



Zogar Sag and his raiding party of Pict Hunters came upon a sleeping Cimmerian village. In the dim pre-dawn light the attackers managed to surprise and overcome the morning watch, killing them and bursting into several unsuspecting homes, the Picts quickly grabbed what loot they could and slunk back into the dark. Little did they realize that among the loot was a certain Cimmerian's sword. First mistake.

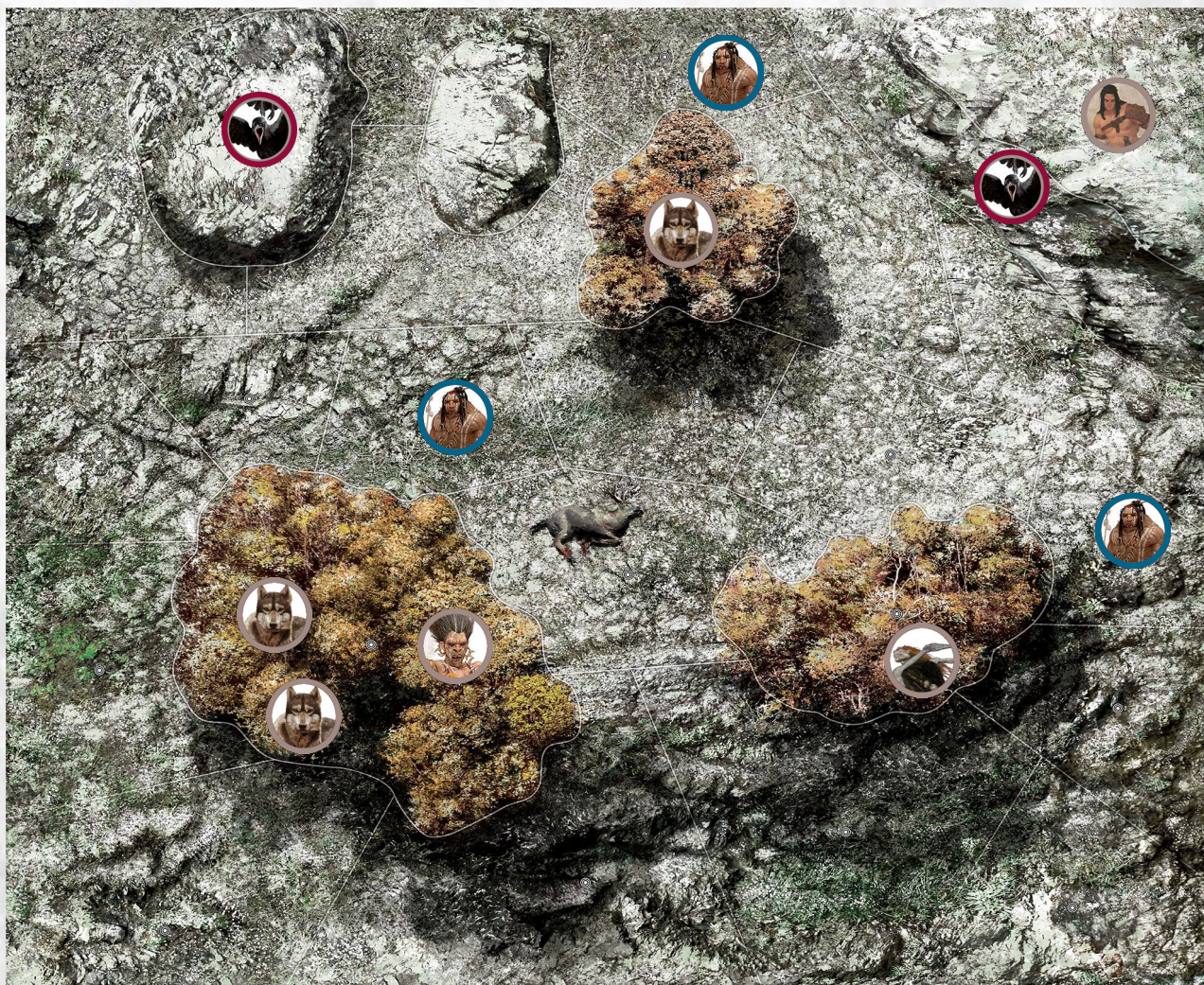
As the band of savages fled into the Northern wilderness they came upon a grove of trees in a narrow rocky area. With the vengeful Conan hot on his trail Zogar Sag decides to use the terrain to his advantage and call upon some of his darker allies to deliver him from certain doom. Last Mistake? That remains to be seen.

