



INTRODUCTION

IN THE FAR NORTH, ICY WASTELANDS OF ENDLESS FROST AND TUNDRA STRETCH FOR MILES UPON MILES. WITH THE SUDDEN SHIFT IN THE TIMESTREAM, THE YETIS ARE MIGRATING, AND OUR RANGERS HAVE RETURNED FROM ACROSS ENEMY LINES WITH TALES OF THE GIANT WHITE-FURRED BEASTS AND THEIR WINTER WOLF COMPANIONS LEAVING A TRAIL OF DESTRUCTION IN THEIR WAKE. SEVERAL HAVE RECENTLY APPEARED THROUGH THE PORTALS THAT THE VILLAINOUS TIME MAGES INCESSANTLY CONJURE. WHILE J.T., THE KING OF THE YETIS, HAS YET TO MAKE HIS PRESENCE KNOWN, I BESEECH YOU TO REMAIN ON GUARD ALWAYS! A NEW ICE AGE MAY BE UPON US, AND YOU MIGHT BE THE ONLY THING STANDING BETWEEN THE KINGDOM AND A FROZEN FUTURE!

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1 HERO CARD



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2

PORTAL STORM CONTENTS



**J.T. PORTAL
STORM LIFE CARD**

AFTER J.T. SPAWNS OR MOVES: IF NO SOLDIERS WERE PLACED ON J.T. THIS TURN, PLACE AN ICE TOKEN ON TWO BUILDING SITES ADJACENT TO J.T. OTHERWISE, PLACE A TOKEN ON A BUILDING ADJACENT TO

**J.T. PORTAL STORM
REFERENCE CARD**

SUDDEN FROST
PLACE ONE ICE TOKEN ON A BUILDING SITE ADJACENT TO EACH ACTIVE SPAWN POINT (A SPAWN POINT IS ACTIVE IF IT IS NOT BLOCKED)

1 STRIKE CARD

NEW HERO - SIR GERALD LIGHTSEEKER

THIS EXPANSION INCLUDES A NEW HERO. SIR GERALD LIGHTSEEKER IS ONE OF THE FOREMOST LEADERS IN THE KINGDOM'S ARMY AND A KNIGHT OF THE HIGHEST ORDER. HIS ABILITIES ARE BEST USED TO RALLY TROOPS AND BAND TOGETHER WITH SOLDIERS AND OTHER HEROES. SIR GERALD WAS THOUGHT LOST ON AN EXPEDITION TO THE NORTHERN REALMS SO HIS RETURN TO THE KINGDOM IS BOTH TIMELY AND WELCOME!

EXCEPT FOR THE FIRST SCENARIO OF THIS EXPANSION, WHICH INDICATES THAT YOU CANNOT USE SIR GERALD, YOU MAY USE SIR GERALD IN ANY OF THE SCENARIOS IN THIS EXPANSION, OTHER EXPANSIONS, OR THE BASE GAME AS YOU WOULD ANY OTHER HERO.

BASIC ATTACK

PUT TOUCHING
THE BASE OF EACH HERO AND
SOLDIER IN SIR GERALD'S SPACE.

BASIC ATTACK

SIR GERALD CAN BOLSTER THE STRENGTH OF HEROES AND SOLDIERS THAT FIGHT ALONGSIDE HIM. WHEN USING HIS BASIC ATTACK, SIR

GERALD PLACES A 1x1 DAMAGE TILE TOUCHING THE BASE OF EACH HERO AND SOLDIER CURRENTLY STANDING ON THE SAME HORDE AS HE IS. DAMAGE TILES PLACED BY THIS ATTACK HAVE THE PHYSICAL DAMAGE TYPE.

SHIELD OF RETRIBUTION



SHIELD OF RETRIBUTION

SIR GERALD ATTACKS WITH HIS SHIELD, POWERING IT UP WITH ALL OF THE INJURIES HE HAS SUFFERED! PLACE A 2x1 DAMAGE TILE WITH FREE MANIPULATION ON THE HORDE TRAY THAT SIR GERALD IS CURRENTLY STANDING ON. THEN, PLACE AN ADDITIONAL 2x1 DAMAGE TILE WITH FREE MANIPULATION FOR EACH HEART THAT SIR GERALD HAS LESS THAN HIS MAXIMUM HEALTH. THIS ABILITY HAS THE PHYSICAL DAMAGE TYPE.

