

Mount Silence At Night... a winter's tale

Welcome to Oakbound Studio's 2024 Advent Calendar, and The Woods Lite game 'Mount Silence At Night'. The game can be played solo or as a 2-player, making it ideal to play through with younger gamers who may be off on holiday.

These metal miniatures contain lead and spiky parts, so be careful when handling them. To get your miniatures ready for the game push the tab beneath their feet into the slot on the plastic base. You may need to trim the tab and use a spot of superglue to make sure they sit securely.

PLAYING THE GAME

In each mission you take the role of a number of Gnome Cavern Guards, defending your home against Goblin intruders. Each mission has a map showing where the models start the game. You'll want to print out or copy the character cards provided for each model and name or colour code them so you can tell which card refers to which model.

The order in which models take their turns is based on their Decisiveness (**Dec**), with the highest going first. In practice this generally means all the Gnomes going before all the Goblins. If two or more models have the same Decisiveness you can choose what order they go in. Models have to take their whole turn before another model can go, you can't have one model perform an action, move onto the next and come back to the first later.

On its turn a model can perform a number of actions equal to its Stamina (**Sta**). We'll cover these actions a little later. It's often useful to save some Stamina in case it's needed during an enemy's turn.

PERCEPTION

The thing about tunnels is, they're dark. Really dark. The occasional shaft and burning brazier gives the only illumination in a world of perpetual gloom. A model stumbling around in this blackness can make out very little around them. They can only see another object with any clarity if it is up close to them or lit by a source of light. On our game board a light source is indicated by the symbol of a burning torch or 'Sconce Marker'. You'll find one of these on the inside of today's window. Where these markers should be placed will be indicated by the map introducing each adventure. Sconces are mounted on the walls adjoining the marked spaces and do not take up the square, models can still occupy and move through them.

How well a model can see is dictated by their **Per**ception value. A model can see something if it is within their Perception Range (a number of squares away equal to or less than the model's Perception. Count spaces side by side, do not count diagonals.) or within their Perception distance of a light source. When judging distance do not count the space the model is in, but do count the space containing the sconce marker.

A model can also only see something if it lies within their forward arc (the direction the model is facing). What a model can see is important when it comes to running the enemies in a solo-play game and in planning attacks. It's better to attack somebody who can't see you coming, and easier to defend yourself against an attacker you can see!

MOVING

It's hard to get anything done without moving, so Move is the most common type of action. When a model moves it can step into any of the four squares to either side, it cannot travel diagonally. The model can end its move facing in any direction you like.

Each move is an action. For each Move Action a model takes it can move a number of spaces up to its Agility. A Gnome only has an Agility of 1 so each Move Action moves it one space. A Goblin has an Agility of 2 so for every Move Action it can move one or two spaces. Some creatures have an Agility of 3 and so can move significantly further with the same amount of effort. Models which move multiple spaces in one Action do not have to keep moving in the same direction, each time they leave a space they can choose which of the four surrounding spaces they move into.

Models can only move into unoccupied spaces. They cannot move through walls or closed doors. A model can pass through friends and prone models (but not standing up enemies) if it has enough movement within a single action to reach an empty space beyond. For example, a Goblin starting a move in a space next to another Goblin could use its 2 space move to pass through the friendly model into the space beyond. Only having an Agility of 1, a Gnome can never pass a friendly model as a 1-space move would put it into the same space as the model it is trying to move past. If a model reaches a closed door with spaces remaining in its current Move Action it must stop and any remaining spaces are lost, even if it has enough Stamina to open the door. Moving through the door must be done as a further action.

The calendar contains a set of black and green dice. The green dice are Stamina Dice and can be used to track how much Stamina a model has remaining. We recommended showing how much Stamina a model has left rather than how much it has spent.

FIGHTING

When two enemies come face to face in the damp, dark confines of a tunnel there's usually only one outcome... fight! Fighting is worked out using the orange and blue dice. The orange dice are Attack Dice and the blue dice are Defence Dice.

To attack, a model can Take a Swing at any model in a space to its front, left or right. Models cannot usually Take a Swing at enemies in diagonally adjacent spaces or squares to their rear, although there are special circumstances that allow this. Take a Swing is a special kind of action because it can only be performed once per turn but models can commit any amount of their remaining Stamina to the attack. Taking a Swing does not have to be the last thing a model does in its turn. A model can (for example) Move, Take a Swing and then Move again or Take a Swing, Move and Open a Door. The only restriction is that a model can only Take a Swing once during its turn. When a model Takes a Swing the controlling player takes a number of Attack Dice equal to the model's Strength and adds further Attack Dice equal to the Stamina used in the attack. For example, a Gnome with a Strength of 3 chooses to use 2 Stamina to Take a Swing and so rolls 5 Attack Dice. Note that because Take a Swing is an action at least 1 Stamina must be spent in the attack, a model cannot attack if it has run out of Stamina.

If the opponent can see their attacker then they roll a number of Defence Dice equal to their Strength and may spend extra Stamina to increase the number in the same way should they have any Stamina left over from their last turn. For example, a Goblin which used 2 of its 4

Stamina in its last turn could spend the remaining 2 defending itself, adding 2 Defence Dice to its Strength (1) and rolling 3 Defence Dice. If a model cannot see its attacker it does not get to roll any dice in defence. Defending is not an action and so a model can defend itself even if it has no Stamina remaining, it is just less effective due to being exhausted.

Once all dice have been rolled look for and remove any pairs of matching Attacking and Defence Dice. For example, if the attacking Gnome rolls 1,2,2,4,5 and the defending Goblin rolls 2,3,5 then one 2 and the 5 cancel out leaving remaining Attack Dice of 1, 2 and 4 and an unused Defence Dice of 3. The attacker can pick the number on one of the remaining Attack Dice and apply the corresponding result as shown below. If they have no Attack Dice remaining the result is a draw.

1- Git Shot: The attacker stamps hard on their opponent's foot, kicks them in the shins or does something else unsportingly painful. The loser takes 1 Damage.

2- Shunt: The defender is forced one space backwards or to either side as the attacker's blows rain down on them.

3- Strike: The attacker lands a blow on their opponent, dealing 2 Damage.

4- Floor: The attacker knocks their opponent over. The defender falls Prone.

5- Roar: Invigorated, the attacker recovers 3 points of Stamina. Their Stamina cannot go above its starting level. They can take further actions now (but not Take a Swing again) or may save the recovered Stamina for defence.

6- Heavy Blow: The attacker deals a massive blow to their opponent, inflicting 3 Damage.

The maximum number of Attack or Defence Dice that can be rolled at any time is 10.

DAMAGE

Damage reduces a model's Endurance by the amount indicated. A black Endurance Dice can be used to indicate how much Endurance a model has taken or has remaining (whichever you choose, remember and be consistent!). When a model has 0 Endurance remaining it is dead and should be removed.

PRONE

A model which is Prone should be laid on its back. It cannot perform any Actions until it gets up again. To get up the model Performs a Recover Action and is then stood up and faced in any direction. A model which is Prone rolls no Defence Dice if attacked.

CHARGE!

If a model is not in a space adjacent to an enemy but can see them it can Charge into the fight. Charge Moves are regular Move Actions but build up momentum for when the model cannons into its opponent. If it reaches its opponent with at least one Stamina left to fight AND its

opponent has not been able to see the attacker coming then add one Attack Dice for each space the model Charged.

DOORS

Doors are the means by which models can see and move through walls into adjacent board sections. There are three types of door, Archways, Wooden Doors and Reinforced Doors. By now you should have at least one of each type cut out of the advent windows. Your cardboard doors can be placed in the clear plastic stands to stand them up on the board.

Archways are simple openings in the wall. A model can always move through an archway as if the spaces either side were not divided by a wall (since they aren't, there's an archway there!).

Wooden Doors can be opened or closed as an Action. A closed Wooden Door must be opened before it can be moved through. Models do not have to close doors after them (they aren't worried about draughts) but this can be a tactically sound move as it slows down enemies and may stop them finding you. All Wooden Doors on the board are assumed to begin the game closed.

Reinforced Doors are the same as Wooden Doors but can also be Locked or Unlocked by a model which has a Key. The adventure will specify if one or more models have keys to the doors. A Locked door can be beaten down. To beat it down a model must Take a Swing at the door in the same way that it would attack a regular opponent. The door rolls no Defence Dice but is only beaten down if the combined total on the Attack Dice rolled equals or exceeds 12. This must be made in a single roll, do not track Endurance on Reinforced Doors. Unless specifically stated in the notes, a Reinforced Door begins the game closed and unlocked.

Doors block the light from any light source except in the square directly in front of it when open. The spaces to either side of the door cannot be seen from the other side of the doorway. In the example above the Gnome can see the Goblin in the highlighted yellow space beyond the arch because the Goblin is within its Perception and directly in the doorway. The Goblin cannot see the Gnome from the other side of the archway even though the room is well lit, it can only see its Perception Range (indicated by the red spaces) beyond the arch. The black spaces either side of the arch cannot be seen from the Goblin's side.

ENEMY MODELS

The only good thing about a Goblin is, they're so predictable!

Thunder Under Mount Silence is easy to play solo as the Goblins can be assigned 'roles' and are then controlled by following a priorities chart. In solo mode it is up to the player what order the enemy models take their turns in.

On the layout map for each adventure, the icons showing where the Goblins begin the game are coloured to show their 'role'. This is one of four types- Marauder, Guard, Sentry and Agent, the four modes used when playing solo. Each mode has a 'priorities' flow chart which is followed to determine the actions they take in their turn. We've set the game up so a solo player takes control of the Gnomes but if you'd rather play as Goblins you can experiment with assigning suitable roles to each Gnome model instead.

When following the chart simply start in the top box and work your way down, checking each of the criteria and taking the 'yes' or 'no' branch until you are told what action to take. If you are instructed to Evaluate then go back to the top of the chart and start again.

A couple of separate boxes at the top of each chart shows what the model will do in a fight and when it comes up against a closed door. The Fighting box contains a 'preferred Attack' the model will make when it Takes a Swing. This is simply the order of preference for choosing leftover Attack Dice to inflict on an opponent. For example, if the preferred Attack was 6, 3, 2, 4, 5, 1 then if the remaining Attack Dice included a 6 this is what would be chosen. If it didn't but there was a 3 this would be the next choice and so on. The Fighting box always takes priority, so generally if a model can Take a Swing it will. However, not all roles are combat focused. If the Fighting box doesn't say the model will Take a Swing if it can then even if it could Take a Swing follow the rest of the chart instead.

