

Scenario Goals

The scenario is complete when at least C crates have been looted and all characters have escaped. At the end of that round, read **190.2**.

Introduction

You grip your weapon with resolve and then hop over the ship's railing, ready to face whatever horrors await. This ship represents both a threat to Frosthaven and a chance to retrieve valuable supplies. You will cleanse the undead and do what you can to better the outpost.

Special Rules

Each crate in the scenario can be looted via loot abilities, but not with end of turn looting. Any character can forgo a bottom action (discarding the card instead) to loot an adjacent crate. Place any looted crates on the looting character's mat. Each character can hold any number of crates.

You will receive more rewards at the end of the scenario for looting more crates.

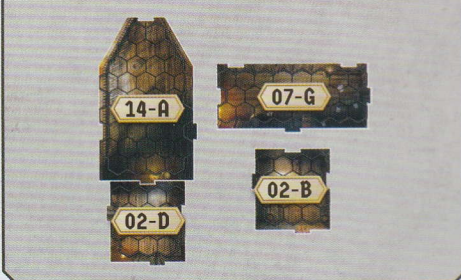
Any character can spend 2 movement points when occupying stairs **a** to go below deck. No figure can teleport between unconnected map tiles.

All starting hexes are escape hexes.

Section Links

The first time any character goes below deck, read **153.1**.

Map Layout



Scenario Key

Ancient Artillery		
Frozen Corpse		
Ice Wraith		
Dungeon Corridor		1
Stairs		4
Barrel		2
Barricade		1
Crate		4
Mast		1
Supply Shelf		3
Treasure		1

Loot

	x5
	x6
	x4
	x4
	x1