COURAGE



COURAGE

SIR GERALD COMMANDS THE KING'S SOLDIERS TO PROTECT THE HEROES! PLACE TWO SOLDIERS, ON HORDES IN RANGE. UNTIL THE END OF THE TURN, ALL HEROES THAT ARE ON HORDE TRAYS THAT HAVE AT LEAST ONE SOLDIER ON THEM HAVE PROTECTION. THIS ATTACK HAS THE PHYSICAL DAMAGE TYPE.

PREPARE FOR GLORY!



PREPARE FOR GLORY!

SIR GERALD ATTACKS WITH HIS SWORD, STRIKING TRUE! PLACE A 2x1 DAMAGE TILE WITH FREE MANIPULATION, A SOLDIER, AND A 1x1 DAMAGE TILE, ON THE HORDE THAT SIR GERALD IS STANDING ON. THIS ATTACK HAS THE TRUE DAMAGE TYPE.

CALL TO ARMS!

SWAP A TOWER IN YOUR HAND WITH ONE IN THE SUPPLY THAT IS THE SAME TYPE AND 1 LEVEL HIGHER. IF YOU GAINED A LEVEL 2 TOWER FROM THIS, PERFORM A BASIC ATTACK.

CALL TO ARMS

SIR GERALD INSPIRES THE KINGDOM'S BUILDERS TO WORK DOUBLE TIME! WHEN YOU USE THIS ABILITY, UPGRADE ANY TOWER IN YOUR HAND TO A TOWER THAT IS THE SAME TYPE AND ONE LEVEL HIGHER. YOU MAY PLAY THIS UPGRADED TOWER IMMEDIATELY AS PER THE REGULAR TOWER PLACEMENT RULES. IF YOU GAINED A LEVEL 2 TOWER FROM THIS ABILITY, SIR GERALD ALSO PERFORMS A BASIC ATTACK.

SPECIAL MECHANISMS



THIS EXPANSION INCLUDES ONE NEW MECHANISM: ICE TOKENS. ICE TOKENS ARE GENERALLY PLACED ON BUILDING SITES AND TOWERS. SOME SCENARIOS HAVE ICE TOKENS IN PLAY FROM THE START. THEY CAN ALSO BE PLACED BY BOSS ACTIONS AND BY THEIR RETALIATION EFFECTS. A BUILDING SITE OR TOWER WITH AN ICE TOKEN ON IT IS CONSIDERED TO BE "FROZEN". THERE SHOULD NEVER BE MORE THAN ONE ICE TOKEN ON A BUILDING SITE OR A TOWER.

PLAYERS CANNOT PLACE TOWERS ON FROZEN BUILDING SITES.

TOWERS THAT HAVE BEEN FROZEN ARE NOT PICKED UP DURING PHASE 5.

WHEN A HERO ENTERS OR BEGINS THEIR TURN ON A SPACE WITH AN ICE TOKEN, REMOVE ONE ICE TOKEN FROM THAT SPACE AND RETURN IT TO THE SUPPLY. IF THIS UNFREEZES A TOWER, THAT TOWER DOES NOT PERFORM AN ATTACK. UNFROZEN TOWERS ARE PICKED UP AS NORMAL IN PHASE 5.

BOSS RULES

PORTALS ARE NOT USED IN THIS EXPANSION. INSTEAD SCENARIOS 2, 3, AND 4 USE A BOSS MINIATURE AND THE BOSS RULES. THOSE RULES ARE SUMMARIZED HERE FOR EASY REFERENCE. EACH SCENARIO DESCRIBES HOW THESE RULES ARE MODIFIED. SCENARIO 1 IS SIR GERALD'S QUEST, AND IT'S SPECIAL RULES AND WIN CONDITION ARE DESCRIBED ON PAGE 8.


BOSS MINIATURES

- HEROES CANNOT ENTER THE SAME SPACE AS A BOSS MINIATURE.
- IF A BOSS MINIATURE MOVES INTO A SPACE THAT A HERO IS IN, THAT HERO IS FORCED TO RETREAT (THEY MUST MOVE TO AN ADJACENT UNOCCUPIED SPACE, OR RETURN TO THEIR HERO BOARD) AND THEY SUFFER 1 DAMAGE.
- WHEN A BOSS MINIATURE MOVES IF IT WOULD MOVE INTO A SPACE WITH A HORDE, IT JUMPS OVER THAT SPACE.
- WHEN A HORDE WOULD MOVE INTO THE SPACE OF A BOSS MINIATURE, IT JUMPS OVER THE BOSS MINIATURE.