With all roles if there is a choice of which model to attack the closest model will be picked first (this seems irrelevant now but will come into play later), followed by any model in the space directly in front of the attacker, followed by whichever model has the lowest current Endurance. If there's still any doubt then you may pick or roll a dice to decide which model is attacked.

Marauder is the most common role. Marauders are focused on rampaging and killing, their prime directive is to attack any Gnomes they see.

The Guard is tasked with protecting something, guarding it if you will. They could be stationed by a door to prevent enemies passing, watching over a precious object to prevent it being stolen or even acting as bodyguards for another model. To represent this, Guard models are assigned a Ward- the thing they are guarding. As mentioned this can be another model, an object or simply a particular space on the board. The notes for each adventure will specify what the Ward of each Guard on the map is. Guards are shown on the game map by a blue-coloured icon.

The third role a model can take is that of Sentry. Sentry models patrol a set path until they are interrupted. The route of a Sentry's patrol will be indicated with a green-coloured line on the game map. Sentries may patrol in any direction along their path. The notes on each adventure will state if there's anything special about how Sentries behave. As with the route of their path, the colour of Sentry icons on the map is green.

When you have several different roles on the board in an adventure it can be helpful to indicate on the model's Character Card what its role is. You could also paint the bases corresponding colours, use stickers or coloured counters under the base to indicate what role the model has. Just remember that different adventures will call for different numbers of each role.

The last role is a bit of a catch-all for anything you might want a model to do which is specific to that one adventure. We call these 'Agents'. When there are one or more Agents in an adventure the notes will include a priorities chart for them which is intended only for that encounter. Of course, if you wish you can use these charts as a basis for other adventures you might like to write, or you can come up with completely new ones that are as complex as you like! If you do, we would love to see them.

Agents typically have a job to do. Whilst this might include killing a particular target they are not usually running around swinging wildly at every enemy they spot. Taking out Agents is often the best way of preventing their side from winning the game. On a related matter, when removing

models from the game to set it to 'easy' mode you MAY NOT REMOVE ANY AGENT MODELS. That makes it just too easy!

Agents are represented on the game map with yellow symbols. You can find printer-friendly versions of each Agent priorities chart along with the map and notes for each adventure.

WEAPONS

All weapons are equal, but some are more equal than others.

Just as the real-world function of a spear is different to that of an axe so different weapons have special effects in-game. So far we have ignored what weapon the models are armed with but from now on you will be able to choose what weapon you arm each of your models with. When selecting weapons for a game you can arm a model with any of the listed types of weapon provided you have a model showing the correct weapon.

The first Specialist Weapon is the Axe. An Axe is swung in an arc and the weight of the head can carry a blow through one enemy and into another. If a model using an Axe wins a fight they select one Attack Dice as usual to apply to their initial opponent. They can then select a second dice (if available) to apply to an enemy model in a space to either side of their first enemy. This means that a model with an Axe can indirectly hit enemies diagonally, it still can't Take a Swing at a model diagonally adjacent.

In the fight we looked at last week the Gnome won with a 1, 2 and 4 dice to choose from. If armed with an Axe it could Floor (4) the original opponent and Git Shot (1) an enemy in an adjacent space.

The second Specialist Weapon is the Mace. Maces are big, heavy weapons for bludgeoning the enemy. What they lack in elegance they make up for in brute force. A model armed with a Mace may add 1 to the damage they inflict when they attack. This is the case even if the original attack result chosen dealt no damage.

For example, in the earlier fight the Gnome won and had a 1, 2 and 4 dice to choose from. Using a Mace they could turn the Git Shot result into 2 Damage or add 1 point of Damage to the Shunt or Floor results. If you want to guarantee some damage in every fight, the Mace may be your weapon of choice!

The third Specialist weapon is the Sword. Swords are nimble weapons and can be used to make precision attacks and to respond quickly in defence. A model using a Sword takes one of their Attack or Defence Dice before rolling and turns it to whatever result they desire. They then roll the rest as normal.

For example, our brave Gnome warrior wants to inflict a Heavy Blow on its opponent. The player takes the appropriate number of Attack Dice, places one on the table with 6 showing and rolls the others. The fight then proceeds as normal. When he's next attacked he can choose the result of one Defence Dice to attempt to avoid the attack result he fears.

The fourth Specialist Weapon is the Spear. Spears are long and surprisingly nimble thrusting weapons which can allow a model to attack from spaces it wouldn't normally be able to. The Goblin symbol on the map indicates a Goblin armed with an Axe or a Goblin with a Spear. A model using a Spear can Take a Swing at a model two spaces away instead of just adjacent,

even if there's another model in the space between. It can also be used to attack an enemy diagonally adjacent to the Spear-carrying model.

In The Woods there are many more different weapon types than we have covered so far, including ranged weaponry. Here are some more you might like to include in your games.

The Shield- A model equipped with a Shield is better able to defend itself from an opponent's blows. The Shield allows the user to reroll any Defence Dice after all dice have been rolled. They may reroll some, all or none of their Defence Dice. A Shield may not be used against an enemy in the space to the rear of the model. A model may have a Shield in addition to one other weapon.

The Club- A large, heavy club of whatever material is capable of smashing through an opponent's defences. A model armed with a Club may raise the value of one rolled Attack Dice by 1 after all Defence Dice have been resolved. For example, a model with a Club rolls 2, 5 and 6 on their Attack Dice. Their opponent rolls 1, 2 and 6, eliminating two of the Attack Dice. The attacker may now use the Club's special ability to turn the remaining 5 into a 6.

The Dagger- Daggers are fast and nimble weapons. If a model armed with a Dagger has any Attack Dice remaining once Defence Dice have been resolved they may change the result on any one of the dice to a 3.

The Staff- It's hard to wield a long staff in the confines of a tunnel, but it's much easier to block an opponent's blows with one. When a model armed with a Staff rolls Defence Dice if there are more Defence Dice than Attack Dice remaining after resolving them then the attacker loses the combat and the defender can choose a remaining Defence Dice to inflict on their opponent in the same way as if they were an attacker.

Ranged Weapons- A model armed with a bow, sling or some other ranged weapon may fire at any target it can see so long as it can trace a straight line to the model without passing through another model, a wall or a closed door. A model may not fire at a target in an adjacent space, even diagonally. In the example above, the Gnome cannot target Goblin A as it is adjacent to him. He cannot target Goblin B as Goblin C is in the way. He cannot target Goblin C as he cannot see it (too far away from the Gnome and the Sconce) so he is left with Goblin D as a viable target.

Firing a Ranged Weapon counts as Taking a Swing (so can be done only once per turn). The target is automatically hit with a number of Attack Dice equal to the shooting model's Strength+1 (for the Stamina used in the shot) in the same way as if Taking a Swing. The target may use remaining Stamina to roll a number of Defence Dice but does not add their own Strength against a ranged attack. Shields may be used against a ranged attack. Only Attack Dice numbering 1, 3 or 6 have any effect on a target, any other dice are discounted.

INTERACTIONS

We've not said a lot about Interactions despite them being used a bit in previous adventures. An Interaction is essentially anything that a model can do to affect its immediate environment. This allows for some creative improvisation on the part of players and adventure-setters! Strictly speaking, Opening/Closing a Door is an Interact Action, but we put it separate to make things a bit easier to understand whilst learning the game. Locking and Unlocking a door is an Interact

Action. Opening a chest, box or book is an Interact Action. Picking up an object is an Interact Action. Taking a Sconce down from the wall so you can carry a light source around with you would be an Interact Action. They enable players and adventure writers to be flexible and spontaneous. In the last adventure we saw how multiple Interact Actions (mending the boilers) can be required as a victory condition. If there's a task which seems like it would be more complicated than just taking a few seconds of someone's time then you can make it take more than one Interact to achieve. You can also scale the difficulty according to a model's stats. For example, if a very heavy block needed to be pushed in front of a hole to seal it you might say that it took 4 Interact Actions, but reduced by 1 for each point of Strength the model had. A Goblin with a Strength of 1 would still need to perform 3 Interact Actions to push the block whilst a sturdy Gnome with a Strength of 3 would push it into place with a single Interact.

On the subject of writing adventures, why not have a go? Here's a set of blank maps for you to use to make up your own scenarios. There's also a printer-friendly download map sheet [HERE](#). If you come up with something you're pleased with do share it with us, we would love to see what you come up with and may showcase it in an issue of The Acorn, our monthly e-zine.

OTHER CREATURE TYPES

Just because Mount Silence is the abode of Gnomes and Goblins doesn't mean you can't bring other creatures into your games! If you have a copy of The Woods rulebook it's very easy to transfer the stats for use in this game. A blank Character Card has been provided for your use and you can download a printer-friendly sheet of them [HERE](#).

To convert The Woods profiles into Mount Silence At Night follow these steps:

- The creature's Decisiveness stays the same.
- The creature's Stamina is their Courage plus their Strength (do not include Agility).
- The creature's Perception is one higher than their profile in The Woods.
- The creature's Agility, Strength and Endurance are the same.

Don't forget to pick something suitable from all the available weapon options!

Flying Move

A model with wings can perform a Flying Move in a room. Models can't fly in corridors as the roof is too low. A Flying Move is actually two actions- one to take off and one to land. The model cannot perform a Flying Move if it does not have enough Stamina to both take off and land (it can't end a turn in the air) nor can it choose to remain in the air if it has Stamina remaining.

A Flying Move can be used to travel from a model's current space to any unoccupied space in the same room. They can pass over any other models and can end the move facing in any direction. Multiple Flying Moves can be made in a turn if desired and can be coupled with the usual assortment of other actions. For example, a model could make a Flying Move to a doorway, pass through the door into another room with a regular Move action and then make a second Flying Move to travel to the far end of that room (provided they have enough Agility and Stamina).

