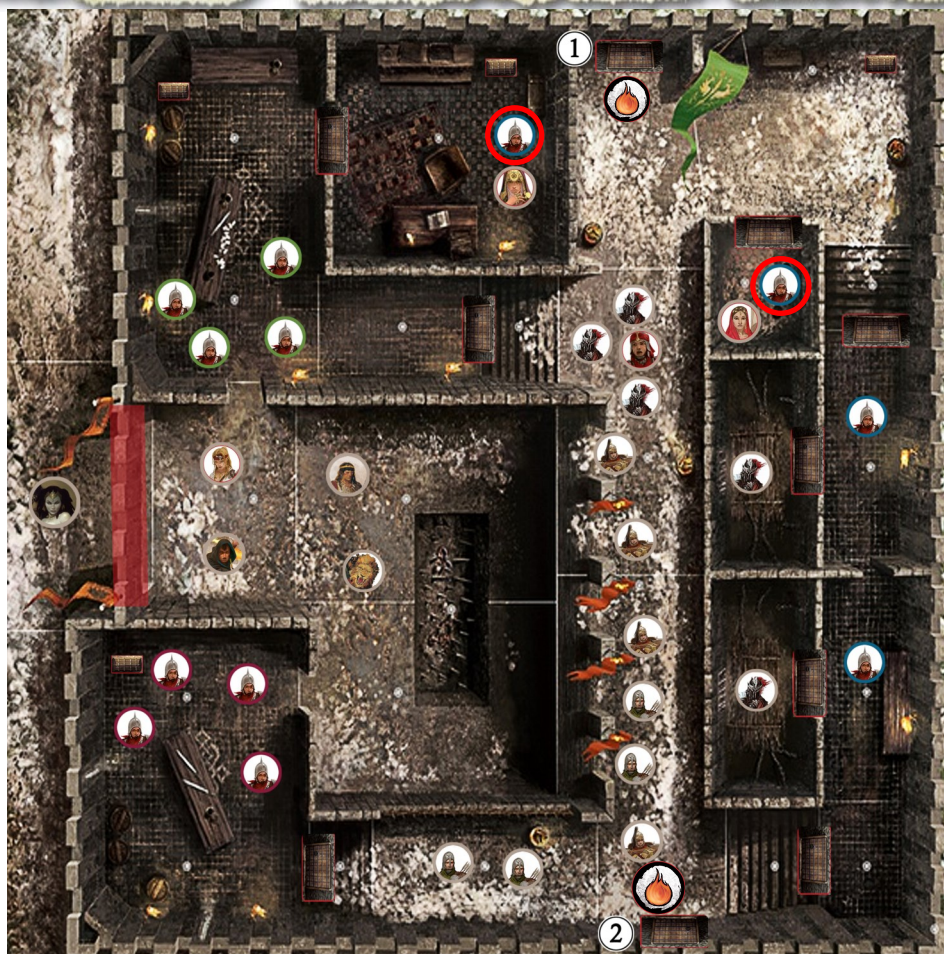




King Conan (Amra the lion) and his friends are visiting the northern lands of Aquilonia, and wish to spend the night in a nearby stronghold of the Aquilonian army. They ignore that the garrison Captain has betrayed his King, seduced by an old enemy's promises of riches and lust. The traitor has poured a drug in the food of his garrison, depriving them of reasoning, forcing them to obey him blindly. Only two elite guards resisted the drug and were put in jail. The captain has also ordered the daughter of a nearby village (as well as her faithful servant) to be captured as hostage, to prevent the loyal subjects of the King to foment any uprising. Informed by scouts that Conan is coming, he decides to ambush him. Unsuspecting, Conan and his friends enter the fort at dusk. As soon as they pass the gate, the portcullis closes behind them with a sinister noise. They are trapped between soldiers suddenly rushing from both sides, and archers appearing above them behind battlements. The captain yells "bring me the head of the old Lion!" Conan and his friends are going to try and save their skin. Fortunately, Belit, who was delayed, arrives at the fort just after the portcullis has been closed. Perhaps will she be able to help her friends out of this perilous situation by entering stealthy into the fort ?



Objectives:

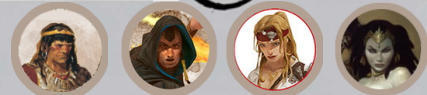


The heroes must defeat the captain while keeping at least one hostage alive before the end of turn 8.



The Overlord wins immediately if Conan or both hostages are killed, or at the end of turn 8 (captain alive).

The game starts with the Overlord's actions at turn 1 (there is no turn 0).



Heroes setup :

- * Amra the lion (axe, shield, chainmail, Conan's lion)
- * Hadrathus (dagger, life potion, spells: Mitra's halo, Mitra's healing, hand of death, Bori's rage)
- * Valeria (sword, parrying dagger, leather armor)
- * Belit queen of the black coast (pirate sabre, dirk)

The lion only obeys to Conan.



All heroes start with 2 gems in fatigue.