A BOSS MINIATURE'S MOVEMENT CANNOT BE STOPPED BY SOLDIERS. WHEN A BOSS MINIATURE MOVES, IF THERE ARE SOLDIERS ON ITS LIFE CARD, FIRST RETURN THOSE SOLDIERS TO THE SUPPLY, THEN MOVE THE BOSS.

FIGHTING BOSSES

BOSSES ARE HARD TO DEFEAT.

- HEROES AND SPELLS CANNOT AFFECT BOSSES. HEROES CANNOT STAND ON THE BOSSES LIFE CARD, AND IF A HERO ABILITY OR ATTACK WOULD PLACE DAMAGE TILES ON A BOSS, THOSE TILES ARE NOT PLACED. LIKewise FOR SPELLS.
- WHEN A TOWER ATTACKS A BOSS, THE DAMAGE TILES ARE PLACED ONTO THE TOP CARD OF THE BOSS'S LIFE DECK. TO DAMAGE THE BOSS, THE BOSS'S GRAPHIC ON THE LIFE CARD MUST BE FULLY COVERED.
- ALL TOWER ATTACKS TARGETING A BOSS COUNT AS HAVING 

DAMAGING BOSSES

DURING PHASE 3: DESTROY HORDE TRAYS, CHECK THE TOP CARD OF THE BOSS LIFE DECK; IF THE GRAPHIC DEPICTING THE BOSS IS FULLY COVERED THE BOSS IS DAMAGED. REMOVE THE TOP CARD FROM THE LIFE DECK AND FLIP IT OVER. ON THE BACK IT WILL DESCRIBE THE BOSS'S RETALIATION EFFECT. THIS IS RESOLVED AS IF IT WERE AN ACTION CARD. ONCE YOU PERFORM ALL RETALIATION EFFECTS, RETURN THE LIFE CARD TO THE GAME BOX.

ACTIVATING BOSSES

BOSS MINIATURES ACTIVATE DURING PHASE 4: ADVANCE HORDE TRAYS AS IF THEY WERE A HORDE CARD. WHEN IT IS TIME FOR A BOSS MINIATURE TO ACTIVATE, FOLLOW THE STEPS DESCRIBED ON THAT BOSS'S REFERENCE CARD. TO PERFORM AN ACTION, DRAW THE TOP CARD OF THE BOSS'S ACTION DECK AND PERFORM THE EFFECTS OF ICONS AND TEXT SHOWN ON THE CARD.



PLACE ICE TOKENS ADJACENT TO THE BOSS AS DEPICTED IN THE DIAGRAM.



ALL HEROES ADJACENT TO THE BOSS LOSE 1 HEART.



THE BOSS MOVES 1 SPACE.



DESTROY THE HIGHEST LEVEL TOWER THAT IS ADJACENT TO THE BOSS.

SCENARIOS

IT IS RECOMMENDED THAT YOU PLAY THESE SCENARIOS IN THE ORDER LISTED BELOW. THEY ARE INTENDED TO BE PLAYED ANY TIME AFTER YOU'VE FINISHED SCENARIO 7 IN THE BASE GAME.

1 FOR THE KING!

SIR GERALD HAS RECEIVED A MESSAGE THAT A NORTHERN OUTPOST HAS BEEN OVERRUN BY WINTER WOLVES AND YETIS! THOSE ABOMINABLE SNOWMEN HAVE TRAPPED SIR GERALD'S TROOPS, ENCASING THEIR TOWERS IN ICE. UPON HEARING THE NEWS, SIR GERALD RUSHES NORTHWARD WITHOUT HEEDING THE ADVICE OF ALL OF THE OTHER HEROES. IN HIS RUSH TO HELP HIS MEN, HE ISN'T THINKING STRAIGHT! GO WITH HIM AND MAKE SURE THAT NO MAN, WOMAN, OR CHILD IS LEFT BEHIND! THE KINGDOM WILL NOT LAST LONG WITHOUT PEOPLE LIKE SIR GERALD LIGHTSEEKER STANDING FAST AGAINST THE FORCES OF EVIL!

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  / . YOU CANNOT USE SIR GERALD.

SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  / .