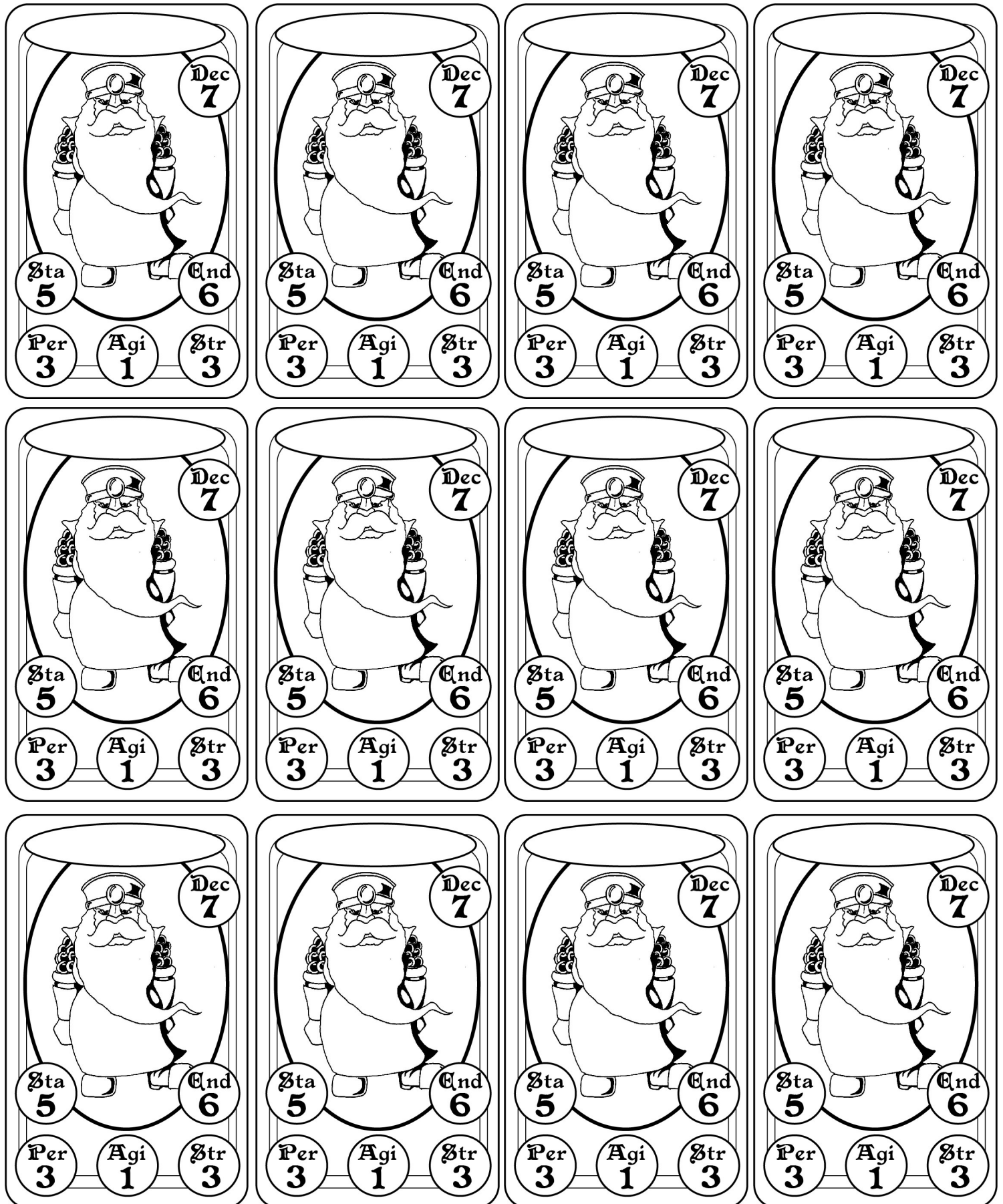
ADVENTURES

Now you have everything you need to play the first adventure! Every adventure will be laid out in the same fashion but will contain its own particular challenges. An introductory passage gives you the story so far, the map shows how to lay out the game board and some notes tell you more specifics. Each adventure also contains a print-ready version.


These adventures are configured to present a challenge for solo play. For an 'easier' setting you may remove one Goblin from the adventure for each Gnome.

To start the adventure place the doors and scone tokens on the board as shown on the map. Place the Gnome in the big room where the symbol indicates his starting point. Now read the introduction and notes. You're ready to play!

Gnome Character Sheets



Goblin Character Sheets



Dec 5


Sta 4

End 8

Per 2

Agi 2

Str 1



Dec 5

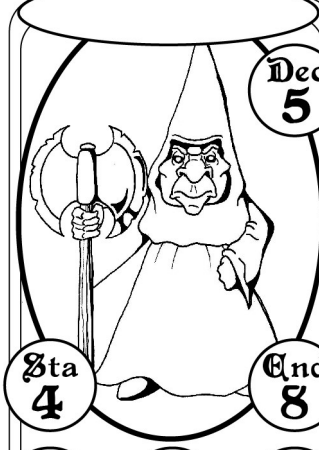
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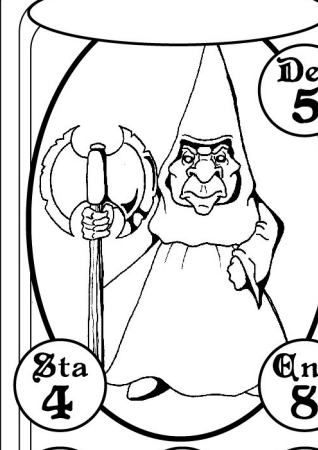
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Dec 5


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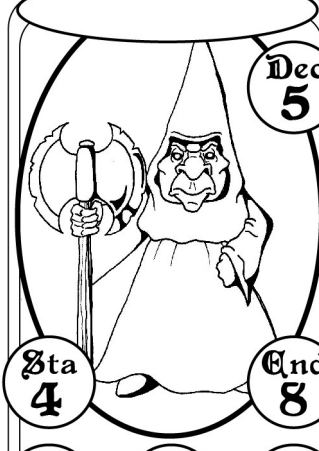
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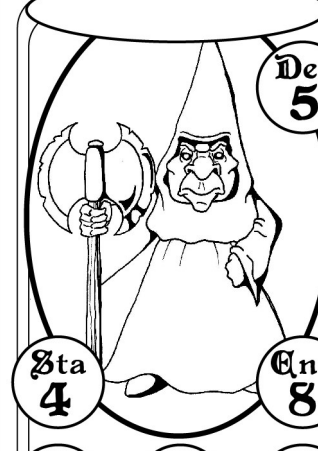
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Sta 4

End 8

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Agi 2

Str 1



Dec 5


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Dec 5

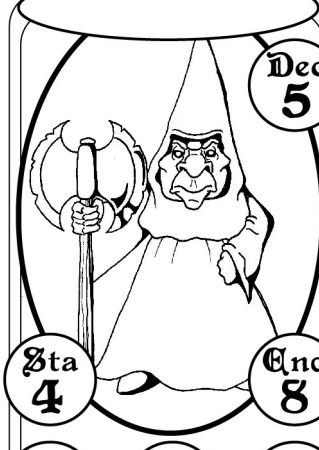
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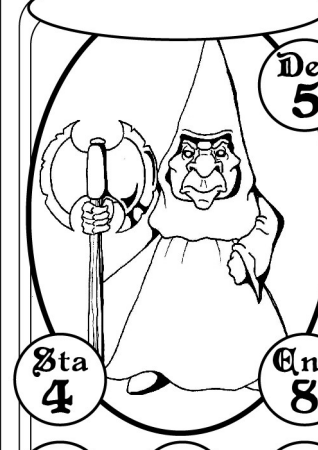
Sta 4

