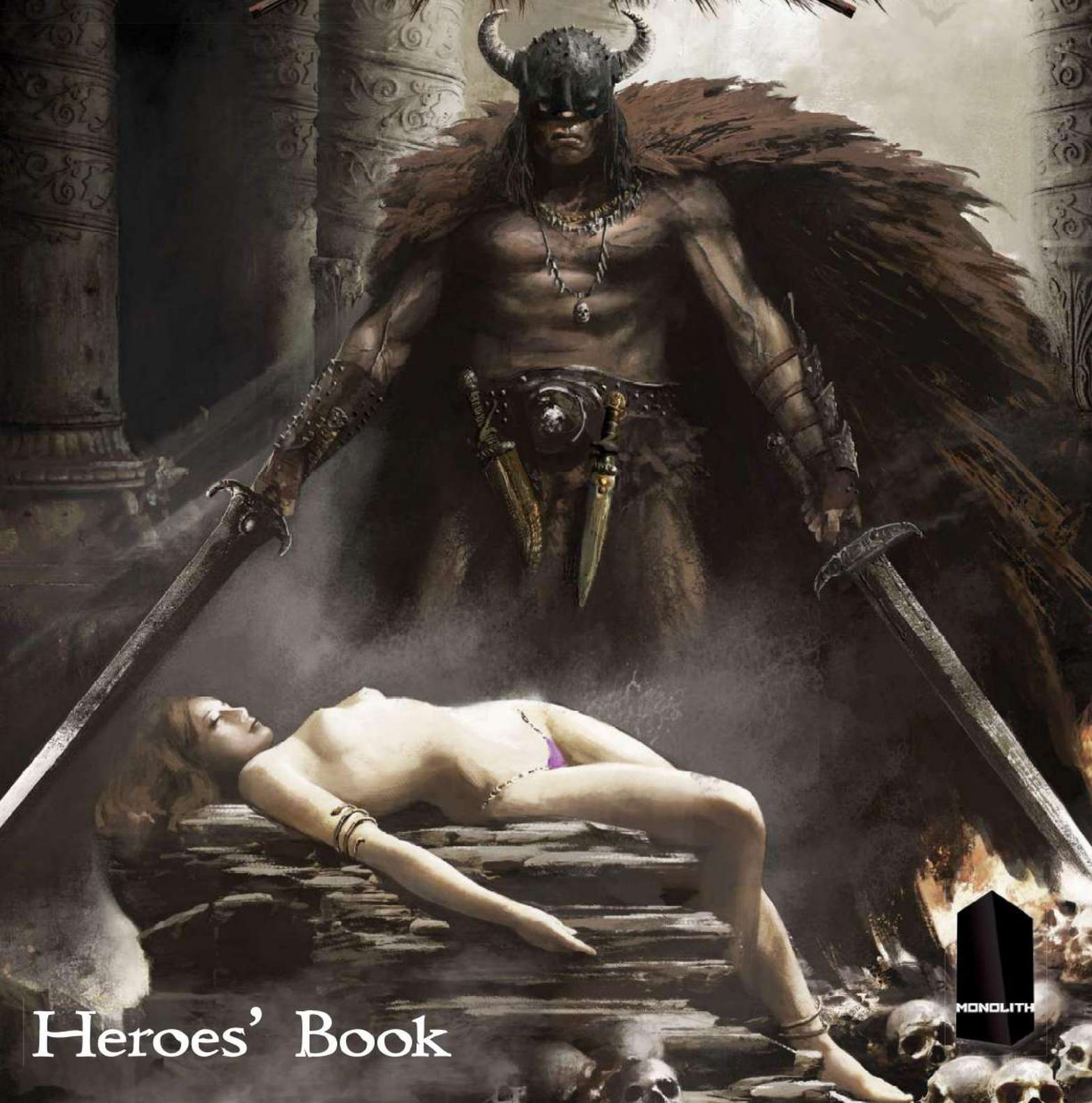




CONAN



Heroes' Book



CONTENTS AND SETUP

- 1 The Overlord chooses a scenario from their book.

There are two rulebooks in Conan: the Overlord's Book, which contains scenarios and rules specific to the Overlord, and the Heroes' Book, which contains all other rules.

- 2 Depending on the scenario chosen, open and place the corresponding board in the middle of the table.

The box contains 2 double-sided boards, for a total of 4 different environments in which to play.

- 3 The Overlord attaches colored bases to the models matching the colors shown surrounding the unit's art in the scenario setup diagram. The Overlord places their models and tokens as indicated by the diagram and assembles and shuffles the asset deck as specified by the scenario.

The Book of Skelos contains recessed spaces meant to hold 14 tiles and tokens, in addition to the unit tiles and events. The game contains, in total, 42 unit tiles and 2 event tiles. There are 25 red gems.

- 4 The Overlord prepares the Book of Skelos with the unit tiles and red gems indicated by the scenario.

The Overlord has 64 models:

- 4 Lieutenants (Zogar Sag, Zaporavo, Skuthus, and the Captain of the Guard)
- 5 Monsters (Khosatral Khel, Thak, Outer Dark Demon, Dark Demon, and Giant Snake)
- 5 Hyenas
- 5 Archers
- 15 Pict Hunters
- 15 Pirates
- 15 Guards

- 5 The Overlord places the track sheet next to the Book of Skelos and places the turn marker on the "0" space, as well as life point markers for any lieutenants or monsters as indicated by the scenario.

There are 1 turn marker and 10 life point markers in the game (1 for each monster, lieutenant, and princess).

- 6 The other players each choose a hero to control and take their hero's sheet, model, and starting cards (suggested heroes and cards appear in each scenario description).

There are four different hero models:

- 1 Conan
- 1 Bêlit
- 1 Shevatas
- 1 Hadrathus

The heroes are supported by 6 ally models:

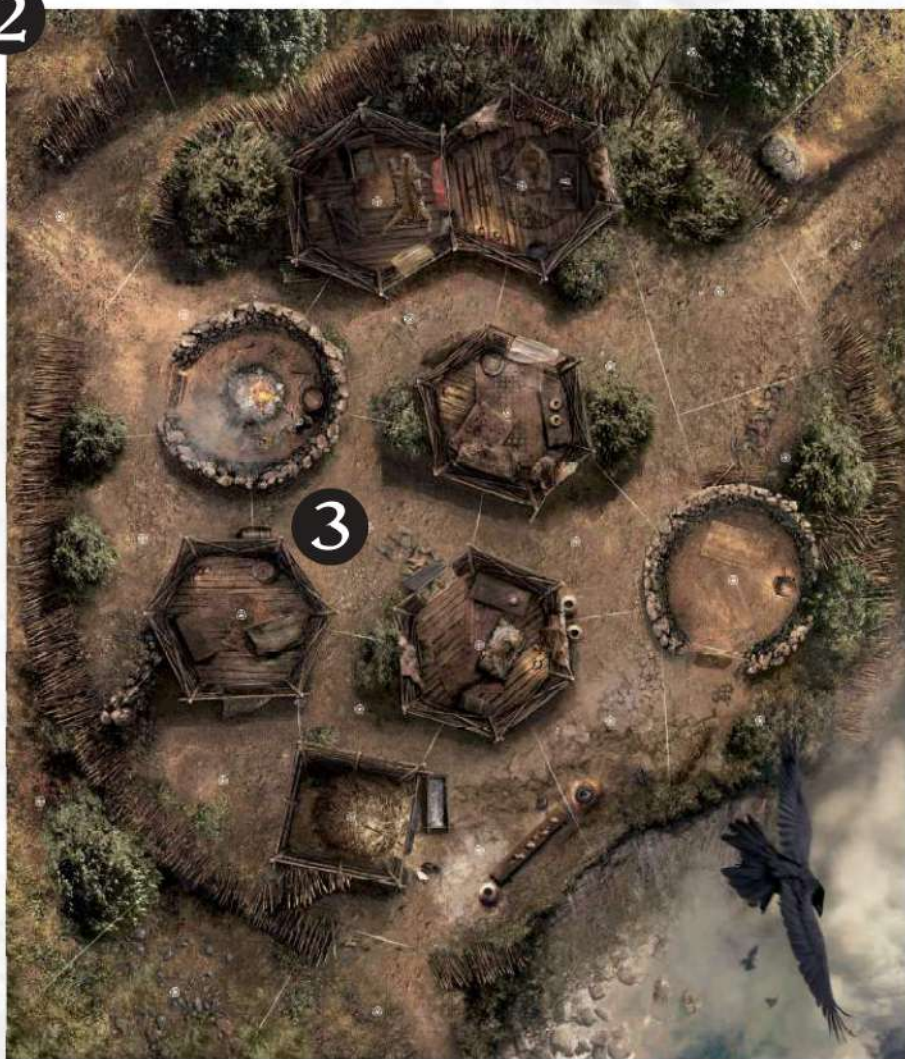
- 5 Bêlit's Guards
- 1 Princess

- 7 The 9 dice are placed on the table within reach of all players.

- 8 Each hero takes the number of blue energy gems indicated in the lower-left corner of their board and places them in their green Reserve zone. Each hero also takes one red gem and places it on their . There are 50 blue gems.



2



3



5



4



ENERGY ZONES



1 Reserve Zone

The Reserve zone contains the hero's available energy gems, which can be assigned in order to perform actions.

2 Fatigue Zone

The Fatigue zone contains gems that the hero has used and can later recover. During each hero's Stance phase (see p. 15), that hero moves a number of gems based on the hero's stance from their Fatigue zone to their Reserve zone.

3 Wound Zone

The Wound zone contains gems that the hero has lost from suffering damage. When a hero suffers an amount of damage, the hero moves that many gems from their Fatigue zone to their Wound zone. If there is more damage to suffer after moving all gems from the Fatigue zone, the player chooses gems from their action spaces to move to the Wound zone until the damage has all been suffered. If there is still more damage to suffer after moving all gems from action spaces, the player moves gems from their Reserve zone.

If there is still more damage to suffer after moving all gems from the Reserve zone, the hero dies.

Hero Death

When a hero dies, the player is eliminated from the game. The hero's objects are dropped in their area, their spell cards are discarded to the game box, and their model is removed from the board.

HERO ACTIONS



Melee Attack

To perform the Melee Attack action, the hero chooses one enemy in their area (or sometimes in an adjacent area; see Occupied Areas, p. 12) to attack and assigns one or more gems from their Reserve zone to their Melee Attack space. The hero may choose one of their equipment cards that has a Melee Attack bonus to attack with. Then, for each gem assigned, the hero rolls one die of the type indicated on their Melee Attack space **1**, plus the dice indicated on the chosen card. After resolving any rerolls, the hero determines the attack power by adding up the number of symbols shown on the dice.