TOWERS

SET UP WITH THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

HORDES

WAVE 0	WAVE 1	WAVE 3	WAVE 4	WAVE J.T.	BLANKS
3X GREEN	4X GREEN		2X GREEN	2X GREEN	2X BLANK
	2X YELLOW		2X YELLOW	2X YELLOW	
	1X RED	1X RED	2X RED	2X RED	

YOU WILL ALSO NEED THE ICE TOKENS, SIR GERALD'S MINIATURE, AND SIR GERALD'S QUEST REFERENCE CARD.

PATH TILES



SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



SPECIAL MECHANISMS



SIR GERALD SEEKS TO RESCUE HIS FROZEN SOLDIERS. YOUR TASK IS TO HELP HIM BY CLEARING A PATH THROUGH THE ICE AND KEEPING THE ADVANCING HORDES AT BAY.

THIS SCENARIO HAS ITS OWN TURN SEQUENCE, WHICH IS SHOWN ON THE SIR GERALD'S QUEST REFERENCE CARD. SIR GERALD MOVES AFTER HORDES ARE DESTROYED AND BEFORE THEY ADVANCE, BETWEEN PHASES 3 AND 4. WHEN HE MOVES, THE TEAM MAY MOVE HIM UP TO TWO SPACES FOLLOWING THESE RULES:

HE CANNOT MOVE INTO A SPACE THAT IS FROZEN, HAS A TOWER IN IT, OR HAS A HORDE TRAY IN IT.

SIR GERALD CANNOT REMOVE ICE TOKENS FROM BUILDING SITES OR TOWERS.

HE CAN MOVE ONTO AND STOP ON AN EMPTY BUILDING SITE, AND HE CAN ENTER AND STOP IN SPACES WITH HEROES.

AFTER MOVING SIR GERALD; CHECK TO SEE IF SIR GERALD IS IN A SPACE THAT IS ADJACENT TO A FROZEN SPAWN POINT TOKEN. IF HE IS, REMOVE THE ICE TOKEN FROM THE SPAWN TOKEN. THE TEAM GAINS THE TOWER THAT WAS PLACED UNDER THE TOKEN! HOWEVER, WHEN HORDES SPAWN, THE ASSOCIATED STACK WILL NOW SPAWN 2 HORDES EACH TURN.

ONLY SIR GERALD CAN REMOVE THE ICE ON THE SPAWN TOKENS. OTHER HEROES CANNOT FREE THE TRAPPED SOLDIERS.

WHEN THE HORDE TRAYS ADVANCE, IF ONE WOULD ENTER SIR GERALD'S SPACE IT SKIPS OVER IT INSTEAD AS IF SIR GERALD WAS A HORDE.

WINNING

YOU WIN IF, AT THE END OF A ROUND, ALL OF THE SPAWN POINTS ARE CLEAR OF ICE TOKENS.

MAP SETUP



MAP TILE USED ONLY IN 1, 3, 4 PLAYER SET UPS.



A13

1x1

B5

1x1 B3

- 1 PLACE ICE TOKENS ON THE BUILDING SITES AS SHOWN IN THE DIAGRAM. THESE BUILDING SITES ARE FROZEN.
- 2 PLACE AN ICE TOKEN ON TOP OF THE SPAWN POINTS SHOWN WITH ICE TOKENS ON THEM IN THE SET UP DIAGRAM. THESE ARE FROZEN. UNDER EACH ONE PLACE A Lvl 2 FOOTMEN TOWER.
- 3 WHEN HORDES SPAWN, YOU SPAWN 1 HORDE FROM EACH STACK FOR EACH SPAWN TOKEN ASSIGNED TO IT THAT IS NOT FROZEN. AS SIR GERALD UNFREEZES THE SPAWN TOKENS AND RESCUES THE MILITIA TOWERS, MORE HORDES WILL SPAWN FROM THAT AREA.
- 4 SIR GERALD'S MINIATURE BEGINS PLAY BESIDE THE EXIT AS SHOWN IN THE SET UP DIAGRAM.
- 5 PLACE SIR GERALD'S QUEST REFERENCE CARD NEAR THE EXIT. IT SUMMARIZES THE TURN SEQUENCE THAT THIS SCENARIO USES.



1 PLAYER:

5x 3x 2x



NOTE: IF YOUR MAIN HERO USES FOOTMEN REPLACE IT WITH ANY OTHER LVL 2 TOWER.