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Str 1



Dec 5

Sta 4

End 8

Per 2

Agi 2

Str 1

Goblin Character Sheets

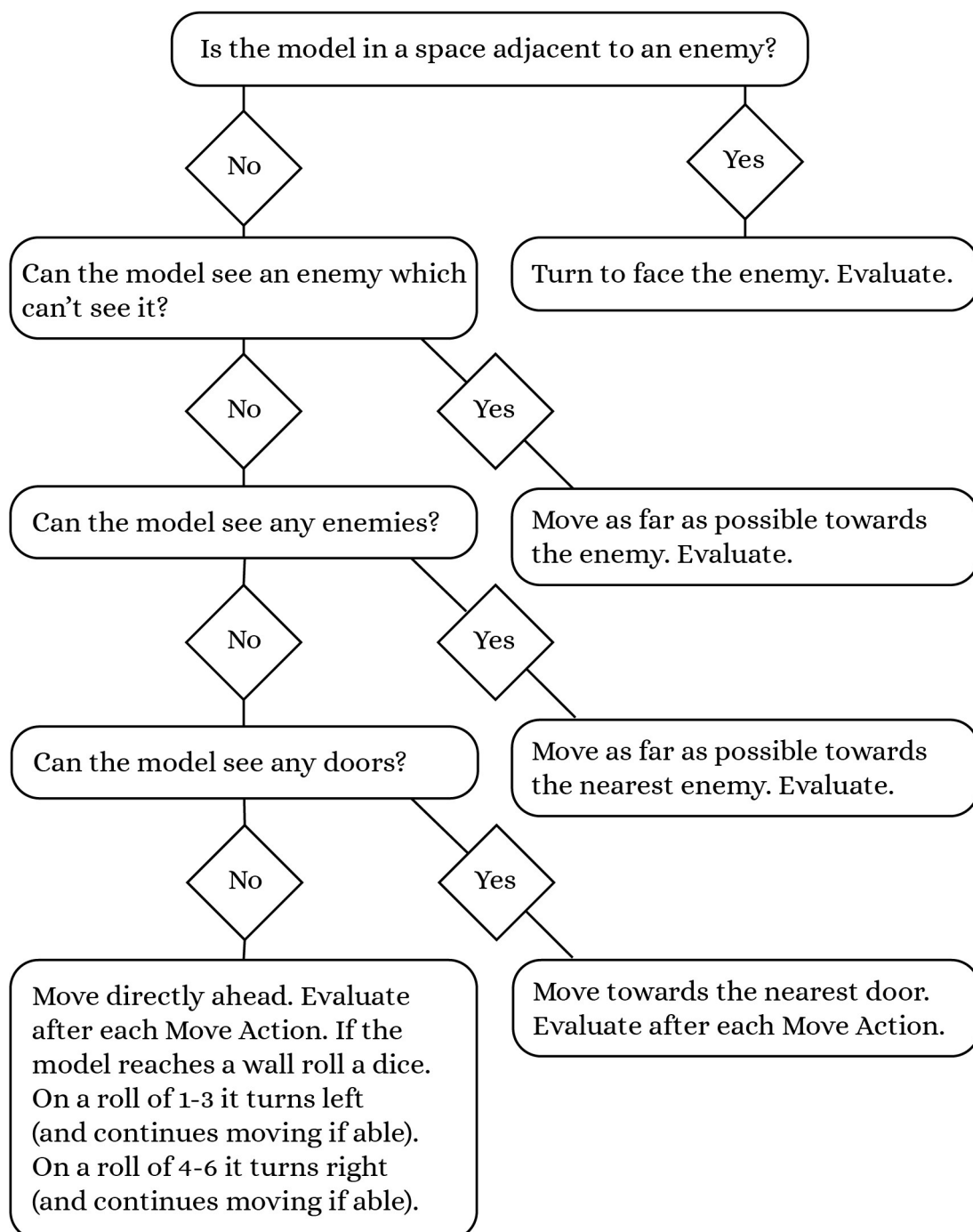


Blank Character Sheets

Marauder

Fighting- If a Marauder can Take a Swing at an enemy it will, using all available Stamina. Its preferred Attacks are: 6, 3, 1, 4, 5, 2 A Marauder will always defend itself using as much Stamina as it has remaining.

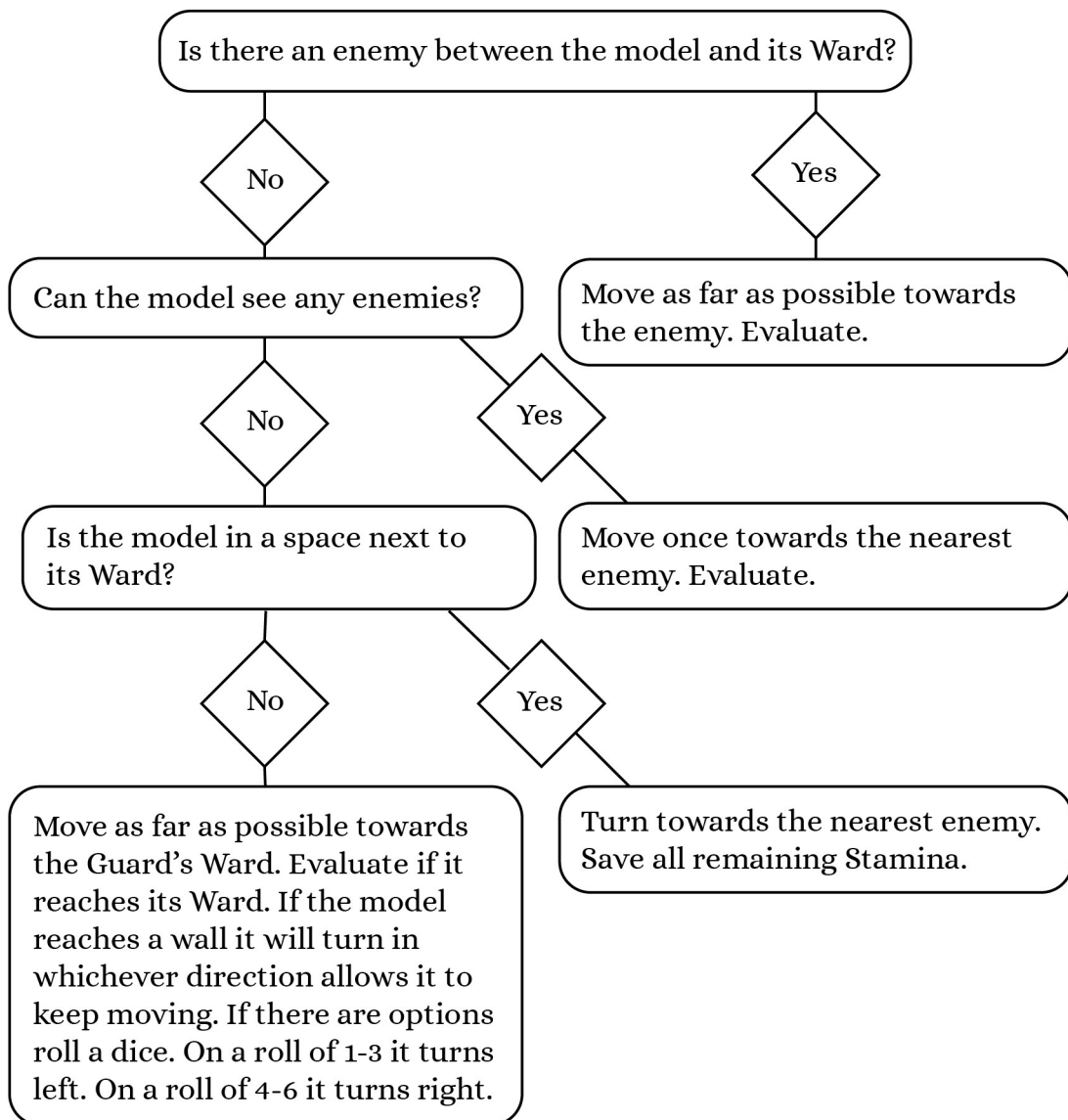
Doors- If a Marauder is in a space adjacent to a closed door it will try to open it and pass through. If locked it will try to beat the door down. Marauders do not close doors.



Guard

Fighting- If a Guard can Take a Swing at an enemy it will, using all available Stamina. Its preferred Attacks are: 4, 2, 6, 3, 5, 1
A Guard will always defend itself using as much Stamina as it has remaining.

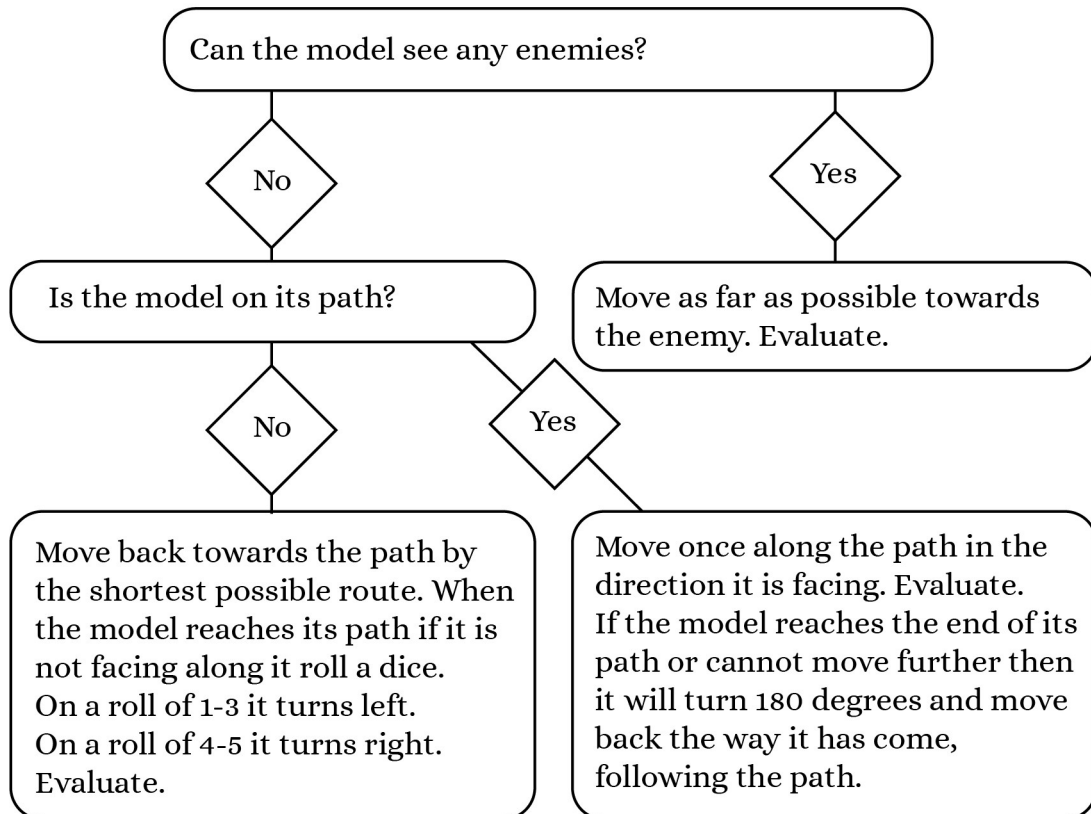
Doors- A Guard will always try to be on the same side of a door as its Ward. If that means opening a closed door or trying to break down a locked door so be it.