After the defense power is determined, if the attack power is higher than the defense power, the defender suffers damage equal to the difference.

The red number in the lower-left corner of the action space **2** indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering Melee Attacks

The Melee Attack action is not affected by hindering (see p. 12).

Shevatas encounters a Guard on the ship's deck. Since the Guard has an armor value of 2 and 1 life point, Shevatas will need to cause at least 3 damage to defeat the Guard.



He chooses to assign two energy gems to his Melee Attack space, which allows him to roll  *.*



Also, because he is performing this Melee Attack with a Kris, he rolls  *as well. The arrow on the yellow die icon means that Shevatas can reroll any yellow die in his attack once for free.*

He rolls the dice:



The attack power is 4, so he decides not to reroll the yellow die and keeps his roll as-is for this attack.

Unarmed Attacks

If a hero does not choose an equipment card to attack with, the attack is considered to be unarmed. The attack power is reduced by 2. Attacks made by the Overlord's units are never considered to be unarmed.



Ranged Attack

A hero must have an equipment card that has a Ranged Attack bonus in order to perform a Ranged Attack action. To perform a Ranged Attack, the hero chooses one of their equipment cards that has a Ranged Attack bonus to attack with, assigns one or more gems from their Reserve zone to their Ranged Attack space, and chooses one enemy in their line of sight to attack.

To determine line of sight, trace an imaginary line from the  in the attacker's area to the  in the chosen enemy's area. If this line crosses an obstacle shown on the board (a wall, a door, a mast, etc.), the line is blocked and that area is not in the attacker's line of sight. Otherwise, the attacker has line of sight to that area. A character has line of sight to its own area.

For each gem assigned, the hero rolls one die of the type indicated on their Ranged Attack space , plus the dice indicated on the chosen card. After resolving any rerolls, the hero determines the attack power by adding up the number of symbols shown on the dice.

After the defense power is determined, if the attack power is higher than the defense power, the defender suffers damage equal to the difference.

If the chosen weapon has  next to its Ranged Attack bonus, the attacker drops the weapon in the defender's area at the end of the attack.

The red number in the lower-left corner of the action space  indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering Ranged Attacks

The Ranged Attack action is affected by hindering (see p. 12).

Conan has been tasked with infiltrating a Pict village to kill Zogar Sag, the evil Pict sorcerer. At this point, Conan's quarry is in an adjacent area, but the barbarian is pinned by the Giant Snake (who has the Blocker skill).



Since Conan is unable to move from his current area, he opts to hurl his Battle Axe at Zogar Sag's head. He assigns three energy gems to his Ranged Attack space, which allows him to roll   . Also, because he is making this ranged attack with a Battle Axe, he rolls  as well. He rolls the dice:



The attack power is 4, and the Battle Axe card is now lying in Zogar Sag's area.



Elevation and Line of Sight

Where two adjacent areas are separated by a border representing an elevation change (such as between the ground floor and second floor of a building), each area has line of sight to the other. However, when an area of higher elevation is not adjacent to an area of lower elevation, those two areas generally do not have line of sight to each other. For example, a character inside one of the north rooms on the second floor of the inn does not have line of sight to the two northmost areas on the ground floor (between the two north staircases), and vice versa. When line of sight is in doubt, players should use their best judgment to determine if line of sight exists.

Elevation Bonus for Ranged Attacks

When a character attacks an enemy at a lower elevation using a Ranged Attack, the attacker rolls an extra .



Guard

When a hero is attacked, after the attack power is determined, the hero defends against the attack. The hero chooses whether or not to perform a Guard action.

To perform a Guard action, the hero assigns one or more gems from their Reserve zone to their Guard space. The hero may then choose one of their equipment cards that has a Guard bonus to defend with, such as a weapon or shield. A hero can choose only a shield when defending against a spell, ranged, or area attack. If the hero does not choose an equipment card to defend with, the hero is considered to be dodging. Otherwise, the hero is considered to be parrying. For each gem assigned, the hero rolls one die of the type indicated on their Guard space , plus the dice indicated on the chosen equipment card.

The hero then chooses one of their equipment cards that has an armor bonus and rolls the die indicated on the card separately. After resolving any rerolls, the hero adds the number of symbols shown on that die to their armor value for this defense. (A hero's armor value normally starts at 0, though some effects can adjust this value.) The hero then determines the defense power by adding the number of symbols shown on the other dice to their total armor value.

Hindering

The Guard action is not affected by hindering (see p.12).

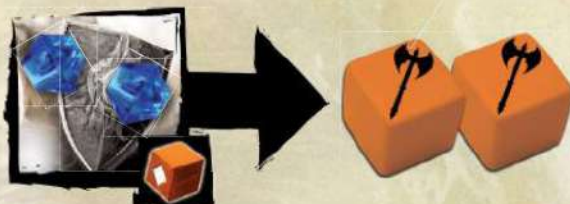
Shevatas confronts the Giant Snake, who lunges at him:



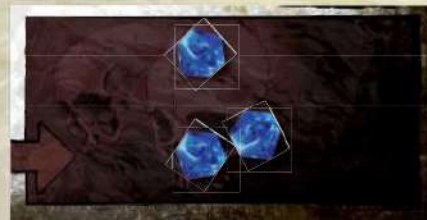
The Giant Snake's attack has a power of 5.



Having no shield or weapon to parry with, Shevatas performs the Guard action to attempt to dodge the attack. He assigns two energy gems to his Guard space, allowing him to roll . He rolls the dice, obtaining two symbols. The power of the defense is 2.



The thief suffers 3 damage from this attack.



Armor

When a hero is attacked, if the hero cannot or chooses not to perform a Guard action, the hero chooses one of their equipment cards that has an Armor bonus and rolls the dice indicated on the card.

After resolving any rerolls, the hero adds the number of symbols shown to their armor value for this defense. (A hero's armor value normally starts at 0, though some effects can adjust this value.) The defense power is equal to the hero's total armor value.

A Guard takes a swing at Conan with an attack power of 1:



Conan is content with his Leather Armor's protection , so he chooses not to assign any gems to guard against this attack. He rolls the die:



The barbarian suffers 1 damage from this attack.





Manipulation:

The Manipulation action encompasses a wide range of activities, from throwing an object to picking a lock. There are two types of Manipulation actions: simple and complex.

- To perform a simple Manipulation, the hero assigns one gem from their Reserve zone to their Manipulation space (but rolls no dice). To pick up, give, take, or catch an object, a hero performs a simple Manipulation. Objects include item and equipment cards, as well as anything specified by the scenario.

Hindering

Simple Manipulations are not affected by hindering (see p. 12).

- To perform a complex Manipulation, the hero assigns one or more gems from their Reserve zone to their Manipulation space and may choose one of their equipment cards that has a Manipulation bonus. For each gem assigned, the hero rolls one die of the type indicated on their Manipulation space ①, plus the dice indicated on the chosen card. The manipulation power is equal to the number of symbols shown on the dice.

Complex Manipulations have a difficulty defined by the scenario or a game rule. If the manipulation power is equal to or higher than the Manipulation's difficulty, the hero succeeds at the Manipulation. Otherwise, the hero fails the Manipulation.

The red number in the lower-left corner of the action space ② indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering

Complex Manipulations are affected by hindering (see p.12).

Throwing and catching an object

To throw an object, the hero chooses one of their objects that has an encumbrance value of 3 or less and an area in their line of sight. The hero performs a complex Manipulation that has difficulty equal to the distance from the hero to the chosen area. If the hero succeeds, the hero drops the object in the chosen area. If the hero fails, the hero drops the object a number of areas away equal to the manipulation power, following the line of sight to the chosen area. When the object is dropped in an area, one hero in that area may immediately perform a simple manipulation to catch the object, picking it up.

Dropping an object

A hero can drop one of their objects in their area as a free action (without assigning gems).

Opening a chest

To open a chest, a hero must pick the chest's lock. The hero performs a complex Manipulation while in the chest's area. The difficulty of the Manipulation is 2 unless the scenario specifies otherwise. If the hero succeeds, the hero takes the top card of the asset deck and removes the chest from the board.



Reroll

A hero can perform Reroll actions after rolling dice but before finalizing the results of the roll.

To perform a Reroll, the hero assigns one or more gems from their Reserve zone to their Reroll space. The hero then rerolls that many dice. A hero can perform the Reroll action multiple times and may reroll the same dice or different dice each time.

Some die icons show an arrow on them (🎲). Once after a player rolls a die indicated by one of these icons, the player may reroll one die of the matching type without performing a Reroll action.

Hindering

The Reroll action is not affected by hindering (see p. 12).

Conan is alone in a Pict hut with a chest. Since no one is hindering him, if he obtains at least two symbols, he can pick the lock and immediately confiscate its contents.



He decides to assign two energy gems to his Manipulation space and rolls the dice, but does not obtain enough symbols.



He chooses to reroll the blank die by assigning one gem to his Reroll space, obtaining yet another blank result.



He elects to reroll again, assigning one more gem to his Reroll space, and this time he finally obtains a favorable result.



His three symbols more than satisfy the requirement of two, allowing him to open the chest and discover what treasures lie within.





Move

To perform the Move action, the hero assigns one or more gems from their Reserve zone to their Move space. For each assigned gem, the hero gains 1 movement point.

A hero can spend a movement point to move across a border from one area to an adjacent area. Hindering and some terrain effects can increase the number of movement points required to cross a border.

All characters have a movement value. Once per Action phase, a hero can gain a number of movement points equal to their movement value **1** if the hero has not yet performed a Move during that phase. When a hero performs an action other than a Move each turn, the hero loses all of their movement points. The hero can still perform a Move to gain movement points that turn. At the end of the Action phase, all unspent movement points are lost.

The red number in the lower-left corner of the action space **2** indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering

Movement is affected by hindering (see p. 12).

Conan finds himself surrounded by three Guards in his area.



He wants to move to a hut in an adjacent area, but first he decides to rid himself of a few enemies by using a Circular Strike with his axe, killing two of them.

Then he moves. He must move from one area to another (cost: 1 movement point), step through the hut's entrance (extra movement cost: +1 movement point), and factor in the presence of the last guard in his starting area hindering his move (extra movement cost: +1 movement point). It will cost him a total of 3 movement points. The first 2 points come from his base movement, and the last point requires that he assign a gem to his Move space.