2 PLAYERS:

5x 3x 2x





3 PLAYERS:

1x



2x



1x



4 PLAYERS:

3x



3x



1x





2



A FEW ACRES OF ICE

A WILD HOWL FILLS THE AIR AND DREAD FILLS THE HEARTS OF ALL OF THE SOLDIERS LINING THE TOWER WALLS. "HOLD FAST" SIR GERALD BARKS, ORDERING HIS TROOPS. "'TIS ONLY A BEAST, NOT A GOD - AND WE'VE KILLED MANY A BEAST!" BOISTEROUS CHEERS GO UP AMONGST THE MEN AND WOMEN WHO HAVE TAKEN UP ARMS TO DEFEND THEIR KINGDOM. SIR GERALD'S WORDS LEND THEM STRENGTH FOR NOW, BUT WILL WORDS GIVE THEM COURAGE WHEN THEY FACE THE WINTRY WRATH OF THE TITANIC J.T.? WILL WORDS HELP THEM BRAVE THE COLD?

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  / . FROM THIS SCENARIO ON YOU MAY USE SIR GERALD AS A HERO.

SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  / .

TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

HORDES

WAVE 0	WAVE 1	WAVE 4	WAVE J.T.
5X GREEN	2X GREEN	2X GREEN	2X GREEN
3X YELLOW	4X YELLOW	2X YELLOW	2X YELLOW
	2X RED	2X RED	2X RED

YOU WILL ALSO NEED THE ICE TOKENS, J.T.'S BOSS MINIATURE, LIFE CARDS AND ACTION DECK, AND THE J.T. BOSS REFERENCE CARD.

B11

B14

PATH TILES

B5



B8

A3

B6

A7

1x1

A15

11

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



SPECIAL MECHANISMS

BOSS RULES

J.T. FOLLOWS ALL OF THE NORMAL BOSS RULES.

J.T.'S LIFE DECK

J.T. HAS 4 LIFE CARDS INCLUDED IN THIS EXPANSION. THESE HAVE AN IMAGE OF J.T. ON THE FRONT WITH A GRID OVERLAY AND TEXT AND ICONS ON THE BACK. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM LEFT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF J.T. IS FACE UP, THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP, "2" IS BELOW THAT, "3" BELOW THAT, AND "4" IS THE BOTTOM CARD.

J.T.'S ACTION DECK

J.T. HAS 5 ACTION CARDS. SHUFFLE THEM AND PLACE THEM FACE DOWN NEXT TO J.T.'S LIFE DECK TO FORM J.T.'S ACTION DECK.

WINNING

YOU WIN BY DEFEATING J.T. WHEN THE LAST CARD IN HIS LIFE STACK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.

STARTING ICE TOKENS

PUT STARTING ICE TOKENS ON THE BUILDING SITES AS INDICATED IN MAP SETUP. THESE BUILDING SITES START THE GAME FROZEN.



MAP SETUP



1 PLAYER:

5x

3x

2x



2 PLAYERS:

5x

3x

2x

13

3




BLACKBURN ON ICE

THE LORD OF CASTLE BLACKBURN HAS RETURNED, AXE IN HAND, DURING THIS SUDDEN COLD SNAP. HIS HEAVILY-ARMORED FORM LOOMS OVER THE BATTLEFIELD AS HE SEEMS TO GLIDE TOWARDS THE DEFENDERS, ELDRITCH ENERGIES CRACKLING AROUND HIS BRUTAL WEAPON. YOU STARE WIDE-EYED AS BLACKBURN LEAPS AND SPINS, HIS AXE ARCING GRACEFULLY THROUGH THE AIR, FREEZING ANY TOWER THAT IT TOUCHES. BLACKBURN'S BACK, AND HE'S GLIDING ON THE ICE!

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  / .

SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  /  .

TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

HORDES

WAVE 0	WAVE 1	WAVE 5	WAVE J.T.	BLANKS
1x GREEN	2x GREEN		2x GREEN	1x BLANK
2x YELLOW	2x YELLOW	1x YELLOW	1x YELLOW	
	1x RED	2x RED	2x RED	

YOU WILL ALSO NEED THE ICE TOKENS, GHOST DECK (FROM THE BASE GAME), LORD BLACKBURN'S MINIATURE (FROM THE BASE GAME), AND THE ICY LORD BLACKBURN LIFE CARDS INCLUDED IN THIS EXPANSION. YOU DO NOT NEED LORD BLACKBURN'S ACTION DECK.