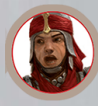
Overlord setup:



The Overlord has a total of 14 gems, including 7 in fatigue and recovers 5 per turn (he starts on turn 1 with 10 available gems and 2 in fatigue).



The captain has 6 life points and wields a Zingarian sword.



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Event tile:



The captain grows impatient: if Conan has less than 5 wounds, the Overlord can immediately activate 2 tiles which cost is inferior or equal to 4 (except event) for free. Can be played only once, and only from turn 2.

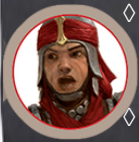
Execute the hostages!: the captain yells the order to execute the hostages. The heroes have until the end of their next activation to save them. Can be played only once, and only from turn 2.



Patrols are coming back: troops outside the fort are coming back. The Overlord can immediately use 6 reinforcement points. Can be played only once, and only from turn 2. The even tile can from now on be used to get 4 reinforcement points per activation.

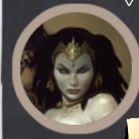


Special rules:




◇ Defeat the captain - the captain is corrupted and a coward. As soon as his life points drop to 0, he falls on his knees and asks for mercy. He orders the soldiers to stop fighting immediately.

◇ The drugged soldiers - They cannot be brought back as reinforcements as long as the event « patrols are coming back » has not been played.



◇ Belit and stealth rule - Belit starts on the other side of the portcullis (in red on the map) and can reach either of the two doors (denoted 1 and 2 on the map) with 3 moves on the outside of the walls.



- As long as she stays stealthy, she cannot be attacked or be blocked/hindered, and she benefits from the skill lockpicking (+1 red die  to open chests and doors).

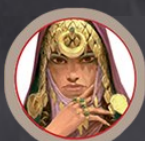
- Each time she enters or leaves an area containing one or more enemies, or if one or several enemies enter her area, she must succeed with a complex manoeuvre which difficulty is equal to the number of enemies in the area to remain stealthy. During the Overlord's turn, all the figures from a tile are moved before she makes the test. She can do the test even if she is passive. If she has no available gem or if her handling saturation is reached, she automatically fails the test.

- If she fails, the guard(s) who saw her alert everyone of her presence. Belit can nonetheless remain stealthy if she manages to kill all those who saw her, and succeeds against aware enemies with stealth tests which difficulty is doubled.

- While Belit is stealthy she can try to eliminate an enemy if he is alone in her area. She must make an attack ignoring passive armor. The Overlord can defend but uses yellow die. If the enemy is not eliminated in a single attack he alerts everyone of Belit's presence.

- Belit can be stealthy only if she is alone (without any other hero, ally or hostage).

◇ The hostages - The heroes can hear the young women's calls for help coming from the rooms as shown on the map. Each one is under surveillance by one guard that cannot be moved by the Overlord as long as the hostage is alive. These two guards are not placed on the board at setup and players do not know they are there. As soon as the door is opened or destroyed, the guard is revealed, and the next action by the heroes must be to kill the guard immediately, to prevent him to execute the hostage (even if the event "execute the hostages" has not been played yet). Once saved, the hostages can still be attacked by the Overlord. They have a single life point and no armor. However, as long as they are in the same area as a hero or ally, they have the skill "under protection". They can move only if a hero or ally moves and takes them with him. If the captain is defeated before the Overlord uses the event "execute the hostages", they are both considered automatically freed. The Overlord cannot move figures inside their rooms or attack them as long as the event "execute the hostages!" has not been played.

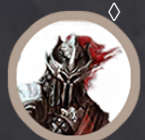


YELANDA



YRIS

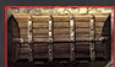
◇ The prisoners - The two black dragons who resisted the drug cannot be controlled by the Overlord. When a hero opens or destroys their cell door, the player takes another black dragon tile (use the French one) and can control him as an ally. Conan can also always command them.





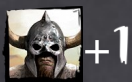
◇ Doors - The ten doors are locked. The Overlord figures ignore them. The heroes can:

- Pick the lock (difficulty 2 for all doors, except 3 for the cells doors),
- Break the door with the skill by spending 2 (or 3 for cells doors) additional move. Note however that none of the suggested heroes has the skill.
- Destroy the door by inflicting 4 (6 for cells doors) points of damage, in one or several attacks by one or several heroes. The doors have no passive defense.




◇ Chests - There are 4 chests. The asset deck contains: short sword, scale mail, bossonian bow, battle axe.

◇ The pit is considered closed, it is not possible to fall into it.



◇ Characters on top of the walls have line of sight to all areas of the courtyard and have the bonus for ranged attacks. All areas in the courtyard also have line of sight with the top of the walls but the characters there have 1 additional point of passive defense thanks to the battlements.



◇ A character with the jumping skill can jump from a wall down to the courtyard without damage. Without the skill, he suffers 1 yellow dice  of damage without defense.



◇ A character with the climbing skill can move from the courtyard to the top of the walls by spending 2 additional moves. If he also has the jumping skill, he spends only 1 point. Note however that none of the suggested heroes has the climbing skill.

Mathieu Platt