

Scenario Goals

The scenario is complete when at least twelve rounds have passed and all enemies are dead. At the end of that round, read **48.2**.

Introduction

Tall, evil-looking spires are one thing, but you're more curious about the squat structure that sits all alone in this forest of icy obelisks. The structure has been coated, like everything else in this part of the world, in a thick, rock-hard layer of ice. Beneath that however, the walls appear to be made of some kind of dark metal, though there's no way to be certain without breaking through. So, not having any better option, you get to work on the door.

Your equipment takes a beating, but the door takes one worse, and its icy seal finally pops open, revealing a huge, lightless chamber. Inside, long rows of bizarre, ruined machines stand amid heaps of soot and broken glass. Moving further, you discover a suspended platform hanging in the center of the chamber. It's an elevator: a circular metal disk, waiting above a deep, not-at-all-ominous shaft, and next to it you find a panel lined with long-unused buttons and levers.

You press a couple of the buttons, expecting no response, but to your surprise, a string of strange yellow lamps illuminate the shaft below and the platform shudders. You don't want to miss a free ride, so you jump aboard just as the metal disk starts to descend.

You feel good, all things considered. You've conquered this with your muscle and wit, and you take a moment to bask in your own ingenuity. The strangeness of this place was no match for you, and yet, somehow, it keeps getting stranger. Strange, like how the lights in the shaft seem to all be turning red. And strange too, how an alarm seems to be howling from somewhere below. And far stranger still is the way several panels in the walls around you are opening up to reveal large, rather unpleasant-looking firearms that seem to be pointing directly at you. Very strange indeed.

Special Rules

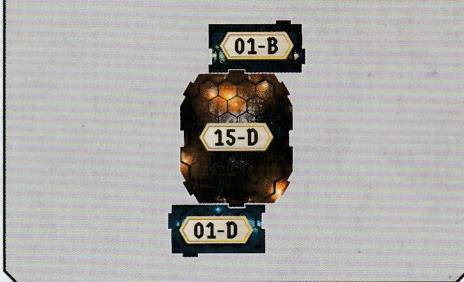
Tile 1-B is a fixed platform that tile 15-D is descending past. Place two damage tokens to the right of tile 1-B to indicate it is currently two floors below tile 15-D. At the end of each round, tile 15-D descends one floor, meaning you remove one damage token from the right of tile 1-B, or, if there are none there, place one to its left to indicate the number of floors it is then above tile 15-D. If, at the end of any round, a third damage token would be placed to the left of tile 1-B, the tile is then removed from the map. Any character on it suffers trap damage and is placed in the closest empty hex on tile 15-D. All other figures on it die.

The walls between the two tiles do not block line-of-sight and can be moved through, though figures cannot end their movement on them.

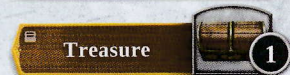
Section Links

At the start of the second round, read **90.3**.

Map Layout



Scenario Key



Loot

- x8
- x4
- x5
- x2
- x1