Occupied Areas

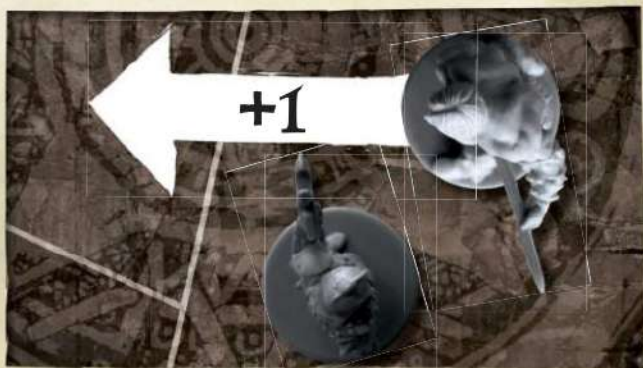
A character cannot enter an area if the model's base could not fit entirely in that area. If this prevents a character from moving into an adjacent area, the character can choose enemies in that area to attack with Melee Attacks.

HINDERING

When a character moves or performs an action in an area in which the number of enemy characters is higher than the number of other friendly characters, the character may be affected by hindering.

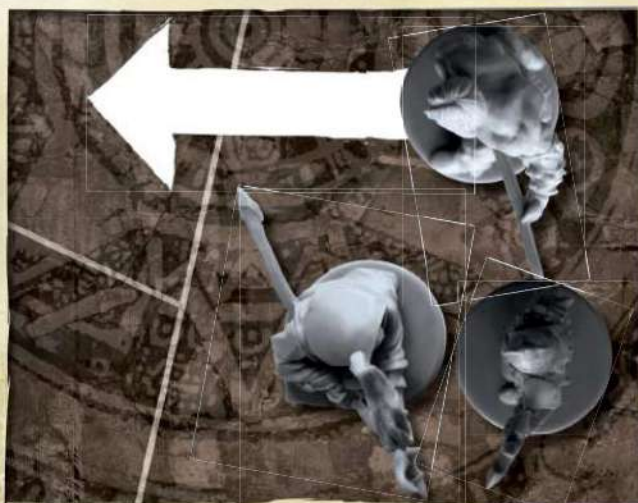
Hindering Movement

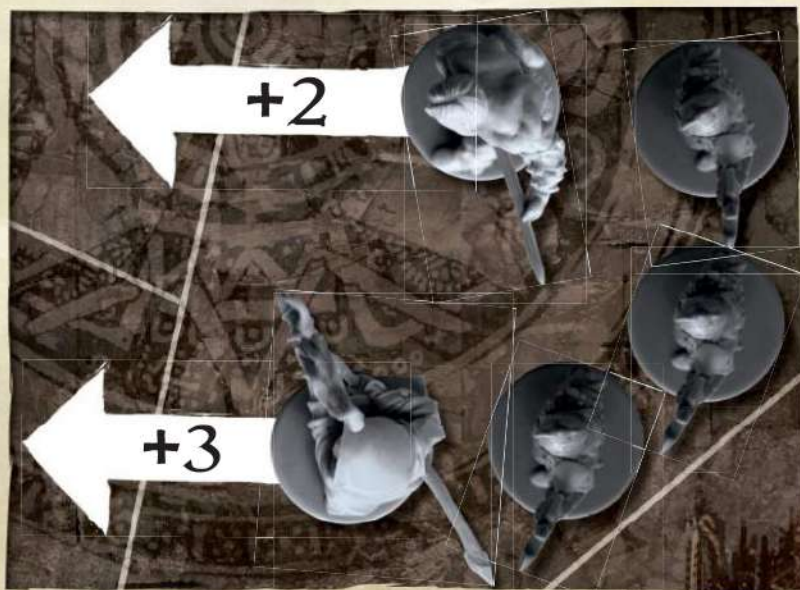
If the number of enemy characters in a character's area is higher than the number of other friendly characters in that area, that character must spend extra movement points equal to the difference to move out of that area.



If one hero is in the same area as one enemy character, the hero would have to spend 1 extra movement point to move out of that area.

If two heroes are in the same area as one enemy character, the first hero can leave the area without hindrance (while his companion keeps the enemy character "busy"). However, as soon as the first hero moves out of the area, the other hero would be hindered by the enemy character if that hero were to move.





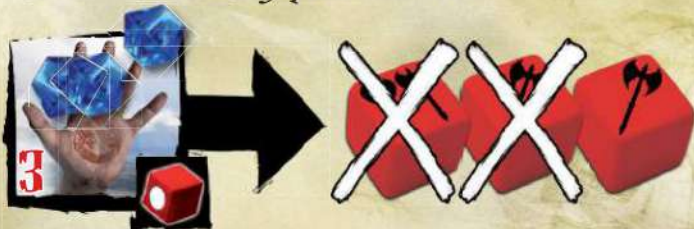
If two heroes are in the same area as three enemy characters, the first hero must spend 2 extra movement points to move out of his area (for a total of 3 movement points). After the first hero moves out of the area, the second hero is left with three enemy characters in the same space. The second hero would have to spend 3 extra movement points to move out of the area (for a total of 4 movement points).

Hindering Die Rolls

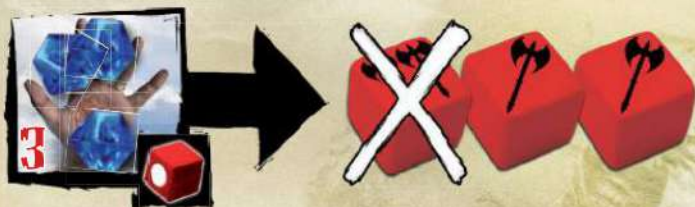
If the number of enemy characters in a character's area is higher than the number of other friendly characters in that area, when that character rolls dice, ignore a number of symbols equal to the difference. Melee Attack, Guard, and Reroll actions as well as falling damage are not affected by hindering.



If one hero is in the same area as three enemy characters and that hero attempts to pick the lock on the chest, three symbols are ignored. So, if this lock would have required two symbols to be successful, the hero would need five symbols in order to successfully pick the lock.



If two heroes are in the same area as three enemy characters and one of the heroes attempts to pick the lock on the chest, two symbols are ignored (the other hero is keeping the enemy character "busy").



SKILLS AND ENCUMBRANCE

Each hero has several skills. Skills are represented by icons on the hero's sheet, and their effects are explained on the skill game aids.



The red number in the lower-right corner of each skill icon indicates the skill's encumbrance limit. The total of the encumbrance values of all of a hero's objects is the hero's encumbrance level. If the hero's encumbrance level is equal to or higher than a skill's encumbrance limit, the skill cannot be used.



Encumbrance can also affect a hero's movement. The icon to the right of a hero's skills represents the hero's movement and has two encumbrance limits. During the Action phase, if the hero's encumbrance value is equal to or higher than either encumbrance limit, the hero receives fewer movement points from their movement value based on the highest exceeded limit (as indicated under the limit).



The icon to the left of a hero's skills indicates the hero's maximum encumbrance value. If a hero's encumbrance level ever exceeds the hero's maximum encumbrance value, the hero must immediately drop one or more objects to reduce their encumbrance level to equal to or less than their maximum encumbrance value.

Shevatas has the Evasive skill, which allows him to cross areas that contain enemy characters without suffering any movement penalties. However, once his encumbrance level reaches 5, the Evasive skill no longer applies. So, if he is already holding his Kris (encumbrance 1) and a Crossbow (encumbrance 3) when he finds a suit of Chain Mail (encumbrance 3) inside a chest, the decision of whether to put on the Chain Mail requires some thought...



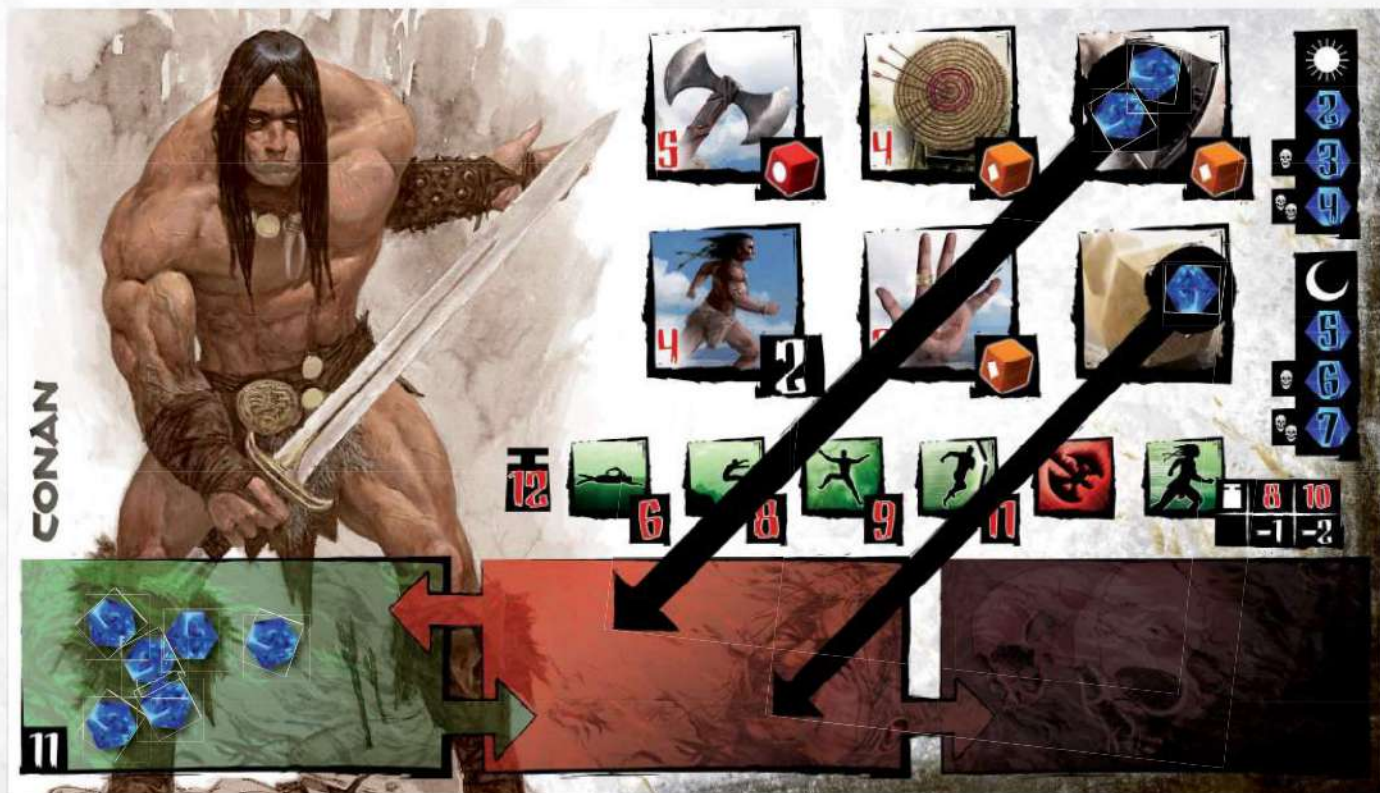
HERO TURN OVERVIEW

The heroes' turn consists of four phases:

- 1) Start phase
- 2) Stance phase
- 3) Action phase
- 4) End phase

1) Start phase

Each hero moves all gems from their action spaces to their Fatigue zone.