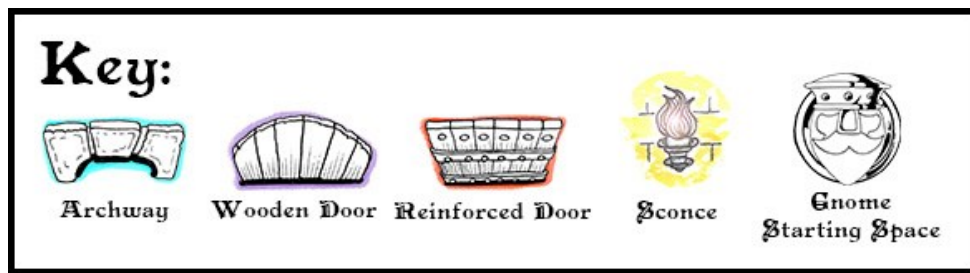
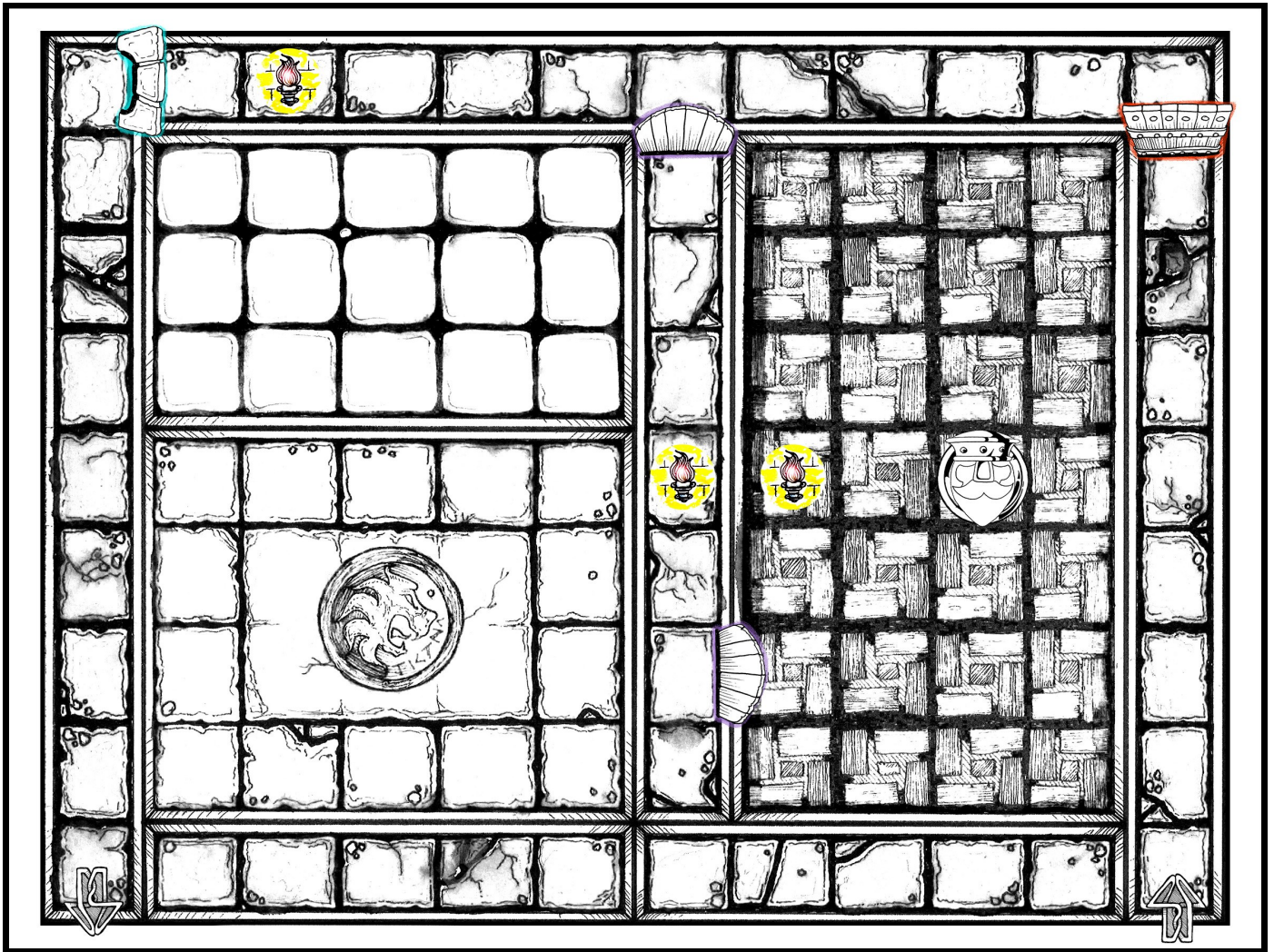
Sentry

Fighting- If a Sentry can Take a Swing at an enemy it will, using at least one Stamina, ideally saving two Stamina for defence. Its preferred Attacks are: 6, 3, 5, 4, 2, 1. A Sentry will always defend itself using as much Stamina as it has remaining.

Doors- If a Sentry runs into a door it will try to open it to pass through. If the door is on its path the Sentry will close it again after passing through. If a door is locked it will unlock it if it has a suitable key (locking it again after it has gone through, on the next turn if necessary. It will not try to beat down a locked door.



First Confrontation



A lone Cavern Guard makes his regular patrol of the passages and rooms far from the comfortable city of the Gnomes. It's a route he has taken a thousand times before and he has never encountered any trouble. But today is different. As he checks one of the store rooms the sound of wild howls fades into hearing. Something has stirred up the Goblins, and they're heading his way!

NOTES:

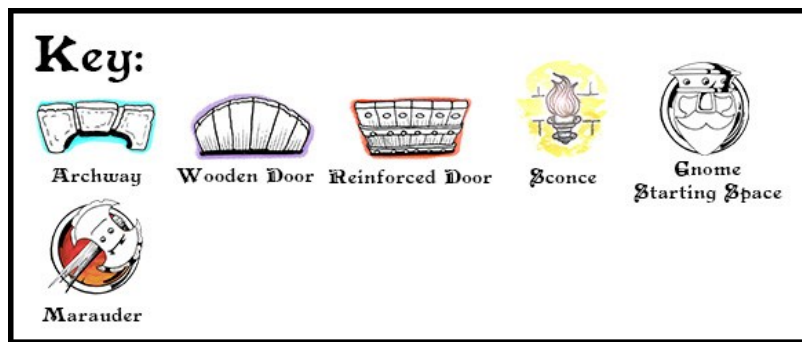
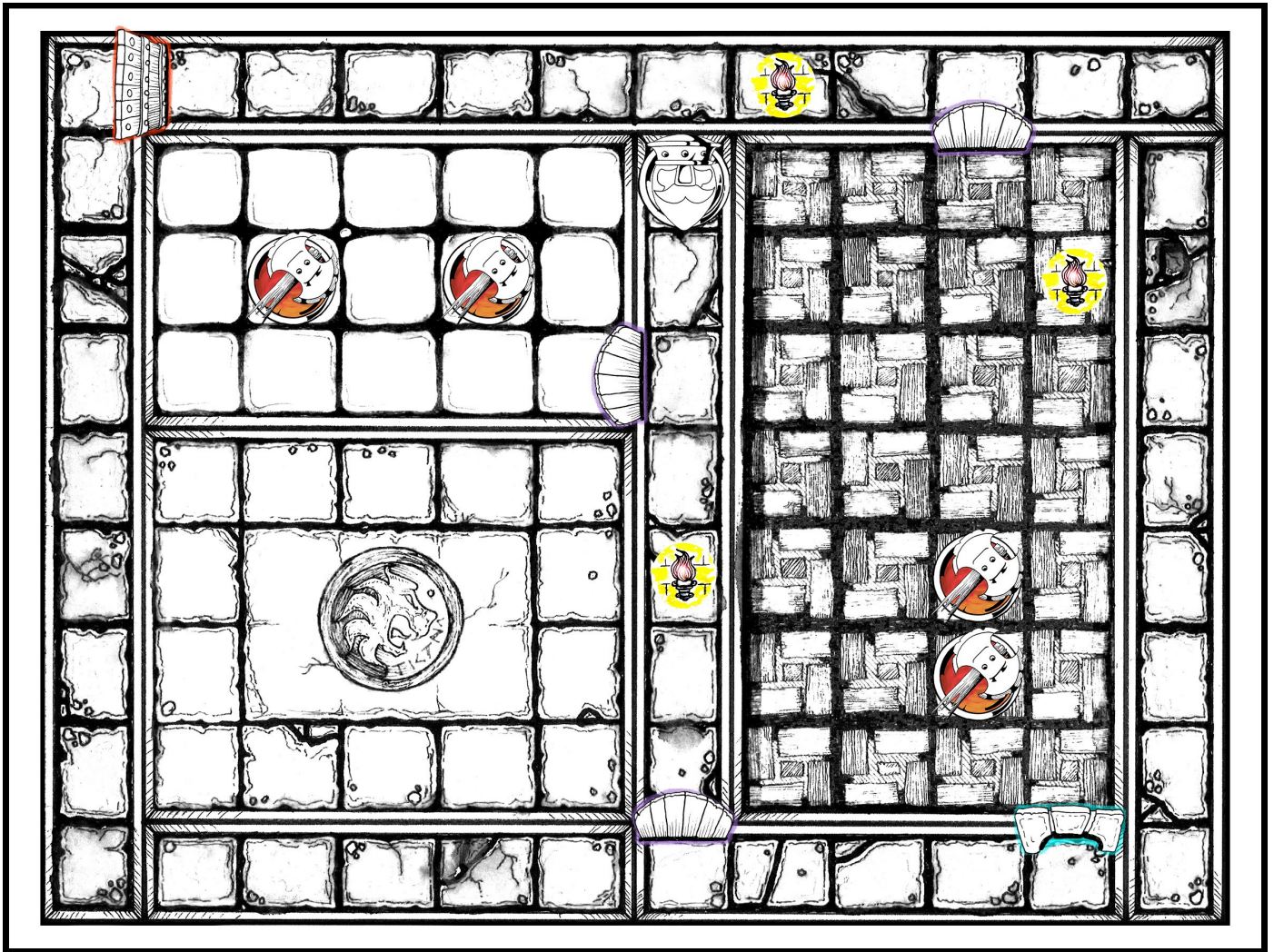
The Cavern Guard must attempt to escape by moving over the arrow pointing off the board in the bottom left.

After each of the models on the board have taken a turn place a Goblin model on the space indicated by the arrow bottom right. If there are no models left do not place a Goblin. Should a Goblin be killed place it back on the board at the entry space at the end of that turn.

All Goblins in this adventure are in Marauder mode.

The Gnome has a key which will enable him to lock the Reinforced Door.