If Zogar Sag can hold out until nightfall, perhaps the dark will supply the cover he needs to escape the angry Barbarian's axe. Taking cover in a dense patch of forest Zogar Sag reaches out into the Darkness for help.

Conan, cresting a hill, hard on the Picts trail, knows Crom will give him no help in his quest for revenge. In fact Nature itself seems opposed to the Barbarian's efforts, as made obvious by the sudden appearance of sinister crows, the glow of feral eyes from the dense forest below him and the sudden chill on the Northern Wind.

Conan spits, curses Crom, and tightens his grip on the only thing that he can count on, the axes in his hands. He wouldn't ask Crom for help anyway.

First mistake, last mistake? Cold steel and dark sorcery will soon sort it all out.





## Objectives



To win the game, the Hero must Kill Zogar Sag and retrieve Conan's Sword before night fall at the end of the Hero's turn 6.




To win the game, the Overlord must keep Zogar Sag alive until nightfall at the end of the Hero's turn 6.




The game begins with The heroes' turn

Heroes suggestions :

- Conan the Wanderer (Axe, Axe, Leather armor) The second axe is identical to the first. Use the extra opposite language card, a blank card, or any other piece to represent it.

 Each hero begins with 4 gem(s) in their fatigue zone.




 The Overlord begins with 5 gems in his reserve zone and 5 in his fatigue zone. He recovers 3 gems each turn.



### Events

**Event Tile :** Choose one of the following:

**Nature's Foul Children:** Overlord gains 3 reinforcement points to use on Crows. No more than 5 Crows models may be on the board. Crows may be placed on either rocky outcrop space.

**Nature's Fury:** A firece, cold wind suddenly kicks up. The Overlord chooses one area and places the  token. No character may enter that area until the next Overlord turn.



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## Special rules

Impenetrable Forest : these 3 Forest zones block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.

Rocky Outcrop : the 2 Rocky Outcrop areas block Line of Sight and grant the Elevation Bonus. Climb costs 1 additional movement point. Climbing down does not cost any extra movement point.

Secret Forest Passages : Zogar Sag and the Forest Demon may move from one forest area to another for 1 movement point (hindering still applies).


Demonic Connection : If Zogar Sag is killed remove the Forest Demon from the board as well. If the Forest Demon is killed before Zogar Sag, Zogar Sag loses 2 life points instantly. Zogar Sag cannot die from this damage. If his life points would go below 1, they remain at 1.

Blood Rage : This Pict transgression has Conan's blood boiling. In the Start Phase Conan recovers 3  gems when Aggressive and 6  gems when Cautious.

Loot : Each time a Pict Hunter is killed the the Overlord places a card from the Assest Deck, face up, into the space. A Hero may pick the card up and equip it by using a simple maniupulation. These items represent what was stolen from the Cimmerian village that the Picts raided.

The Asset Deck Contains: Pictish Drink, Hyrkanian Mirror, Conan's Sword

Hyrkanian Mirror :

A Hero may use the Hyrkanian Mirror once in combat, ranged or melee, to add an extra  to their attack dice. Remove the item from the game after it is used.

Pictish Drink : A Hero may discard this item to gain 2 gems from their Fatigue Zone, but they also have to take 1 wound.