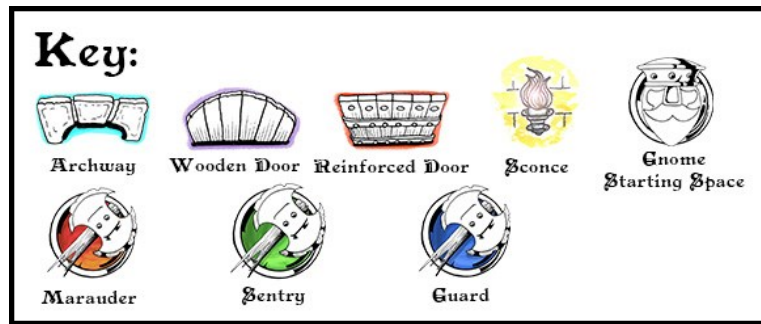
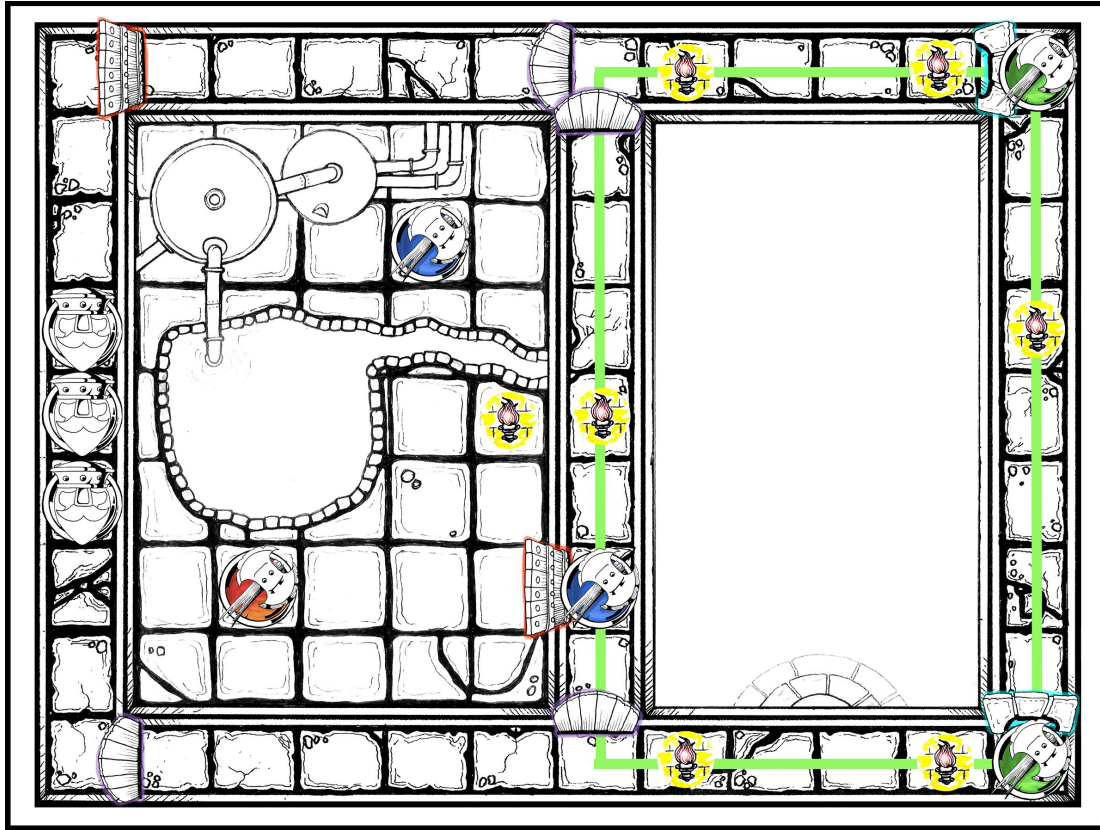


Up The Spout



The temperature in the Gnome city is plummeting! Pipework and furnaces tended by Bahkka, the guild of heat, keeps the city at a comfortable temperature... or should do! A detachment of Cavern Guards are being sent to the boiler room next to the reservoir to discover what is going on.

NOTES:

Grotto Bogeys have taken over the reservoir and sabotaged the pipework supplying hot water to the city. To win the Cavern Guards must take 5 Interact Actions in a space next to the boilers in the upper left corner of the big room. This will fix the problem the Goblins have caused. It doesn't matter if the actions are split between several Gnomes and several spaces.

The reservoir on the right hand side of the board and the pool in the big room cannot be crossed but models can see across them. The channel running across two spaces to the pool in the big room can be crossed as normal.

The Sentries' path is indicated by the green bar.

The Reinforced Door to the big room is the Ward of the Guard next to it.

The Ward of the Guard by the boilers is the section of piping in the space directly above it.

The Gnomes all have keys for the Reinforced Doors.