2) Stance phase

Each hero chooses to be either aggressive or cautious. Their choice is referred to as their stance.

When a hero chooses to be aggressive, the hero moves their red gem to the ☀. The hero then moves a number of gems from their Fatigue zone to their Reserve zone as indicated under the ☀: if no heroes have died, the hero moves two gems; if one hero has died, the hero moves three gems; if two or more heroes have died, the hero moves four gems.



When a hero chooses to be cautious, the hero moves their red gem to the ☾. The hero then moves a number of gems from their Fatigue zone to their Reserve zone as indicated under the ☾: if no heroes have died, the hero moves five gems; if one hero has died, the hero moves six gems; if two or more heroes have died, the hero moves seven gems. A cautious hero can perform only Guard and Reroll actions.



3) Action phase

During the Action phase, heroes can perform actions in any order, coordinating and alternating amongst themselves as they choose. The phase ends when heroes cannot or choose not to perform any further actions. The heroes may want to keep some gems in their Reserve zone to help defend against the Overlord's attacks.

4) End phase

Each hero moves all gems from their action spaces to their Fatigue zone. Play then proceeds to the Overlord's turn.

Hadrathus, Shevatas, and Conan find themselves in a Pict camp in search of a princess they know to be held captive in one of the huts. The Overlord has just completed their turn, so the heroes' turn begins with the Start phase. After moving all their assigned gems to their Fatigue zones, the heroes proceed to the Stance phase.

Conan and Shevatas are still relatively fresh, and so they both decide to be aggressive this turn; they move two gems from their Fatigue zones to their Reserve zones. Hadrathus, exhausted from casting two spells, decides to take a cautious stance; he moves five gems from his Fatigue zone to his Reserve zone.

The heroes gain movement points based on their movement values, and Conan takes it upon himself to enter the nearest hut. This costs him 2 movement points: 1 for crossing the area's border plus 1 for the hut's flap (the skin curtain covering the hut's doorway). Inside, he encounters three Picts and a chest, but no princess. Conan swings his axe in a Circular Strike, decapitating all three of his enemies (he assigns four gems to his Melee Attack space and adds his axe's Melee Attack bonus, which allows him to roll five dice total and reroll one for free). The chest stands before him unguarded, however he decides to wait and allow Shevatas to act in the hope of using his remaining energy more wisely.

Shevatas decides to investigate a hut that is three areas away. He assigns one gem to his Move space, using the Move action to gain 1 movement point, then spends it and the 3 points he gained at the start of the phase to enter the hut (1 point per area plus 1 point for the hut's flap). The hut contains no Picts, but it does house the unconscious princess and a chest. After a short discussion, the players decide it would be best for Conan to carry the princess, as the princess' encumbrance value of 6 would deny Shevatas the use of his Evasive and Untouchable skills.

Conan disregards the nearby chest and instead performs a Move action to gain 2 movement points, enough to cross the flap and exit the hut. He decides not to spend any further gems, making sure to save some to Guard against attacks during the Overlord's turn. Shevatas decides to perform a Manipulation to open the chest in the hut and claim its contents.

Opting to save their remaining gems, the players proceed to the End phase, move their assigned gems to their Fatigue zones, and then pass to the Overlord's turn..



ASSET CARDS

EQUIPMENT CARDS

Equipment cards are asset cards that provide bonuses for characters. Equipment cards include weapons, shields, armor, and more. All equipment cards have the following features:

- 1 Name
- 2 Illustration
- 3 Encumbrance value: A weapon that has an encumbrance value of 2 or less is considered a one-handed weapon. A weapon that has an encumbrance value of 3 or more is considered a two-handed weapon.

Equipment cards have one or more bonuses:

- 4 Melee Attack bonus
- 5 Guard bonus
- 6 Ranged Attack bonus / Armor bonus
When a hero attacks with a weapon with  next to its Ranged Attack bonus, the hero drops the weapon in the defender's area at the end of the attack.



ITEM CARDS:

All item cards have the following features:

- 1 Name
- 2 Illustration
- 3 Encumbrance value
- 4 Icons describing the item's use

An item is used as a free action (without assigning gems) unless otherwise stated. Some items can be used to make an attack. After resolving any rerolls, the user determines the attack power by adding up the number of symbols shown on the dice. Characters defend against and suffer damage from item attacks as they would against other attacks.



Life Potion

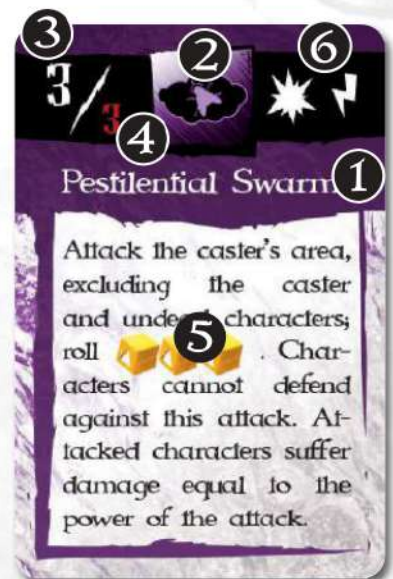
To use a Life Potion, the hero moves two energy gems from their Wound and/or Fatigue zone to their Reserve zone, then discards the card to the game box.



SPELL CARDS:

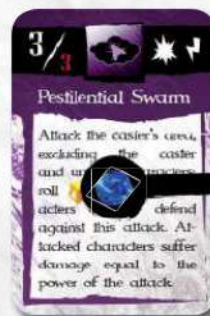
All spell cards have the following features:

- 1 Name
- 2 Icon
- 3 Energy cost
- 4 Exertion limit
- 5 Effect
- 6 Icons:  indicates that the spell is an area attack.  indicates that the spell can be used during the opponent's turn.



To cast one of their spells, a hero assigns a number of gems equal to the spell's cost from their Reserve zone to that card. Casting a spell is an action. A spell's exertion limit functions identically to an action's exertion limit. At the end of each turn, each player moves all gems from their spell cards to their Fatigue zone.

Some spells function as attacks, and specify what they attack and which dice to roll. The caster determines the attack power by adding up the number of symbols shown on the dice. Characters defend against and suffer damage from spell attacks as they would against other attacks.



FALLING DAMAGE

When a hero falls, that hero rolls dice as instructed by the scenario. The hero cannot defend against falling, but can perform Reroll actions to reroll the dice. The hero then suffers damage equal to the number of symbols shown on the dice.

AREA ATTACKS

 indicates that an effect is an area attack. When a character attacks an area, the character attacks each character in the specified area unless otherwise stated. The dice for an area attack are rolled once and apply to each attack.

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The Overlord's Book



Important: The Overlord should read the Heroes' Book in its entirety before reading this book.

THE BOOK OF SKELOS

Unlike the heroes, who each have a sheet that allows them to control their character, the Overlord uses a tablet called the Book of Skelos to control their characters.



- | | |
|--------------------|--------------------|
| 1 The River | 6 Recovery Value |
| 2 Unit Tiles | 7 Movement Benefit |
| 3 Activation Costs | 8 Guard Benefit |
| 4 Reserve Zone | 9 Reroll Benefit |
| 5 Fatigue Zone | |

THE TILES

At the start of each game, the tiles are placed in the River in the order specified by the scenario. The Overlord's tiles are divided into two categories: unit tiles and the event file.

- All unit files contain the following:

- 1 Name
- 2 Artwork
- 3 Base Color
- 4 Movement Value
- 5 Armor Value
- 6 Melee or Ranged Attack Icon
- 7 Skill(s)
- 8 Reinforcement Cost



Armor Value

When a unit is attacked, the power of the defense is equal to the unit's armor value. The Overlord can use a Guard benefit to increase a unit's defense power.

A Bossonian Guard confronts Conan in the middle of the village. The Cimmerian swings his axe at the unit, resulting in an attack power of 5.



2 The unit has an armor value of 2, and so suffer $(5 - 2 =)$ 3 damage.



Since the unit has only 1 life point, and the Overlord does not want to use gems on a Guard benefit (see "Guard" on p. 8), the unit suffers the damage, dies, and the model is removed from the board.



Movement Value

When a unit is activated, that unit gains a number of movement points equal to their movement value. The Overlord can spend a unit's movement point to move it across a border from one area to an adjacent area.

Hindering

Movement is affected by hindering (see p.12 of the Heroes' Book).



Melee Attack Icon

When a unit performs a Melee Attack, the Overlord chooses a character in the unit's area (or sometimes in an adjacent area; see Occupied Areas, p. 12 of the Heroes' Book) and rolls the number and type of dice shown on the unit's Melee Attack icon. The number of dice cannot be increased. After resolving any rerolls, the Overlord determines the attack power by adding up the number of symbols shown on the dice.

Hindering

Melee attacks are not affected by hindering (see p.12 of the Heroes' Book).



Ranged Attack Icon

When a unit performs a Ranged Attack, the Overlord chooses a character in the unit's line of sight and rolls the number and type of dice shown on the unit's Ranged Attack icon. The number of dice cannot be increased. After resolving any rerolls, the Overlord determines the attack power by adding up the number of symbols shown on the dice.

Hindering

Ranged combat is affected by hindering (see p.12 of the Heroes' Book).



Skills

Skills are special abilities a unit may have. They are represented by icons on the unit tile, and their effects are explained on the skill game aid.

Life Points

If a unit's life points are not specified by a scenario, the unit is a minion and has 1 life point. Lieutenants and monsters start each scenario with the number of life points indicated below their unit tile in the scenario setup or in the scenario rules for those units. Their life points are tracked by their life point marker on the track sheet.

When a unit has 0 life points, the unit is dead, and its model is removed from the board. Discard the unit's spell cards and place any of the unit's objects in the area in which it died. When the last model in a group is removed from the board, the group's tile is flipped facedown and placed at the far-right end of the River.

Dredging the River

During their turn, the Overlord can return 2 gems from their Fatigue zone to the game box to return a facedown tile in the River to the game box. If there are not enough gems in their Fatigue zone, the Overlord can return gems from their Reserve zone instead.



Reinforcement Cost

During setup, the Overlord places reinforcement tokens on the board as indicated by reinforcement icons in the setup diagram.

