
Tray 4a - building, summer road and summer outpost decks
Tray 4b - monster & dungeon randomizer, winter road and winter outpost decks
Tray 5, 6 - monster ability cards, and item cards
Tray 7 - challenge & random scenario, town guard, battle goal, loot, and attack modifier decks
Tray 8 - medium monster standees
Tray 9 - damage and element board tokens
Tray 10 - condition tokens
Tray 11 - small monster standees
Tray 12 - large monster standees and four character mini tuck boxes
Tray 13 - map overlay tiles and monster initiative tokens
Tray 14a, b, & 15a, b - player trays
Tray 16 - map overlay tiles

Note: Tray 12 has space for up to four character mini tuck boxes. these can be three smaller boxes and one larger. Should your party of mercenaries be larger than this, some of the boxes will need to be stored with the other tuck boxes.

Note also that when using the four player trays there is no space in the box for the game map tiles. These should be stored elsewhere, preferrably in the Folded Space map folder product, FS-FHMAP.

FS-FROST Layout without player trays:

The insert can also be used with the game map tiles inside the game box, added on top of the insert trays. In order to provide extra volume for the tiles the four player trays need to be removed.

Four of the smaller character tuck boxes need to be stored as shown in the layout on the right-hand side, that is on top of the other tuck boxes. The smaller map tiles can then be placed on top of the map board, and the larger tiles on top of them. Please check our website www.foldedspace.com for photos of this layout variant.