A13

PATH TILES



A7

B3

A4

15

SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



SPECIAL MECHANISMS

BOSS RULES

LORD BLACKBURN FOLLOWS THE NORMAL BOSS RULES WITH ONE EXCEPTION: HE DOES NOT USE AN ACTION DECK AND SO WHEN HE ACTIVATES HE DOES NOT DRAW AN ACTION CARD, HE ONLY MOVES.

ICY BLACKBURN'S LIFE DECK

BLACKBURN HAS 4 LIFE CARDS INCLUDED IN THIS EXPANSION - DO NOT USE ANY OF HIS CARDS FROM THE BASE GAME. THESE HAVE AN IMAGE OF LORD BLACKBURN ON THE FRONT WITH A GRID OVERLAY AND TEXT AND ICONS ON THE BACK. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM LEFT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF LORD BLACKBURN IS FACE UP, THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP, "2" IS BELOW THAT, "3" BELOW THAT, AND "4" IS THE BOTTOM CARD.

WINNING

THERE ARE NO PORTALS IN THIS SCENARIO. INSTEAD, YOU WIN BY DEFEATING LORD BLACKBURN. WHEN THE LAST CARD IN HIS LIFE STACK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.



MAP SETUP



- PLACE BLACKBURN'S MINIATURE ON THE PATH AS INDICATED
- PLACE ICE TOKENS ON THE BUILDING SITES INDICATED IN THE DIAGRAM.





4


ICE ICE BABY

A FRIGID WIND WHIPS PAST THE FACES OF THE STALWART HEROES, THREATENING TO FREEZE ANY EXPOSED FLESH. ROW UPON ROW OF ANGRY YETIS AND DEADLY WINTER WOLVES STAND READY WITH THEIR GOBLIN ALLIES, EACH ONE DETERMINED TO DESTROY THE KINGDOM. SIR GERALD SURVEYS THE ENEMY AND THEN LOWERS HIS VISOR TO SHIELD HIS EYES FROM THE ELEMENTS. "TODAY," HE CRIES AS HE BRANDISHES HIS BLESSED BLADE AND HEFTS HIS DAZZLING SHIELD, "WE WILL CRUSH THE YETI THREAT ONCE AND FOR ALL! TODAY WE FIGHT TO BRING SUMMER BACK TO ALL OF LINERIA!" CHEERS ERUPT AND HORNS BLAST FROM ATOP EACH TOWER AS THE HORDES BEGIN TO SURGE FORWARD TO BATTLE.

HEROES

HEROES MAY CHOOSE THEIR SPECIAL ABILITIES FROM THOSE WITH THE FOLLOWING ICON ON THE BACK:  / .

SPELLS

WHEN THE TEAM PICKS SPELLS, CHOOSE FROM THOSE WITH UP TO TWO POWER ICONS  / .

TOWERS

USE THE LEVEL 1, 2, 3, 4A, AND 4B TOWERS.

HORDES

WAVE 1	WAVE 2	WAVE 3	WAVE 6	WAVE J.T.	BLANK
2x GREEN	2x GREEN	2x GREEN	1x GREEN	1x GREEN	2x BLANKS
	2x YELLOW	2x YELLOW	1x YELLOW	2x YELLOW	
	2x RED	2x RED		2x RED	

YOU WILL ALSO NEED THE ICE TOKENS, J.T.'S BOSS MINIATURE, LIFE CARDS AND ACTION DECK, PATHBREAKER CARDS FROM THE BASE GAME CARD, AND THE BOSS REFERENCE CARD.

PATH TILES



SPAWN STACKS

USING THE GATHERED HORDE CARDS, PREPARE THE SPAWN STACKS AS SHOWN BELOW:



SPECIAL MECHANISMS

BOSS RULES

J.T. FOLLOWS ALL OF THE NORMAL BOSS RULES.

J.T.'S LIFE DECK

J.T. HAS 4 LIFE CARDS INCLUDED IN THIS EXPANSION. THESE HAVE AN IMAGE OF J.T. ON THE FRONT WITH A GRID OVERLAY AND TEXT AND ICONS ON THE BACK. ON THE FRONT THERE IS A NUMBER IN THE BOTTOM LEFT CORNER. TO PREPARE THE LIFE DECK, TURN THE CARDS SO THE IMAGE OF J.T. IS FACE UP, THEN STACK THEM IN ORDER SO THAT THE CARD NUMBERED "1" IS ON TOP, "2" IS BELOW THAT, "3" BELOW THAT, AND "4" IS THE BOTTOM CARD.

