



Conan and his comrades are partying alongside Kushite warriors of the Bamula tribe, fittingly celebrating their recent successful raid against the enemy clan of the Jihih. As the party is in full swing and the Yarati beer flows freely, the best warriors of the tribe challenge the Cimmerian and his friends from the North. In the village there is a camel that is a bit nasty and recalcitrant. The beast was stolen to Stygians and seems to be willing to obey only to his former masters. The goal of the game explained by the laughing and fairly drunk warriors is quite simple: to be the first to manage calming the animal let loose in the camp and frightened by the party noises. The participants will only have a bit of food to try and soften the camel with no holds barred against the opposite team.



Objectives:



The heroes win by giving the last food ration to the camel before the end of turn 6.



The Overlord wins by giving the last food ration to the camel before the end of turn 7 (he has one more turn to succeed than the heroes do). The game starts with the the Overlord's turn at turn 1.



heroes setup:

- * Conan the wanderer (Conan's sword)
- * Belit (Turanian sword, dagger)
- * N'Gora (Javelin, tribal mace)
- * Valeria (Sword, parrying dagger)



All the heroes begin with 4 gems in their fatigue area.



Overlord setup:



The Overlord has 12 gems in total, starts with 7 in fatigue, and recovers 7 per turn.



Afari has 12 life points.



Ageera has 8 life points and the spells withering, inversion and hand of death.



Ghayoor has 10 life points.



Shafiah has 10 life points.



Shubba has 6 life points and the spells Set's halo (active at the start), mind control, Set's possession and telekinesis.



Special rules:

- ◇ Mobility - In this scenario the Overlord can spend the movement points at the beginning, during or at the end of a tile activation. Spells, attacks and manipulation can thus be resolved before or after movement.
- ◇ The difficult camel - If one gives it a slap on its behind, he runs away. With a simple manipulation (heroes) or a gem moved to fatigue (the Overlord), a character on the same area as the camel can slap it to make it move. The player who slapped the camel chooses how it will move, following the numbered cases either in decreasing or increasing order. The camel moves by at least 1 and at most 4 areas (his maximum movement). If it arrives during its movement in an area occupied by at least one character, it stops in that area and pushes away the character(s) to an adjacent area, which can be within a hut. This move is realized by the character who slapped the camel.
- ◇ The camel strikes back - Following a slap and its movement, if the camel moves a character with the strike back ability, the player controlling this character can also resolve "the difficult camel" action for his behalf once all characters have been moved.
- ◇ The starving camel - In order to calm the camel, one needs to feed it. With a simple manipulation (heroes) or a gem moved to fatigue (the Overlord), a character in the same area as the camel and having a food ration can feed it. The food ration is discarded. If this is the last food ration in the game, his team wins.
- ◇ The gourmet camel - If the camel moves in an area occupied by a character having a food ration on him, it eats it immediately. The food ration is discarded. If this is the last food ration in the game, the team who slapped the camel wins.
- ◇ Food - The food rations are in the villager's homes and they do not dare go out to give them to the camel. With a simple manipulation (heroes) or a gem moved to fatigue (the Overlord), a character can pick up a food ration in a villager's hut. The food ration has a weight of 5. The Overlord figures can only carry one food ration each.
- ◇ Fighting - Any character with a food ration who suffers one wound drops the food ration on the ground. It is placed on the board and can be picked up with a simple manipulation (heroes) or a gem moved to fatigue (the Overlord).
- ◇ hangings - To enter or exit a hut requires 1 additional movement point.
- ◇ Breaking walls - The wood walls can be broken through but not the stone walls.

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Translated by Mathieu Hatt

No camel was hurt during playtests

Acknowledgments to The-Overlord community, especially Pallantides for finding the appropriate background story to flesh out my idea.