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### Scenario Goals

The scenario is complete when the Power Core is dead. At the end of that round, read **189.4**.

### Scenario Effects

Each character gains .

### Introduction



Every instinct urges you to flee from this colossus. You could do so, as its attention seems directed elsewhere. Yet the enormous titan is taking thundering footfalls toward familiar rooftops and ramparts in the distance: Frosthaven.

You can't let the titan reach the outpost. Scrambling after it, you launch off a hillock, landing onto the titan's leg, where you cling to a metallic spur protruding from its boot. The entire creature seems constructed of metal, and in between each curving plate you manage to find handholds and footholds.

Trying not to look down, you climb, looking for a way past the robot's defenses to disable it. Unfortunately, those defenses include an automated system, which has sensed you. Whirring, panels on the robot's legs slide back, unleashing copper cannons. They pivot to target you.

### Special Rules

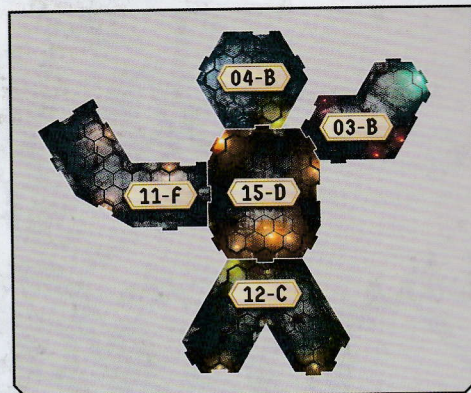
Any hex in the scenario is considered stable if at least one hex directly below it is a wall or obstacle. If both hexes directly below it are walls or obstacles, then it is also considered safe.

At the end of each round, if any non-flying figure is not occupying a stable hex, they fall. All falling figures, in initiative order, are forced to move down one hex at a time until they occupy a safe hex, moving through allies, if necessary, but not enemies. They then suffer  L. If any falling figure is unable to occupy a safe hex due to figures blocking both of its paths, they stop falling, and all figures occupying the two hexes directly below them suffer  L, as well.







All monsters treat all non-stable hexes as negative hexes when ending their movement. All Ancient Artillery are immune to forced movement, including falling.

### Section Links

When door **1** is opened, read **104.2**.  
When door **2** is opened, read **158.1**.  
When door **3** is opened, read **193.3**.  
When door **4** is opened, read **128.4**.



### Loot

 x9  
 x2  
 x6  
 x1  
 x1  
 x1

### Scenario Key

 Algox Snowspeaker	 Control Console 3
 Ancient Artillery	 Power Conduit 6
 Ice Wraith	 Rubble 5
 Metal Door 4	 Treasure 1
 Pressure Plate 2	