Some scenarios have a “Reinforcement” event; when the Overlord activates the event tile and chooses to resolve the reinforcement event, the Overlord gains the number of reinforcement points specified by the effect. The Overlord may immediately spend these points to return models whose tiles are in the River to the board. If units are reinforced from a facedown tile, the tile is turned faceup. Reinforced models are placed in any of the reinforcement areas, indicated by reinforcement tokens. Unspent reinforcement points are lost.



Four Pict Hunters have been killed this game, so their models are available as reinforcements.

The Overlord feels that the time is right to bring them back and decides to activate the event tile and resolve its reinforcement effect: “Reinforcement: 4 reinforcement points .” Due to the tile’s position in the River, the Overlord moves 7 gems from their Reserve zone to their Fatigue zone.



The Overlord gains 4 reinforcement points and spends 1 on each of the Pict Hunters to return them to play, placing them in the reinforcement areas of their choice.

Note: Each unit tile corresponds to a group of one or more units. Some tiles correspond to a single character, such as a lieutenant or monster, while other tiles correspond to multiple characters, such as a group of minions. The number of characters that correspond to a unit tile varies between scenarios.

- Most scenarios include at least one Event tile in the Book of Skelos.



When an event tile is activated, the Overlord resolves one of the events offered by the scenario. In some scenarios, the Overlord can resolve multiple events when the event tile is activated. The number of events, the conditions for using them, and their effects are specified by the scenario.

THE OVERLORD'S TURN

The Overlord's turn consists of two phases: the Recovery phase and the Activation phase.

1) Recovery Phase

The Overlord moves a number of gems from their Fatigue zone (in red on the right) to their Reserve zone (in green on the left) equal to their recovery value.

The Overlord's recovery value is 5. At the beginning of the Overlord's turn, 5 gems are moved from the Fatigue zone (in red on the right) to the Reserve zone (in green on the left). During this turn, the Overlord will have 10 gems available to use.



The Overlord moves the turn marker one space toward space 15.

After recovering gems, the Overlord moves the turn marker, indicating that turn 3 has begun.



2) Activation Phase

During the Activation phase, the Overlord can activate up to two tiles in the River. To activate a tile, the Overlord moves a number of gems from their Reserve zone to their Fatigue zone equal to the tile's activation cost (indicated by the token above the tile).



The Overlord removes the activated tile from the River, slides the remaining tiles to the left, then places the tile at the end of the River.



If the activated file is a unit file, the Overlord activates all units in the group, spending any number of their movement points to move them. Each unit can perform 1 attack during its activation. When a unit attacks, all units in that group lose their remaining movement points. If the Overlord activates a facedown tile, no units are activated, but the Overlord still moves the tile to the end of the River. The Overlord can activate the same tile twice during the Activation phase, but must move gems equal to the tile's new activation cost the second time.

If the activated file is an event file, the Overlord resolves events as indicated by the scenario (see Event Tile, page 5).

Benefits

The Overlord can use a benefit to temporarily improve a unit's effectiveness. Each use of a benefit applies only to a single unit, not to the whole group.



Movement

During a unit's activation, the Overlord can use a Movement benefit by moving one or more gems from their Reserve zone to their Fatigue zone. The unit gains a number of extra movement points equal to the number of gems moved. A unit can gain at most a number of extra movement points equal to the unit's movement value during an activation. The Overlord can use this benefit before or after an attack. This is the only way for a unit to move after attacking.



Guard

When a unit is attacked, after the attack power is determined, the unit defends against the attack. The Overlord chooses whether or not to use a Guard benefit. To use a Guard benefit, the Overlord moves one or more gems from their Reserve zone to their Fatigue zone. The Overlord rolls  for each gem moved, then determines the defense power by adding up the number of symbols shown on the dice and the unit's armor value.



Reroll

The Overlord can use a Reroll benefit any time after rolling dice and before the results of the roll are determined. To use a Reroll, the Overlord moves one or more gems from their Reserve zone to their Fatigue zone, then rerolls a die for each gem moved.

Casting Spells

For a unit to cast one of its spells, the Overlord must assign a number of gems from their Reserve zone to the spell card equal to the spell's cost. The Overlord cannot assign gems to a spell if doing so would raise the total number of gems on the spell card above its exertion limit. A unit can cast a spell without  only during the unit's activation;  indicates that a spell can be used at any time.

At the end of each turn, each player moves all gems from their spell cards to their Fatigue zones.



The Overlord is up against three heroes who have invaded a Pict village. They have just completed their turn, so now the Overlord gets a chance to strike back.

The Overlord starts by recovering five gems (as indicated by the recovery token in the Book of Skelos), which are moved from their Fatigue zone to their Reserve zone. Then the Overlord moves the turn marker one space.

Conan is standing dangerously close to Zogar Sag's hut, so the Overlord decides to halt the barbarian by sending three Pict warriors with Blocking charging at him. To accomplish this, the Overlord activates the Pict Warriors tile located in the River's third position, moving three energy gems from their Reserve zone to their Fatigue zone. Then the Overlord removes the tile from the River, slides tiles to the left to close the gap left by the Pict Warriors tile, and places it at the far-right end of the River. Now the Pict Warriors are activated and ready to move and attack.

The Overlord moves the three Pict Warriors that correspond to the activated tile. For the first two Pict Warriors, the movement points from their movement values are enough. The third Pict Warrior, who is in the same area as Hadrathus, needs one additional movement point to skirt away from the hindering priest and move to Conan's area. The Overlord moves one gem from their Reserve zone to their Fatigue zone to use the Movement benefit, gaining the unit one extra movement point.

Once each character has moved, the Pict Warriors can attack. One at a time, each of them rolls their  attack. The first rolls two symbols, which Conan decides to absorb with his  armor. With a result of one, the armor partially protects him, so Conan suffers 1 damage. The second warrior rolls three symbols. This time, Conan decides to Guard to supplement his armor. He assigns one gem, then rolls the dice. He rolls one symbol from his armor and one symbol from his Guard. In the end, he suffers only 1 damage.

Finally, the third warrior rolls two symbols, which are completely blocked by Conan's armor and another Guard action.

With the Pict Warriors' activation complete, the Overlord can now activate a second tile (or the same tile again, for its new cost). Having used five gems already this turn, the Overlord decides to spend conservatively, activating the first tile in the river for only one gem. Once again, the Overlord removes the tile from the River, slides the other tiles left, and places the removed tile at the end of the line. This tile corresponds to the Pict Hunters with red bases, who simply emerge from their hut without costing any additional gems. The Overlord passes play back to the heroes.

SCENARIOS

The following pages contain a number of recommended scenarios. You can find additional scenarios at www.monolithedition.com, and you are encouraged to create your own.

The scenarios are presented in order of difficulty, which is indicated on the right of the title banner by a number of crows:

- * 1 crow: Beginner
- * 2 crows: Intermediate
- * 3 crows: Expert

The number of players for each scenario is indicated on the left of the title banner.



With the echoing war drums of the Pict tribes settled beyond the Black River and the increased frequency of incursions up to the Thunder River, many settlers flee the Conajohara territory for the safer lands of the Kingdom of Aquilonia.

While scouting along the border to aid Valannus, the Commander of Fort Tuscelan, Conan bears witness to the massacre of a column of refugees from Velitrium.

The Picts withdraw victoriously with a female prisoner who Conan recognizes as Yselda, the daughter of the city's governor. The Cimmerian knows that Yselda's life can now be measured in mere hours, as she will shortly be sacrificed on the altar of Jhebbal Sag, the Lord of Beasts.

Back in Fort Tuscelan, Conan assembles a small group of experienced warriors to rescue the governor's daughter and, at Valannus' request, bring back the head of Zogar Sag.



Winning the Game:



If one or more heroes have fled the village with Yselda and Zogar Sag's head, Yselda is returned safely to her father; the heroes win the game.



At the end of round 8, the Picts arrive in massive numbers to witness the sacrifice and the heroes can no longer escape; the Overlord wins the game.



The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.

Suggestions for 3 heroes:

- * Conan (Battle Axe, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus starts with Mitra's Halo cast.

Suggestions for 4 heroes:

- * Bêlit (Ornamental Lance). Bêlit starts in the same area as any hero.



After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



3 heroes: The Overlord starts with 10 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



4 heroes: The Overlord starts with 11 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 4 reinforcement points .



Yselda: Before the heroes' models are placed on the board, the Overlord secretly chooses one numbered token corresponding to a numbered hut in the setup diagram and sets it aside facedown. The first time a hero enters the chosen hut, the Overlord flips the token faceup and places Yselda in the hut's area. Yselda is unconscious and counts as an object with an encumbrance value of 6.



5



8



Special Rules

- * Zogar Sag: When Zogar Sag dies, place his life point marker in the area in which he died. The marker represents his head, and counts as an object with an encumbrance value of 2.
- * Fleeing the Village: A hero can flee the village from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.
- * Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.
- * Climbing: A character with Climb can move across boulders  as though they were a border by spending 2 extra movement points.
- * Chests: During setup, the Overlord places 1 chest in each hut area (8 total). The asset deck contains: 2 Explosive Orb, 2 Life Potion, 1 Chainmail, 1 Crossbow, 1 Buckler, 1 Bow.

Frederic Henry



For months, the pirate ship *Tigress* has been scouring the waters off the coasts of Stygia and the Black Kingdoms and preying on the profitable trade of gold and ivory, much to the displeasure of King Ctesphon. As the Stygian fleet seems unable to put an end to the piracy, the king has promised a colossal sum to whomever can bring back Bêlit's head.

With Bêlit's vessel anchored to resupply and a large portion of the crew on shore, Zaporavo, the Zingaran captain of *The Vandal*, takes the opportunity to attack in hopes of claiming the enormous reward and the glory that accompanies it.

Supported by a row of archers and the black magic of Skuthus, a Stygian necromancer sent by Ctesphon, the Zingaran mercenary and his troops quickly gain a foothold on the deck of the *Tigress*. Only Conan, Shevatas, and a handful of remaining warriors can come to Bêlit's aid.



Winning the Game:



If Zaporavo and Skuthus are dead or at the end of round 8, Bêlit survives the attack; the heroes win the game.



If Bêlit dies, the ambush is a success; the Overlord wins the game.



The game starts with the heroes' turn. Bêlit and Bêlit's Guards start in the areas indicated by the setup diagram. The other heroes start in the **1** area.

Suggestions for 3 heroes:

- * Bêlit (required) (Ornamental Lance, Tribal Shield)
- * Conan (Sword, Leather Armor)
- * Shevatas (Kris, Throwing Knives)

Suggestions for 4 heroes:

Hadrathus (Dagger, Gift of Life, Mitra's Halo, Bori's Rage). Hadrathus does not start with Mitra's Halo cast.

