

Scenario Goals

The scenario is complete when all enemies in it are dead and there are no fallen Algox on the map. At the end of that round, read **71.2**.

Introduction

With Satha's approval, you gather supplies for the Snowspeaker refugee camp and, after the Algox have had a chance to rest, you set out.

The Snowspeakers move slowly. You can only imagine what the rest of the tribe looks like if these were the ones best suited for travel. Of those that came to Frosthaven's gates, only one appears free of serious injury—the youngest of the group—but he is little more than an adolescent.

When you arrive at the destination on the southern edge of the Crystal Field, you are confronted by a desperate sight. The Snowspeakers have built a rough cluster of makeshift shelters, which are under attack by a wave of strange metallic figures.

Panic has consumed the tribe. The elderly and injured attempt to flee, while only a handful of fighters are able to rise and defend them against the horde of clicking limbs and spouting flame. They aren't doing well.

You sprint toward the fray, but as you draw nearer you realize there are simply too many injured in the way; if you tried to fight the attackers off with things as they are, you'd surely do more harm than good. You'll have to clear the battlefield of the wounded, using what supplies you brought to revive as many Algox as you can.

Special Rules

All Algox Guards and Algox Archers are allies to you and enemies to all other monster types. Whenever any Algox Guard or Algox Archer dies, place their standee with no base in the hex they occupied, which is still considered occupied. These standees represent fallen Algox. Place one fallen Algox Archer in **a**.

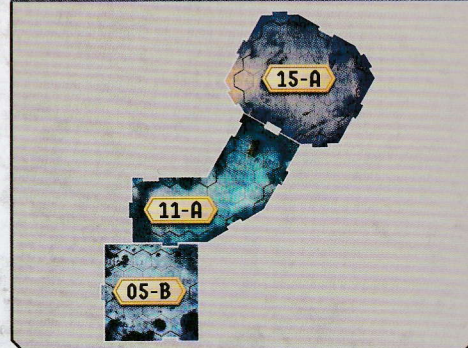
Place eight damage tokens next to the map. These represent first aid kits. At the end of any character's turn, they may spend one first aid kit to revive an adjacent fallen Algox. When revived, place the fallen Algox in a normal base in the hex it occupied and reduce its current hit point value to 1. These Algox do not act until the following round. In addition, at the end of any character's turn, they may spend one first aid kit to perform **L+3**, **◎** one adjacent Algox.

After all eight first aid kits have been used, if there are ever any fallen Algox on the map, the scenario is lost.

Section Links

When door **1** is opened, read **115.3**.

Map Layout



Scenario Key



Loot