The Gauntlet

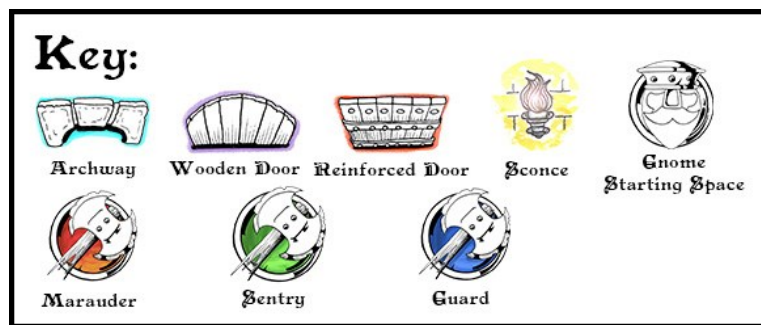
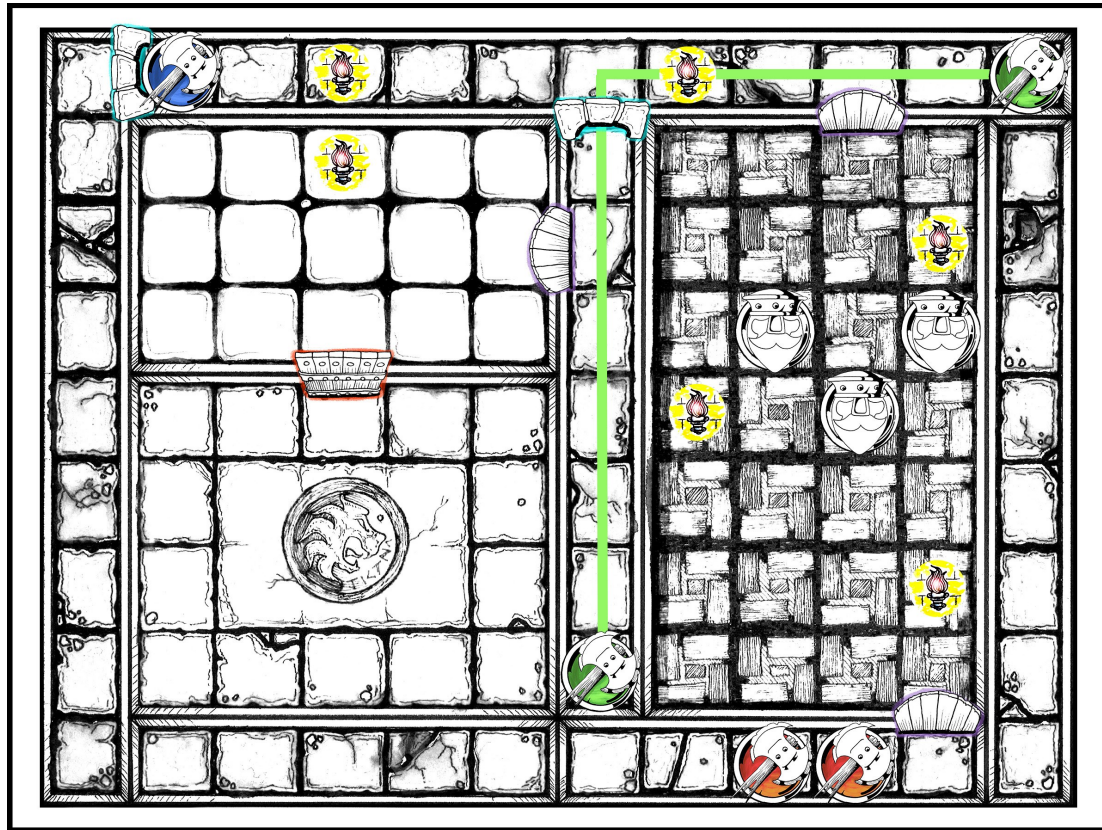


Isolated Cavern Guards throughout the mountain are desperately trying to make their way to a rendezvous point, but the caverns are swarming with rebel Goblins! As they go the Gnomes are locking down as many sections of the tunnels as they can to try and contain the threat.

NOTES:

To win the game the Cavern Guard must lock the Reinforced Door to slow the Goblin advance. Ideally he'd lock it after going through, but desperate times call for desperate measures and it will be a partial victory if he sacrifices himself to give his colleagues more time.

Last Stand



Night falls over the Gnostic city and the inhabitants sleep in their beds in blissful ignorance of the threat building below. Having fought their way to the great wall which surrounds the outskirts of the city, the Cavern Guards await reinforcements and orders. Jietna, the guild responsible for balancing sound energy, has installed communication tubes in a guard room along the wall. Here the Gnomes can inform their officers of what has happened and endure the long wait whilst their superiors deliberate.

NOTES:

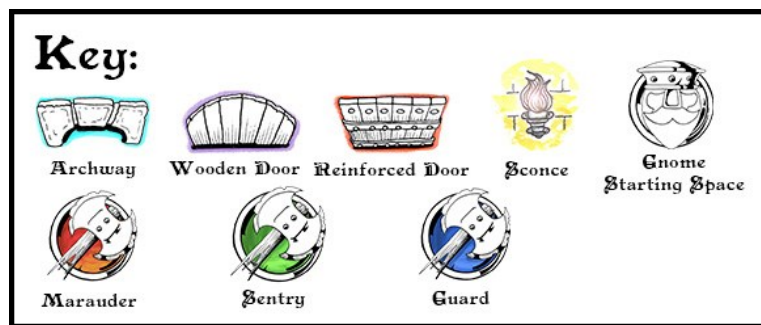
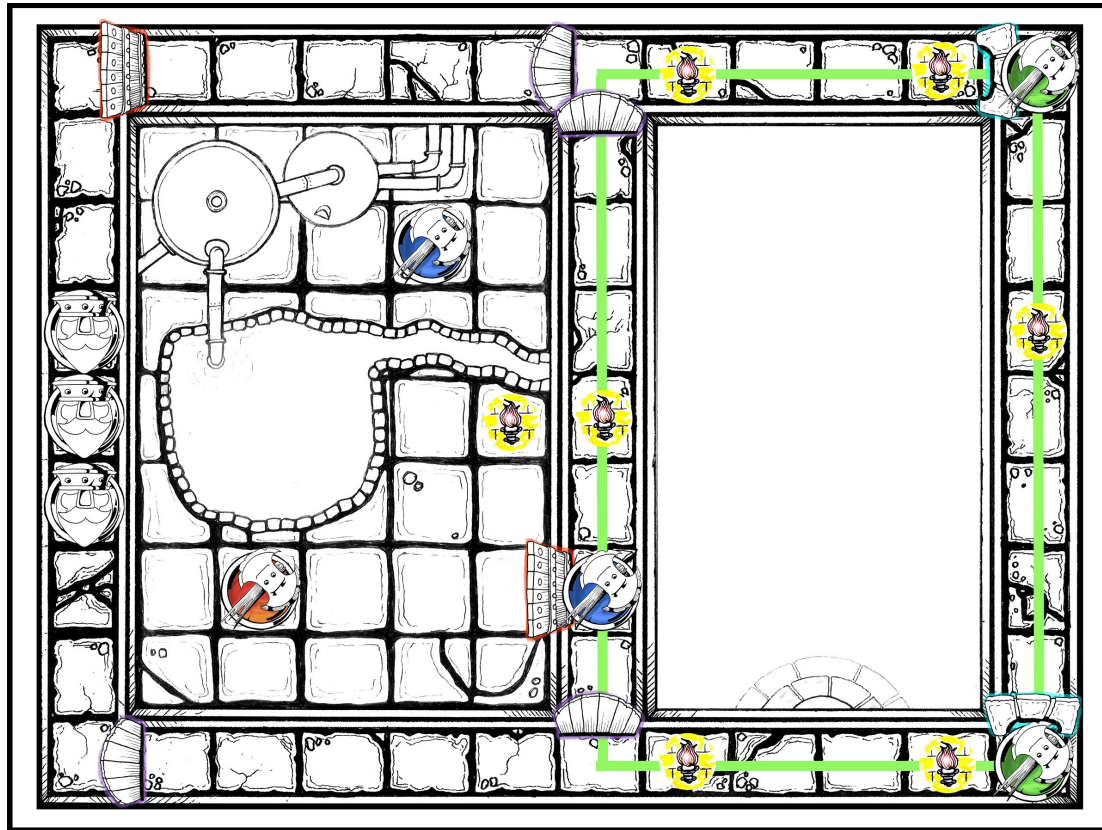
For a partial victory at least one Gnome must survive 12 turns on the board. For a full victory within this 12 turns at least one Gnome must make it to the room with the Jietna Lion symbol on the floor. If there are no Gnomes surviving before the end of the 12th turn they lose. Count a turn as finished when every model on the board has taken its individual turn.

The Sentries' path is indicated by the green line. When they reach the end of the path the Sentries just turn on the spot and move back along it.

The Guard's Ward is the Archway it is stood next to.

The Gnomes all have keys to the Reinforced Door.

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.