 After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



-  3 heroes: The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.
-  4 heroes: The Overlord starts with 10 gems in their Reserve zone and 4 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 6 reinforcement points .

Fire at will: Each unit may perform a Ranged Attack if able.

Glory to Set: Skuthus sacrifices himself to summon an Outer Dark Demon; the Overlord places an Outer Dark Demon model (6 life points) in Skuthus' area, then Skuthus dies. The Overlord replaces the Skuthus and event files in the River with Outer Dark Demon tiles. Both tiles correspond to the same Outer Dark Demon.



Skuthus has Energy Drain and Set's Halo. He starts with Set's Halo cast.



Special Rules

- * Leap: If a hero, Zaporavo, or Skuthus fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.
- * Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 3 Life Potion, 1 Explosive Orb, 1 Crossbow.

Adhane Badi

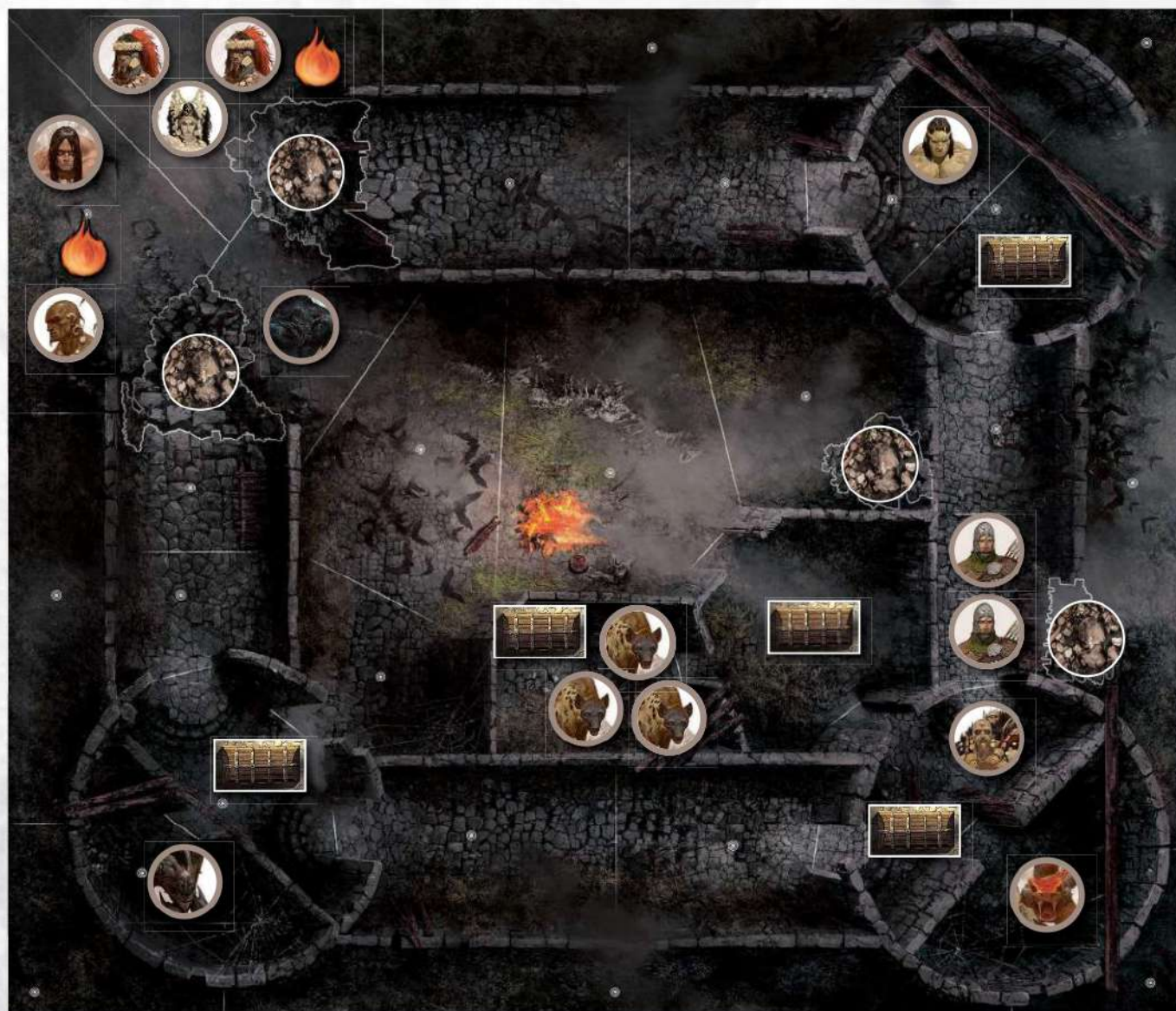


The Tigress travels the dark waters of the Zarkheba river, whose mysterious shores are covered by gloomy jungle. The Queen of the Black Coast knows that, beyond the tangled wall of vegetation, an ancient city may yet hide fabulous treasures. But legends speak of hauntings, and the local tribes carefully avoid the area.

After many hours spent sailing in a supernatural silence, Conan spots the black fangs of towers stretching above the trees. Choked by overgrowth, the ruins exude decadence and desolation.

Not heeding the superstitious warnings of her men, Bêlit disembarks with her Cimmerian lover, Shevatas, and a few reluctant crewmen. In an abandoned crypt, they discover a handful of colorful gems and a strange curved knife, spurring them to press deeper into the ruins.

In the center of the city they come upon a small fortress, its broken-down towers and crumbled walls held together by thick vegetation. Only then do they hear the echoes of a voice from beyond the grave: "Return my belongings, heathen profaners, or I shall drench the altar of Set with your blood!" Skuthus' trap has been sprung.



Winning the Game:



If Skuthus dies, the trap has failed, and the heroes escape the fortress with their treasures; the heroes win the game.



At the end of round 8, Skuthus finishes an incantation, turning into a vulture and taking to the sky; the Overlord wins the game.



The game starts with the heroes' turn. The heroes and Bêlit's Guards start in the areas indicated by the setup diagram.

Suggestions for 3 heroes:

- * Conan (Sword, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Bêlit (Ornamental Lance, Yuetshi Knife)

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 4 reinforcement points

Freeing a Monster: The Overlord may free a petrified monster and add its tile to the end of the River. The Outer Dark Demon (6 life points), Giant Serpent (8 life points), and Khosatral Khel (7 life points) are petrified and cannot be attacked until they are freed. The Overlord cannot free a monster if there are 2 faceup monster tiles in the River (including the Dark Demon).



Skuthus has Set's Bite and Set's Halo. He starts with Set's Halo cast.



Special Rules:

- * Yuetshi Knife: When a hero attacks Khosatral Khel with the Yuetshi Knife, Khosatral Khel's armor value becomes 3 for that attack.
- * Lines of Sight: A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.
- * Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.
- * Rock Slides: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.
- * Chests: During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Javelin.

David Bertold



The province of Conajohara is being sacked. United clans of Picts have crossed the Black River in massive numbers, intent on slaughtering Aquilonian settlers and annihilating Fort Tuscelan. At the head of the invading forces is the shaman Zogar Sag.

Conan and his band of scouts travel the border ceaselessly, saving all who can still be saved. In the vast swamps at the southern edge of the province, they arrive at a village as panicked settlers flee before the Pict advance. Only a courageous priestess of Mitra has remained to slow the savage warriors and prevent the coming massacre.

Conan and his allies set to building barricades and the priestess begins a magical ritual using the six relics of her village. If she can complete the invocation, it should slow Zogar Sag's troops and buy the fleeing settlers the time they need to survive.



Winning the Game



If the invocation marker  reaches space 0 or at the end of turn 12, the ritual is complete; the heroes win the game.



If the priestess of Mitra or all the heroes are dead, the village is overrun; the Overlord wins the game.



Suggestions for 3 heroes:

- * Conan (Battle Axe, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The game starts with the Overlord's turn. The heroes start in the areas indicated by the setup diagram.

During setup, place the invocation marker on space 10 of the track.

The Overlord starts with 12 gems in their Reserve zone and places the recovery token showing a recovery value of "5" in the Book of Skelos.

When the Event tile is activated, the Overlord resolves each of the following events in order:

Pict Hordes: The Overlord returns dead Pict Warrior and Pict Hunter models to the board in reinforcement areas until no more models fit in those areas.

Bestial Haste: The Overlord chooses a Pict Warrior or Pict Hunter model that was returned to the board by the previous Pict Hordes event. Each unit in that unit's group that was returned to the board by that event gains up to 2 movement points, which the Overlord must immediately spend.

Incantation: A hero rolls for each relic on the board. These dice cannot be rerolled. For each symbol shown on a die, the hero moves the invocation marker 1 space toward the space 0 on the track.



Special Rules

* Barricades: Barricades block line of sight. A character cannot move across a barricade, but can attack a barricade as though it were an enemy character. Each barricade starts with 12 life points. When a barricade has 0 life points, remove it from the board. If a unit in a group attacks a barricade, units in that group can attack only that barricade during that activation. If a unit in a group attacks anything other than a barricade, units in that group cannot attack a barricade during that activation.

* Relic: At the beginning of the Overlord's turn, if any units are in areas with relics , remove those relics from the board.

* Priestess of Mitra: The priestess cannot move or be attacked. At the beginning of the Overlord's turn, if any unit is in an area with the priestess, she is killed.

* Hut Flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost the extra movement point.

* Climbing: A character with Climb can move across boulders as though they were a border by spending 2 extra movement points.

Nicolas Marfeuil



While visiting the South of the kingdom, Princess Olivia, daughter of King Ophir, is set upon by Kothian soldiers. The detachment assigned to protect her is massacred. After reaping a bloody harvest, even Conan succumbs to the overwhelming numbers and the fury of a strange man-ape.

Now Conan and Olivia are prisoners of Captain Arbanus, right hand of King Strabonus of Koth. In his quest to control the gold mines which feed King Ophir's wealth, Strabonus has turned to kidnapping and extortion over costly military action. Conan paces in his cell like a caged lion. His incandescent blue eyes search for any means of escape, and he rages at his failure to protect the princess.

The Kothians have fallen back to an old fortification on the border of the two kingdoms. As they take defensive positions and install deadly machines of war, the Cimmerian's brothers-in-arms mount a rescue mission. King Ophir's message is clear: his daughter must not fall into Strabonus' hands alive.



Winning the Game



If a hero has fled the fort with Olivia, she is free from Strabonus' grasp; the heroes win the game.



