

### Scenario Goals

The scenario is complete when all enemies in it are dead. At the end of that round, read **150.4**.

### Introduction

Hardly a midday jaunt, the value of a gem is starting to make much more sense. It's cold, and even over the howling wind up here in the Coppernecks, you can still hear the clattering of the containers Derrick gave you to protect the sun agates. Although the noise is a nuisance, looking over the other mercenaries hired to accompany you, the only one you trust is yourself. Anyone with a weapon can try to earn their keep or to earn yours, but have these lot even seen real combat?

"This is the spot," one of Derrick's mercenaries stands before a small ravine. "The Algox will come through here with their loot, and we just gotta take it from 'em."

The mercenary laughs and then scratches his head. "So, uh, how do you want to approach it?" This lot is green, but maybe—just maybe—they won't get themselves killed. You begin to set up the ambush.

### Special Rules

Before the scenario begins, each character must discard four cards from their hand. You then collectively have 15 activity points (AP) to spend on the following activities:

**2AP:** One character performs one action with a persistent ability on any card they discarded instead of discarding it. (Limit once per character.)

**2AP:** Create one log in any two empty hexes with at least one hex adjacent to a tree.

**1AP:** Relocate one log to any two empty revealed hexes.

**1AP:** Replace one log with two damage traps.

**1AP:** Create one ice tile on any empty revealed hex.

**1AP:** Replace one ice tile with one ice spikes tile.

**1AP:** Create one snowdrift on any empty revealed hex.

Each activity may be performed more than once, but tiles are limited to the counts in the scenario key.

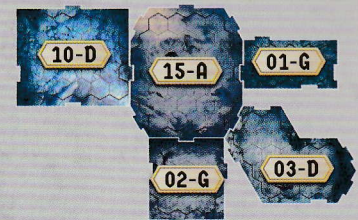
All doors are locked. Door **1** will open after all AP is spent, and the enemies behind it will perform **9** toward **a**. Then door **2** will open and the scenario will start as normal.

Spawn 6-C elite City Guards at any empty starting hexes. They are allies to you and enemies to all other monster types. All City Guards use Archer monster ability cards instead of their own.

### Section Links

After spending all AP, read **156.4**.

### Map Layout



### Scenario Key

Algox Guard	
Algox Priest	
Algox Scout	
City Guard	
Snow Door	3
Large Snow Corridor	1
Snow Corridor	3
Ice	6
Ice Spikes	6
Trap	6
Snowdrift	6
Log	4
Large Snow Rock	1
Tree	3
Treasure	1

### Loot

	x10
	x4
	x2
	x2
	x1
	x1