J.T.'S ACTION DECK

J.T. HAS 5 ACTION CARDS. SHUFFLE THEM AND PLACE THEM FACE DOWN NEXT TO J.T.'S LIFE DECK TO FORM J.T.'S ACTION DECK.

WINNING

YOU WIN BY DEFEATING J.T.. WHEN THE LAST CARD IN HIS LIFE STACK IS DESTROYED, YOU WIN AT THE END OF THAT ROUND.

STARTING ICE TOKENS

PUT STARTING ICE TOKENS ON THE BUILDING SITES AS INDICATED IN MAP SETUP. THESE BUILDING SITES START THE GAME FROZEN.



MAP SETUP



MAP TILE USED ONLY IN 1, 3, 4 PLAYER SET UPS.

MAP TILE USED ONLY IN 1, 3, 4 PLAYER SET UPS.

NOTE: IN THIS SCENARIO, SPAWN POINT 4 CONTAINS ALL OF THE PATHBREAKER HORDES WHICH SPAWN DIRECTLY ONTO THE PATH THEY "BREAK" ONTO. THUS, THIS SPAWN POINT IS SET UP OFF TO THE SIDE OF THE MAP - IT IS NOT ATTACHED TO THE PATH.



1 PLAYER:

4x

3x

2x





PORTAL STORM AND J.T.

THE PORTAL STORM SECTION AT THE END OF THE CORE GAME SCENARIO BOOKLET (DESIGNED TO PROVIDE REPLAYABLE SCENARIOS) FEATURES TWO RANDOMLY SELECTED BOSSES AND A RANDOM HORDE STACK. THE COMPONENTS OF THIS EXPANSION CAN BE INCORPORATED INTO PORTAL STORM. THE SUDDEN FROST STRIKE CARD, AND J.T. PORTAL STORM LIFE AND REFERENCE CARDS ARE SPECIFICALLY FOR THIS PURPOSE. THEIR RULES ARE DESCRIBED IN DETAIL BELOW. THE WAVE J.T. HORDE CARDS CAN ALSO BE ADDED TO THE STORM SET UP BY MIXING THEM WITH THE HORDES THAT MATCH THEIR LETTER GROUP.

WAVE J.T. CARDS

WAVE J.T. CARDS CAN BE INCLUDED IN PORTAL STORM. WHEN PREPARING HORDE STACKS FOR PORTAL STORM, IF YOU WANT TO HAVE WAVE J.T. CARDS APPEAR IN THE SPAWN STACKS, PLACE THEM INTO THE FOLLOWING GROUPS:

GROUP B - WAVE J.T. GREEN

GROUP C - WAVE J.T. YELLOW

GROUP D - WAVE J.T. RED

J.T.

THIS EXPANSION ADDS THE LIFE AND REFERENCE CARDS YOU NEED TO INCLUDE J.T. IN THE BASE GAME'S PORTAL STORM SCENARIOS.

AFTER J.T. SPAWNS; PLACE AN ICE TOKEN ON TWO BUILDING SITES THAT ARE ADJACENT TO HIM.

AFTER J.T. MOVES, OR IS DESTROYED; PLACE AN ICE TOKEN ON ONE BUILDING SITE THAT WAS ADJACENT TO HIM.

IF NO SOLDIERS WERE PLACED ON J.T. THIS TURN; PLACE ICE TOKENS ON 2 DIFFERENT BUILDING SITES THAT ARE ADJACENT TO HIM.

YOU MAY NOT PLACE 2 ICE TOKENS ON THE SAME BUILDING SITE. IF THERE ARE MORE BUILDING SITES ADJACENT TO J.T. WITHOUT ICE TOKENS THAN THERE ARE TOKENS THAT NEED TO BE PLACED, YOU DECIDE WHICH BUILDING SITES HAVE ICE PLACED ON THEM.

ICE IN PORTAL STORM WORKS THE SAME WAY IT DOES IN EACH OF THE SCENARIOS IN THIS EXPANSION.

STRIKE CARD - SUDDEN FROST

WHEN THIS STRIKE OCCURS, FOR EACH ACTIVE SPAWN POINT, PLACE AN ICE TOKEN ON A BUILDING SITE ADJACENT TO THAT SPAWN POINT. A SPAWN POINT IS ACTIVE IF IT IS NOT BLOCKED BY A PATHBREAKER TILE, AND THERE ARE HORDES STILL REMAINING IN THAT SPAWN STACK.



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RULES!**