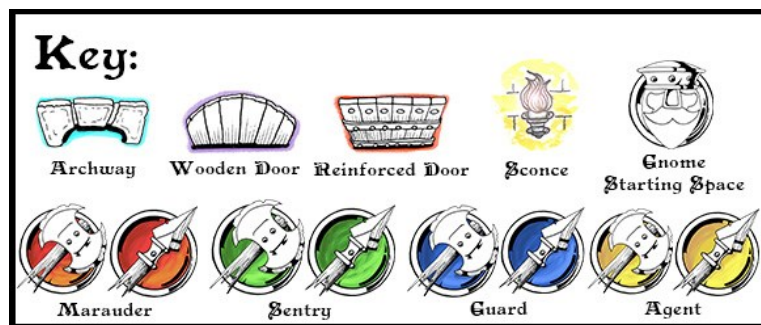
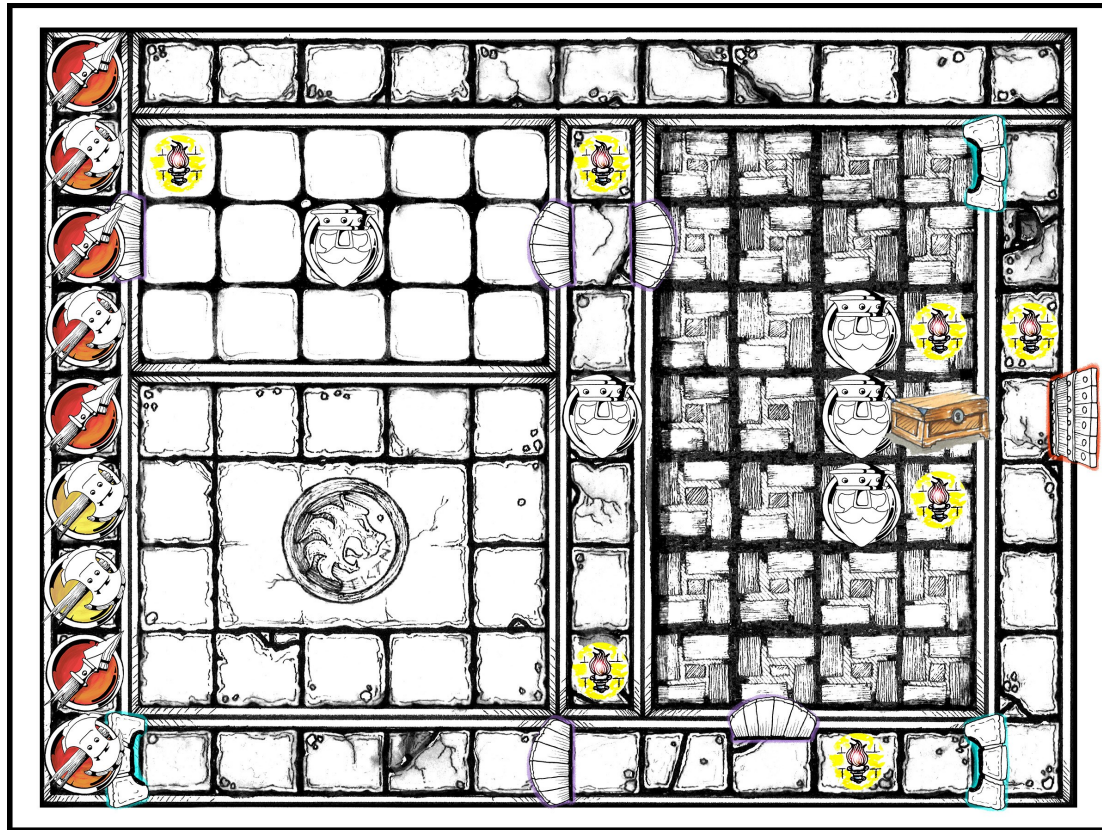
The Sentries' path is indicated by the green bar.

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.

Raiders Of The Gnost Harp



Jietna keep a precious harp in a locked Camphor-wood chest in their guild house. A mob of Goblins has broken in and seems determined to steal the instrument. What nefarious scheme can they have in mind for such an object?

NOTES:

The Gnomes win if all the Goblins are destroyed before the harp is taken off the board. The Goblins win if the harp is taken through the Reinforced Door on the right of the board.

The Camphor-wood Chest is locked. It can be broken into in the same way as a Reinforced Door but only requiring a total of 5 or more on all Attack Dice.

Removing the harp from the opened chest is an Interact Action. If a model carrying the harp is reduced to 0 Endurance the harp is dropped in the space the model occupied and can be picked up by another model using an Interact Action.

The Reinforced Door begins the game locked.

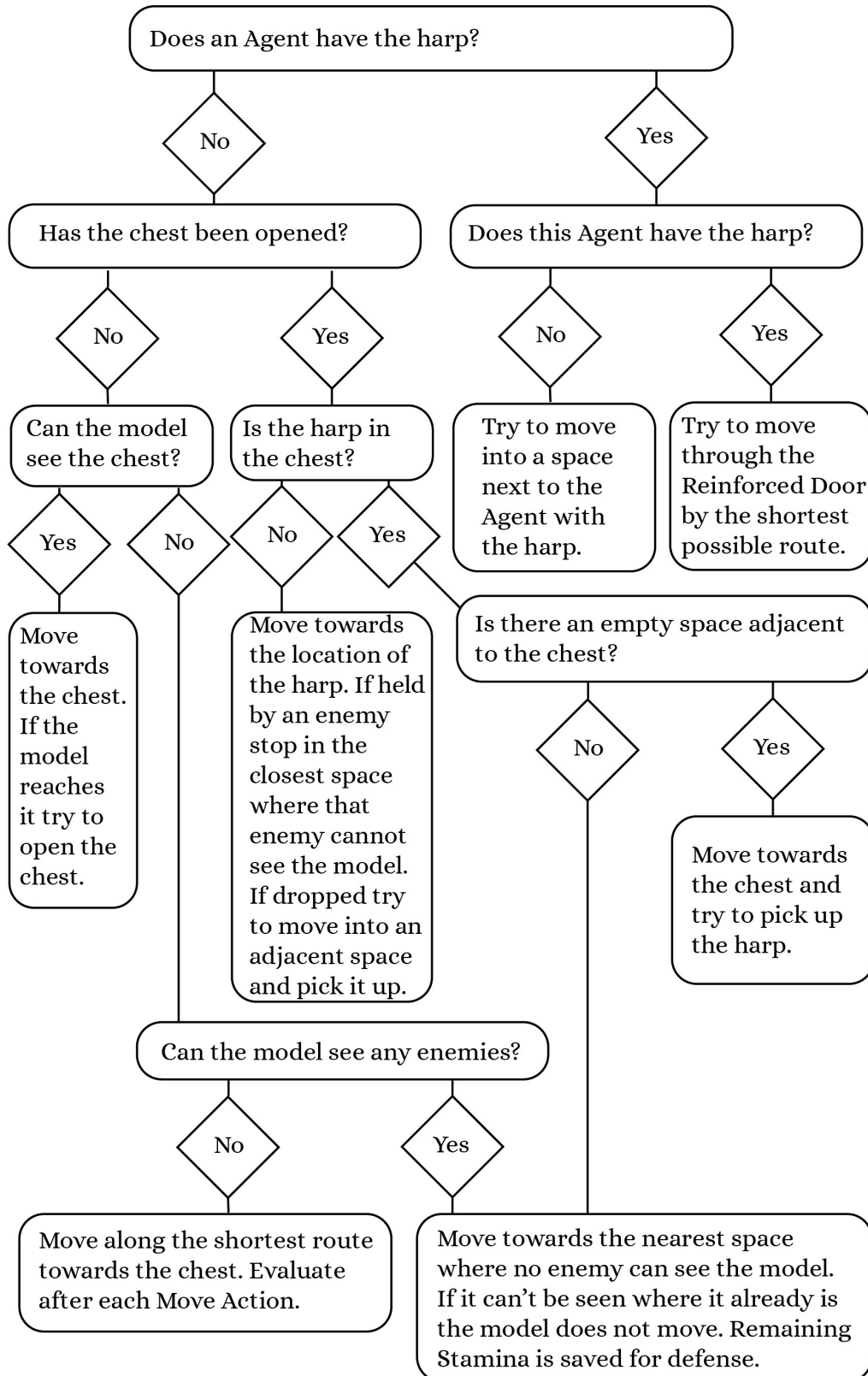
All Gnomes have keys to the Reinforced Door. The Gnome directly to the left of the chest has the key for it. Any Goblin which reduces a Gnome to 0 Endurance automatically takes any keys they are carrying. If a Goblin acquires a key it immediately becomes an Agent.

The Agents follow the set of priorities listed below.

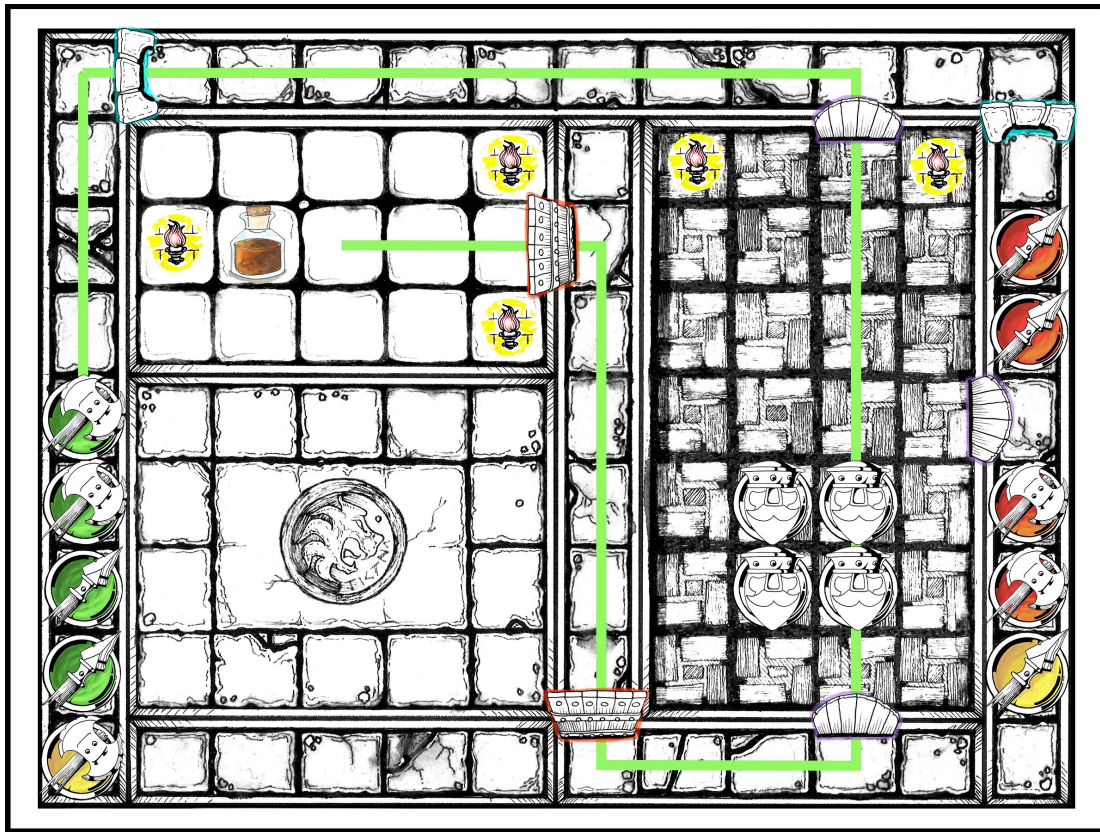
Agent

Fighting- If attacked an Agent will use all available Stamina to defend themselves. The Agents will not Take a Swing at enemies.

Doors- If an Agent encounters a door it will try to open it to pass through. It will not close the door after passing through. If it encounters a locked door the Agent will try to beat it down.



Midnight Oil



Another Mob of Grotto Bogeys seems set on breaking into the city treasure-house. Surely this shows unprecedented coordination for the tiny minds of the Goblins? It's especially strange as the only thing currently being stored there are phials of aromatic oil requested by one the Fae nobles...