At the end of turn 8, the Ophirians annihilate the fort using trebuchets, killing all of its occupants; the Overlord wins the game.



The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.
Suggestions for 3 heroes:

- * Conan (Battle Axe, Shield, Leather Armor)
- * Shevatas (Kris, Throwing Knives)
- * Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm). Hadrathus does not start with Mitra's Halo cast.

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 8 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Reinforcement: 4 Reinforcement points .

Rocks Fall: The Overlord chooses an area and rolls . Each character in that area suffers damage equal to the number of symbols shown on the dice.



Special Rules

- * Olivia: Olivia is unconscious and counts as an object with an encumbrance value of 6.
- * Olivia's Cell: The Captain is Arbanus of Koth. When Arbanus dies, place a Key in the area in which he died. If a hero is in an area adjacent to the door to Olivia's cell and has a Key, the hero can perform a simple Manipulation to remove the door from the board.
- * Conan's Cell: A hero in an area adjacent to the door to Conan's cell can perform a complex Manipulation with a difficulty of 2 to pick the lock. If the hero succeeds, remove the door from the board.
- * Doors: A character other than a Hyena can move across a door (except the door to Olivia or Conan's cell) as though it were a border by spending 1 additional movement point. After a character moves across a door, remove that door from the board.
- * Line of Sight: A character in a wall area has line of sight to each ground area within the fort walls. An area in a tower and area outside that tower are within each other's line of sight only if the areas are adjacent to or in the tower.
- * Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.
- * Rock Slides: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.
- * Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb, 1 Chainmail, 1 crossbow.

Frederic Henry

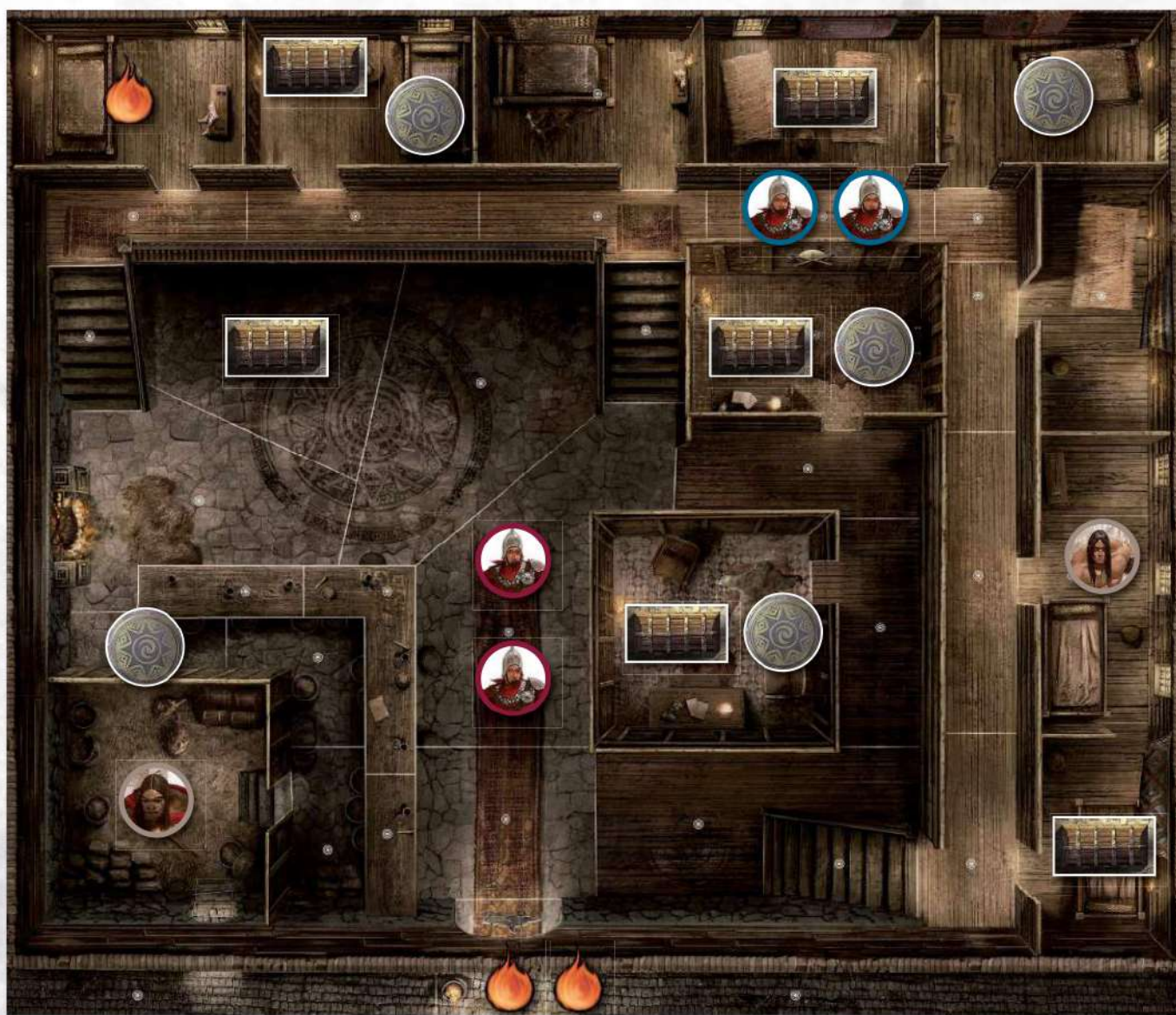


Two audacious thieves, a deserter from Gunderland and a Cimmerian Barbarian, have forged a reputation among the city-states of Corinth by stealing riches and plundering caravans on the Road of Kings.

A corrupted priest of Anu, playing both fence and police spy, has ratted out the pair of thieves. The Gunderman is quickly captured and hanged. Conan, in his youthful impetuosity, avenges his associate's death by looting the temple of Anu and eviscerating the priest responsible.

During his escape, Conan falls victim to "Anu's Wrath," a powerful spell that torments the Cimmerian with terrible hallucinations. He has only a short time to find the priest responsible and break the curse.

During a religious procession, Conan gets his chance: the priests of Anu, their escort of soldiers, and the strange man-ape they parade along the way make a stop at an inn.



Winning the Game



If Conan leaves the inn and the curse has been broken, he is free of the terrible hallucinations; the heroes win the game.



If Conan leaves the inn and the curse has not been broken or if Conan dies, the curse has done its work; the Overlord wins the game.



The game starts with the hero's turn. Conan starts in the area indicated by the setup diagram. Suggestions for 1 hero: Conan (required) (Sword, Leather Armor)

After setup, Conan does not move any gems from his Reserve zone to his Fatigue zone.



The Overlord starts with 4 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.

When the event tile is activated, the Overlord resolves one of the events based on the number of priests that have been removed from the board:

- * 0 priests - Reinforcement: 2 reinforcement points .
- * 1 priest - The Overlord places a Bossonian Guards tile at the end of the River (max. 4) and places 2 Bossonian Guard models with bases of that color in a reinforcement area.
- * 2 priests - The Overlord chooses a Bossonian Guards tile. Each unit in that group gains up to 2 movement points, which the Overlord must immediately spend.
- * 3+ priests - Unleashed: Once per game, the Overlord places the Thak model (10 life points) in the area indicated by the setup diagram and places the Thak tile at the end of the River.

During setup, the Overlord places 5 numbered tokens facedown on the board to represent priests. The priest with the lowest-numbered token can break the curse.



Special Rules:

- * Interrogation: A hero in an area with a priest can move 1 gem from their Reserve zone to their Fatigue zone to roll . This roll is not affected by hindering. Resolve one of the following effects based on the number of symbols shown on the die:
 - * 0: The priest resists interrogation; no effect.
 - * 1-2: The priest talks; if the priest can break the curse, the curse is broken. The Overlord informs the hero whether or not the curse is broken. Remove the priest's token from the board.
 - * 3: The priest dies before talking; if the priest can break the curse, the curse is broken. The Overlord does not inform the hero whether or not the curse is broken. Remove the priest's token from the board.
- * Thak's Fury: At the start of turn 12, the Overlord resolves the "Unleashed" event.
- * Reinforcements: After a model is placed in an area with only 1 reinforcement token by reinforcement or an event, remove that token from the board.
- * Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
- * Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by moving 2 gems from their Reserve zone to their Fatigue zone.
- * Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead. A character with Climb can move across a banister from a ground floor area to a stair area by moving 2 gems from their Reserve zone to their Fatigue zone.
- * Chests: During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 3 Life Potion, 2 Explosive Orb, 1 Shield.

David Bertoldo



Smelling a trap during a meeting with pirates from the Baracha islands, Conan flees Tortage, joining Captain Zaporavo and the crew of *The Vandal*. Soon, his personality and sailing prowess make him popular with the crew, and his leadership gains him the attention of Sancha, the Zingaran mercenary's favorite.

Zaporavo remains wary of the Cimmerian, who he now sees as a rival. But the time is not right to settle scores as the sails of an Argosian merchant vessel appear on the horizon. The *Vandal's* crew sets upon its prey, and the merchant ship offers little resistance. With the captured vessel intact, Zaporavo sets sail to the nearest Zingaran port, hoping to profit as much from the ship itself as from its cargo.

Aboard the Argosian ship and flanked by crew members loyal to him, Conan seizes the opportunity and incites a mutiny, hoping to take the ship and strike *The Vandal* while it is weakened.



Winning the Game



If the turn marker reaches space 6, the heroes' ship catches up with *The Vandal*; start *Infernal Pursuit Part II*.



If all heroes are dead, *The Vandal* escapes; the Overlord wins the game.

Pursuit: The Overlord does not move the turn marker during the Recover phase. The turn marker represents the heroes' progress in catching *The Vandal*.

Sailing: Only the ship areas and adjacent sea areas shown in the setup diagram are used for this scenario.



The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.

Suggestions for 2 heroes:

- * Conan (required) (Battle Axe, Leather Armor)
- * Shevatas (Parrying Dagger, Throwing Knives, Leather Armor)

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.



The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcement: 4 reinforcement points.

Rogue Wave: A huge wave rocks the ship; the Overlord rolls . For each symbol shown on the die, the Overlord either moves a hero up to 3 ship areas or removes a mutineering Pirate from the board.

Turncoats: The Overlord rolls . For each symbol shown on the die, the Overlord replaces a mutineering Pirate model on the board with a Pirate model from off the board.



Special Rules

- * Mutineering Pirates: Pirate models with red bases are mutineering Pirates, and are considered allies. Mutineering Pirates cannot be activated using Leadership. Once per hero turn, the heroes can activate all mutineering pirates. Mutineering pirates move and attack like a unit group.
- * With me! At the start of the heroes' turn, Conan rolls . For each symbol shown on the die, place 1 mutineering Pirate model in Conan's area. There can be no more than 5 mutineering Pirates on the board at a time.
- * Navigation: If a hero is in a mast area or the poop deck area, there are more heroes and allies than units in that area, and no ally has attacked this turn, that hero can perform a simple Manipulation to move the turn marker 1 space toward space 6. If the hero does, allies cannot attack that turn. Each hero can move the turn marker once per turn per mast or poop deck area.
- * Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 1 Explosive Orb, 1 Crossbow.



This scenario can be played only after Infernal Pursuit I.

At the end of Infernal Pursuit I, the Overlord places the Zaporavo model (7 life points) and 2 Bossonian Archer models on the board as indicated by the setup diagram and places each Pirate model with a green or blue base that is off the board into a numbered area on the board as indicated by the setup diagram ① ② ③. Turn each green and blue Pirates file in the River faceup, then place each green and blue Pirates tile that is not in the River at the end of the River. Place the Bossonian Archers and Zaporavo tiles at the end of the River.



Winning the Game



If Zaporavo dies or the turn marker reaches space 8, The Vandal is overwhelmed; the heroes win the game.



If all the heroes are dead, The Vandal survives to sail again; the Overlord wins.

Destruction: The Overlord does not move the turn marker during the Recover phase. The turn marker represents the heroes' progress in destroying The Vandal.



Reinforcement: 4 reinforcement points.



Jammed Ballista: The Overlord rolls . If the die shows 1 or more symbols, the Overlord chooses an area with a ballista. That ballista cannot be used on the heroes' next turn.

Special Rules:

- * Leap: If a hero, Zaporavo, or a Captain fails to leap, the character remains in its area. If a minion or ally fails to leap, the character falls in the water and is eaten by sharks; the character dies.
- * Ballista Fire: Heroes in an area with a ballista facing The Vandal can use that ballista once per hero turn if the total number of heroes and allies in the area is higher than the number of units in the area and no ally in the area has attacked that turn. To use a ballista, each hero in the ballista's area moves 1 gem from their Reserve zone to their Manipulation space, then 1 hero in the area rolls . All heroes in the area can perform Rerolls as though they rolled the die. Move the turn marker 1 space toward space 8 for each symbol shown on the die, and no ally in the area can attack that turn.

Philyppe Ville

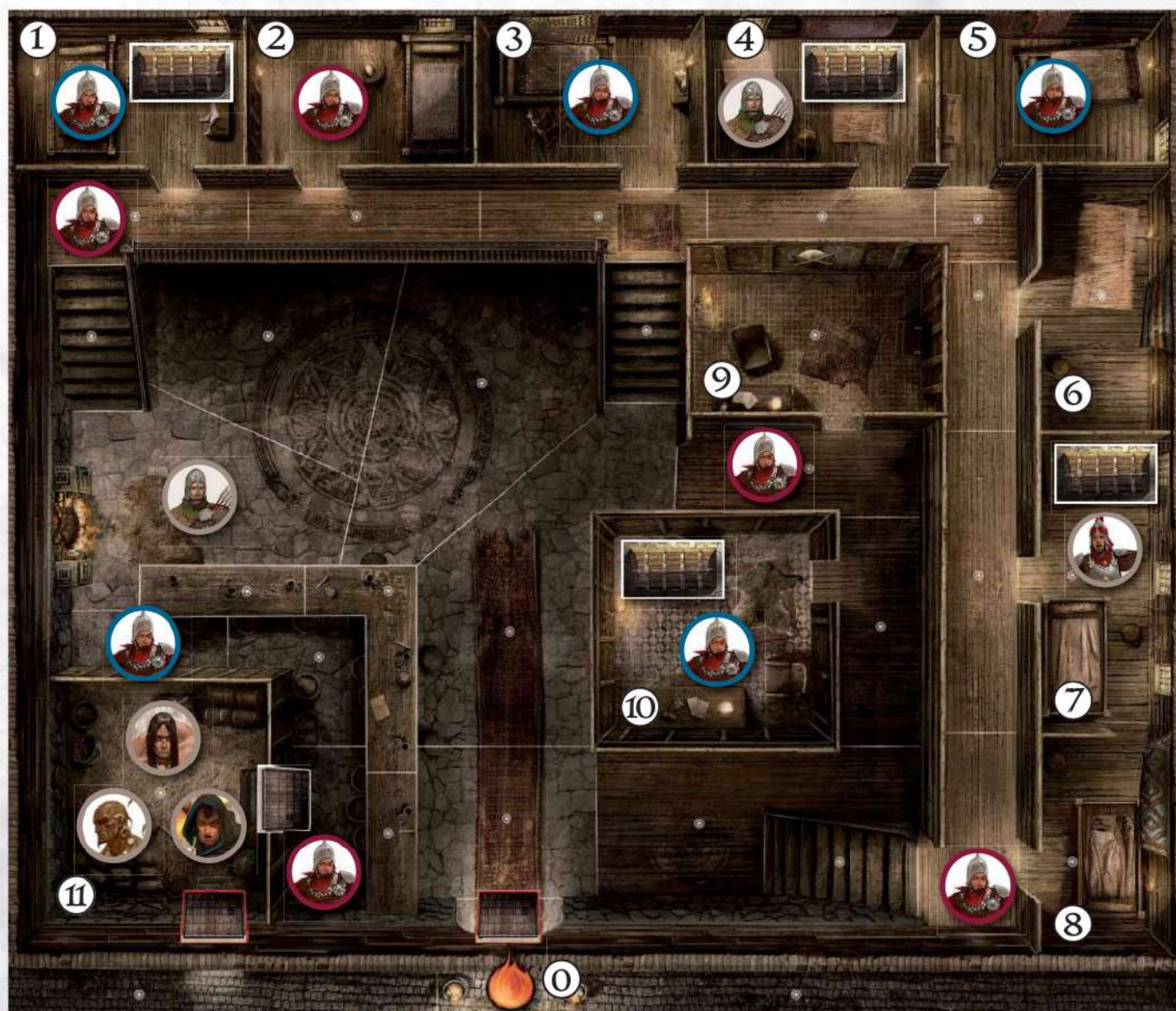




Laughs and shouts ring out as ale-filled mugs are banged together. Conan and his companions celebrate, spending the remainder of the pay from their time in the army of Ophir's kingdom.

They sit in the Rat's Inn in Corinth. The city-state is ruled by Prince Murilo, whom Conan has helped in the past by eliminating a powerful rival, the red priest Nabonidus. In response to a message from the prince, Conan has arranged an unofficial meeting with Murilo at the inn. Unbeknownst to Conan and the others, the meeting is a trap. Powerful nobles, intent on overthrowing Murilo, drug the drinks and imprison the Cimmerian and his companions in lower rooms of the inn.

The conspirators are aided by Jenna, a harlot close to Nabonidus who was humiliated by Conan. She goes to free the red priest's creature, Thak, who has been held captive since his previous confrontation with Conan and burns with a desire for vengeance.



Winning the Game



If all living heroes have escaped the inn, they are free; the heroes win the game.



At the end of turn 10, guards flood into the inn and the heroes are captured once again; the Overlord wins the game.



The game begins with the heroes' turn. The heroes start in the area indicated by the setup diagram.

Suggestions for 3 heroes:

- * Conan (Sword)
- * Shevatas (Kris, Shield)
- * Hadrathus (Ornamental Lance, Mitra's Healing, Sel's Possession, Mental Control)

 After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.



 The Overlord starts with 1 gem in their Reserve zone and 11 in their Fatigue zone, and places the recovery token showing a recovery value of "2" in the Book of Skelos.



Reinforcement: 4 reinforcement points .

Thak's Vengeance: If it is turn 6 or higher, the Overlord rolls , then moves any number of gems from their Reserve zone to their Fatigue zone. The Overlord adds up the number of symbols shown on the dice, then adds or subtracts 1 from the total for each gem moved. The Overlord places the Thak model (6 life points) in the area whose number matches the total, and places one Thak tile third from the left in the River and another sixth from the left, sliding tiles to the right as needed. Thak cannot be affected by the Mind Control spell.

1

After setup, the Overlord takes each hero's equipment cards, places them in a pile, and assigns each pile to an area by placing a token with the corresponding number facedown on each group of cards. He cannot assign a pile to room 11.



3



Special Rules

- * Recovering Equipment: A hero can search a numbered area by performing a complex Manipulation with a difficulty of 1. If the hero succeeds and that hero's starting equipment is assigned to the area, the hero takes those equipment cards and discards the facedown token to the game box.
 - * Freedom: A hero in an area adjacent to the door to area 11 can perform a complex Manipulation with a difficulty of 5 to pick the lock. If the hero succeeds, remove the door from the board.
 - * Hidden in the shadows: At night, the heroes take advantage of the darkness and the drowsiness of their jailers; if the alarm has not been raised:
 - * Characters cannot perform Ranged attacks.
 - * The Overlord cannot use benefits.
 - * The Overlord can activate only 1 tile during their turn.
 - * When a minion dies, lay the minion's model down in the model's area instead of removing the model from the board. If a hero is in an area with a dead minion and there are no living enemy characters in the area, the hero can perform a simple Manipulation to remove a dead minion's model from the board.
 - * Alarm!: The alarm is raised if any of the following occurs:
 - * A character uses Wall Wrecker or an Explosive Orb.
 - * At the beginning of the Overlord's turn, if a unit is in an area with a dead minion or a hero.
 - * At the end of turn 4.
- When the alarm is raised, the Overlord removes all dead character's models from the board and places 5 Bossonian Guard models with green bases in the entrance area. The Overlord places the green Bossonian Guards tile on the left in the River, sliding tiles to the right as needed, and replaces the recovery token in the book of Skelos with the recovery token showing a recovery value of "5."
- * Breakout: When a hero opens the last chest on the board, that hero takes a Tools card. A hero with Tools in an area with a window can perform a complex Manipulation with a difficulty of 3. If the hero succeeds, the heroes area becomes an exit. A hero in an exit area can spend 1 movement point to escape the inn; that hero removes their figure from the board.
 - * Walls: A character with Wall Wrecker cannot use it to move across an outer wall of the inn or to move between areas of different elevations.
 - * Leaping From/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a railing from a ground floor area to a balcony area by moving 2 gems from their Reserve zone to their Fatigue zone.
 - * Leaping From/Climbing a Stairwell: A character can move across a banister from a stair area to a ground floor area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead. A character with Climb can move across a banister from a ground floor area to a stair area by moving 2 gems from their Reserve zone to their Fatigue zone.
 - * Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orb.