NOTES:

The Gnomes must prevent the Goblins from escaping with a jar of oil. Only Agents can carry the phial, so if they are eliminated the Gnomes win.

The oil can be picked up with an Interact Action by a model in any of the spaces adjacent to the token. Move the token along with that model. There are several phials so whenever one is broken replace the token on its starting space. Only one phial may be held by a model at any time, the Goblins may be showing uncharacteristic coordination in their enterprise but they still aren't smart enough to think of everyone picking a phial up!

If a model carrying a phial is reduced to 0 Endurance they drop it, causing the oil to be spilt and lost.

The Reinforced Doors begin the game closed but unlocked. All the Gnomes have keys to these two doors.

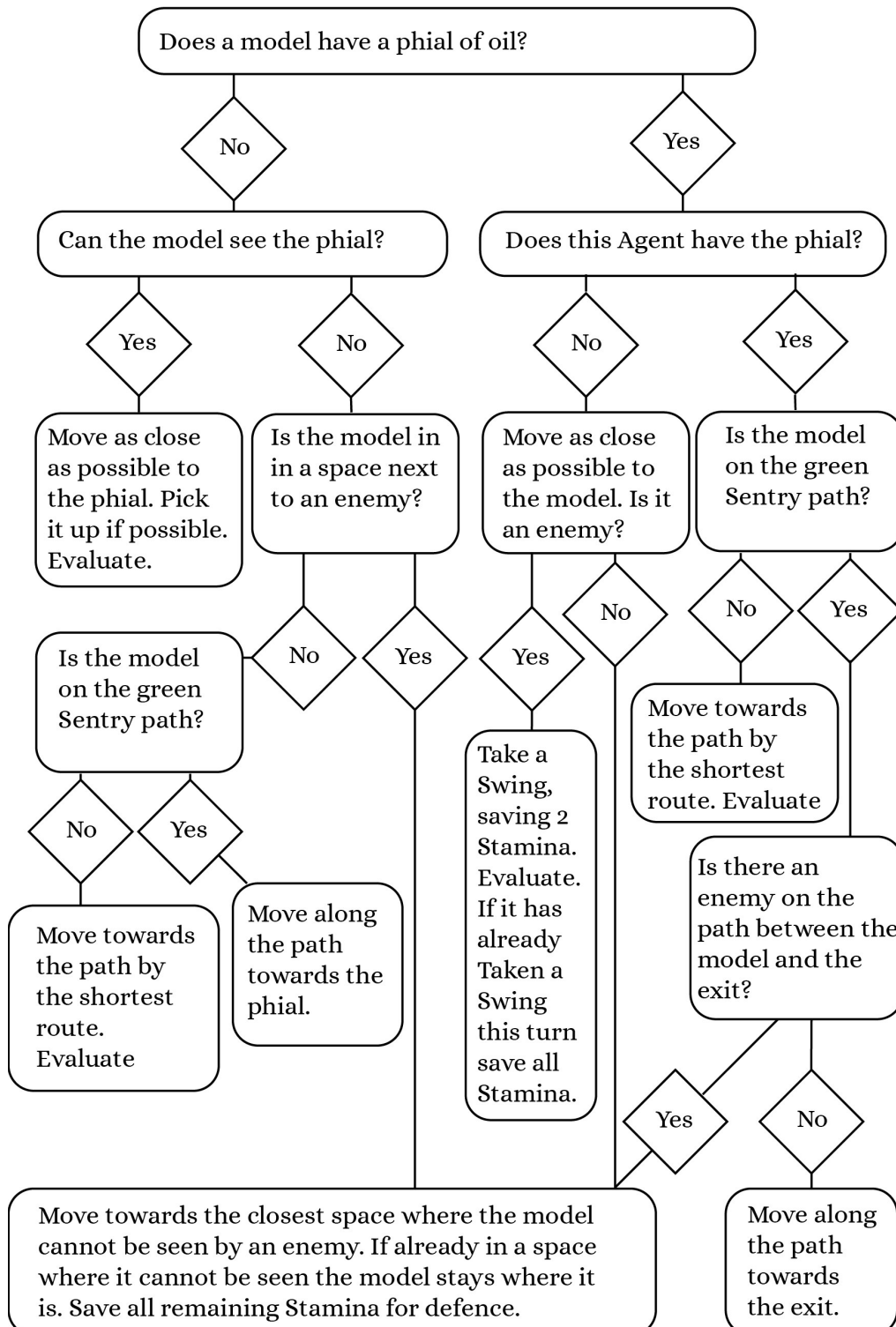
The Sentries' path is shown by the green bars. Rather than a patrol route this represents them knowing exactly where they need to go to get to the prize. The path runs below the space containing the agent and off the board in the bottom left corner. This end is the 'exit', the other is the 'phial' end. When a Sentry re-joins the path, if no Agents have a phial of oil they will always turn towards the phial end. If an Agent has the phial they will turn towards the exit end. Otherwise they follow the path as normal.

The Agents follow the priorities listed below.

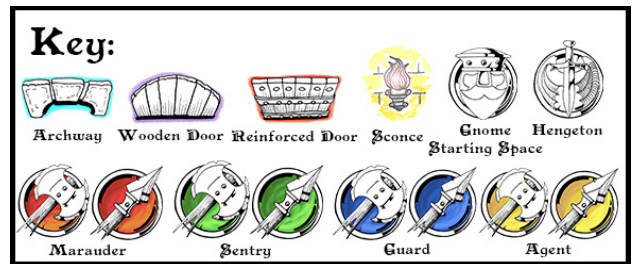
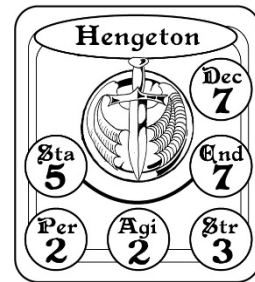
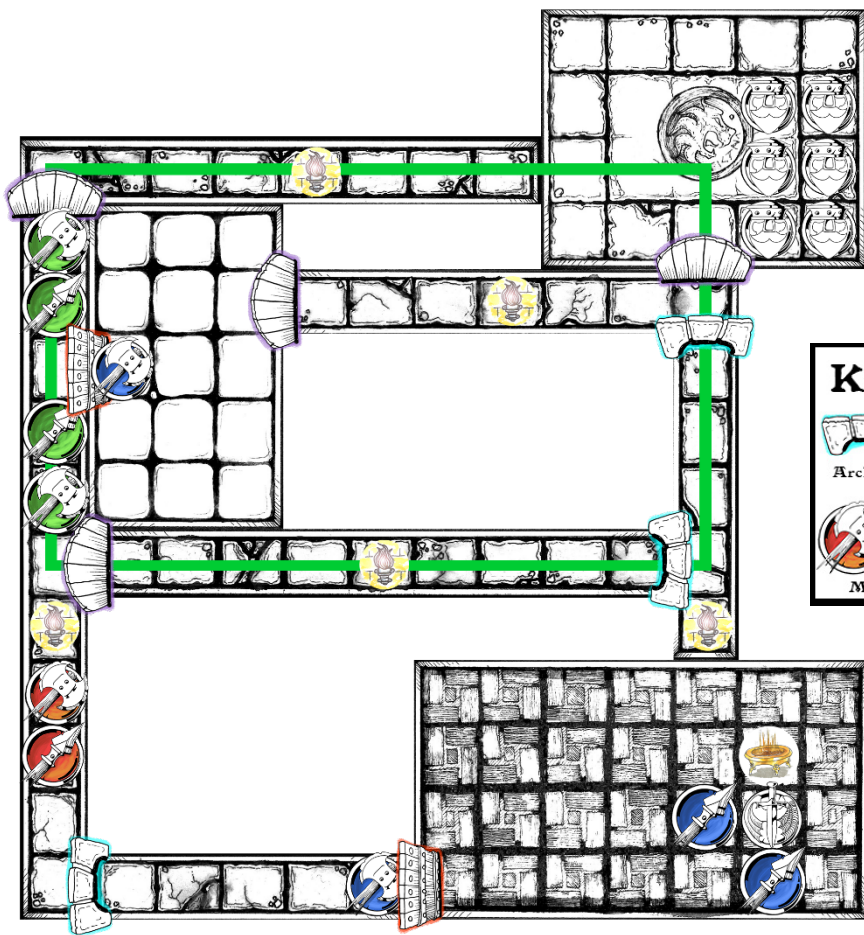
Agent

Fighting- If attacked an Agent will use all available Stamina to defend themselves. An Agent will only Take a Swing at an enemy which has a phial of oil. The Agent's preferred Attacks are: 4, 5, 2, 6, 3, 1. If the Agent uses a 4 Attack in addition to the enemy falling prone the Agent acquires the phial of oil.

Doors- If an Agent encounters a door it will try to open it to pass through. It will not close the door after passing through. If it encounters a locked door the Agent will try to beat it down.



The Big Freeze



The Hengeton is trying to summon a snow elemental and cover Mount Silence in frozen darkness. If he succeeds the Gnomes lose, if he is prevented the Gnomes win. If the Gnomes are killed before the Reinforced Door to the long wooden room is opened (or the door is not opened for any other reason) the Gnomes lose.

All Reinforced Doors begin the game locked. No models have keys for them.

The Sentries follow the green pathway. Each begins the game facing towards the closest Wooden Door.

Do not place the models and Brazier in the long wooden room until the Reinforced Door is opened. Once placed the Hengeton follows the set of priorities listed below.

The rite of summoning can only be performed by the Hengeton in a space adjacent to the Brazier.

If the Gnomes prevented the Goblins making off with the harp or oil the rite takes 12 Interact actions to perform. If they prevented the Goblins from acquiring both the harp and oil the rite takes 15 Interact actions to perform. If the Goblins got both harp and oil then it only takes 9 Interact actions to perform the rite.

Once the rite is performed the elemental arrives immediately and the Gnomes lose.

The Brazier counts as a light source.

Hengeton

Fighting- If attacked a Hengeton will use all available Stamina to defend themselves. When Attacking (see below) the Hengeton's Preferred Attacks are: 6, 5, 4, 3, 2, 1.

