

THE BATTLE OF THE MOUNDS V.O



Fiery flames have consumed Valeria's body on her funeral pyre. Her loss weighs heavily on a Cimmerian heart, but there is no time to honor the fallen. Thulsa Doom rides in wrath with all his might into battle, to punish those who have dared to steal from him.

Conan and Subotai lay traps and Akiro fetch them ancient armors and weapons from the barrows, because the lingering spirits of the heroes of old are pleased with the bloodshed to come. Then the barbarian and the thief prepare themselves to face what could very well be their last battle. And for the first time in his life, the Cimmerian prays to his grim god:

"Crom, I have never prayed to you before. I have no tongue for it. No one, not even you, will remember if we were good men or bad. Why we fought, or why we died. All that matters is that two stood against many. That's what's important! Valor pleases you, Crom... so grant me one request. Grant me revenge! And if you do not listen, then to hell with you! "

WINNING THE GAME

HEROES: The Heroes win if they prevent the Overlord victory conditions to happen for 10 turns OR if they kill Thulsa Doom before the end of turn 10.

OVERLORD: While Thorgrim and Rexor are alive, before the end of turn 10 the Princess must be captured and taken outside the board by the zone with the reinforcement token.

When Thulsa Doom enters the game, the Overlord wins killing or capturing the Princess (no need to exit the board) before the end of turn 10.

Killing all the heroes before the end of turn 10 is an immediate victory for the Overlord.

HEROES

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

Suggestions for 2 heroes:

* Conan (Atlantean Sword, Old Armor). He also has the Campaign card 'The gods, they cannot sever us' and the Level 2 card.

* Subotai (Hyrkanian Sword, Spear, Old Armor). He also has the Level 2 card.

* Akiro (ally with the spell Favor of the Gods). When activated, Akiro can move and attack or move and cast the spell. For this scenario, Conan and Subotai count as having the Leadership skill to activate Akiro. Akiro has 3 points of life.

After setup, the Heroes do not move any gems from their Reserve zone to their Fatigue zone. Moreover, Conan recovers gem as if one hero has died because he is seeking revenge for Valeria's death.

OVERLORD

The Overlord starts with 5 gems in their Reserve zone and 7 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

Event card effects:

Battle orders: (only if the Standard of Set is in game). The Overlord may change the order of 2 tiles in the River.

Charge: The Overlord chooses a tile that has not been activated this turn. All miniatures in that tile get one free movement action (with the all the movement points indicated in the tile).

Reinforcement: (Until the end of Overlord turn 5) 4 reinforcement points.

Spell of Doom: (From Overlord turn 6 until the end of the game) Thulsa Doom can cast his spell Set's Arrow if he is still alive. He does not need to be activated, nor pay the spell cost. This is the only way this spell can be used in this scenario.

Option 1 (tested)



Option 2 ("aggressive")



SPECIAL RULES

Note: This scenario makes use of the Mounted Combat and Ranged Attacks Optional Rules.

AMBUSH AMONG THE STANDING STONES

If the last action a hero performs is a movement ending within the monolith field, adjacent to two monoliths:

- The miniature is taken out of the board and replaced by two hero movement tokens showing an interrogation mark.
- The hero player gets to move both tokens within the monolith fields ending their movement in an area adjacent to two monoliths, spending the same amount of movement points for each token and placing them with the side with the interrogation mark facing up.
- The player chooses secretly which one is the real hero (token with the hero face) and which one is a decoy (token with the red 'X').
- The hero remains hidden in the following turns if he remains in cautious stance or until an enemy unit enters an area with a hero token. In this case the token is removed (if it was the decoy) or replaced with the hero miniature (if it was the hero).



ARROWS

Subotai is so overloaded with his heavy armour that he has decided to place some arrows in strategic points instead of carrying them with him.

- He has a limited numbers of arrows for his bow in this scenario, making use of the Projectiles Track sheet to keep record of the number.

- When he picks up any arrow token or the Hirkanian bow token, he will increase his arrow number by 5 (arrow tokens are placed by the heroes, along with some more items, see the following special rule, "the dead will help us").

HE WILL COME FOR ME

Thulsa Doom himself will enter the battle along with the purple Riders of Doom tile from turn 6 if Thorgrim or Rexor are dead and any other unit tile. Remove 2 dead tiles from the River (pick 2 in this order, Thorgrim if he is dead, Rexor if he is dead, any other dead tile) and add the purple Raiders of Doom and Thulsa Doom tiles at the end of the River and place the miniature in the zone with the number 1.

One of the Raiders of Doom bears the Standard of Set. Place the Standard of Set token near this miniature. It will move along this miniature and it is removed from the game if this miniature dies. It is needed for the Event card effect "Battle Orders".

Finally, replace the recovery token in the Book of Skelos with the one showing a recovery value of "7".



SPELL OF DOOM

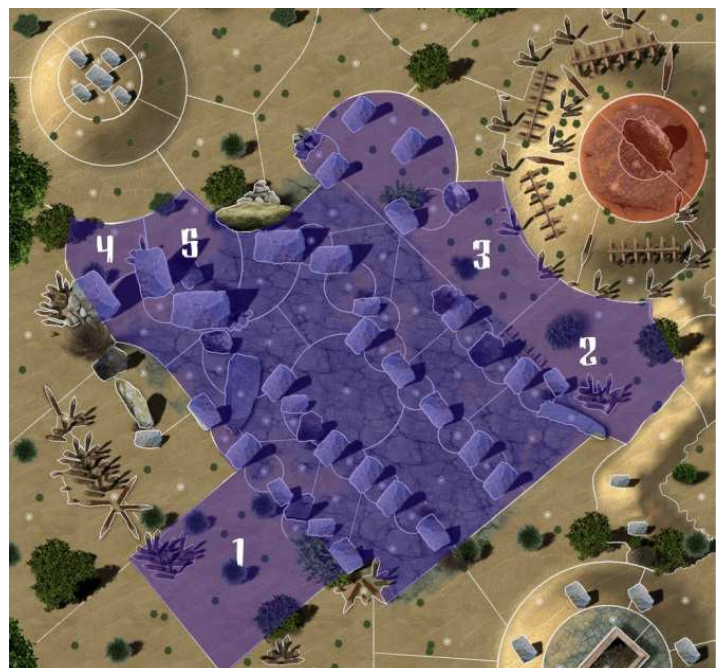
The only way Thulsa Doom can use his spell Set's Arrow is described in the Event card effects.

THE BROKEN SWORD

Rexor wields Conan's father sword in this scenario and it will break as he dies. When Rexor dies, place the Broken Sword equipment card in his area.

THE DEAD WILL HELP US

The heroes have the opportunity to prepare the battlefield to their advantage. Before the start of the game, they will place the item/trap/decoy tokens in the blue and red areas (maximum one token per area), as detailed below. The tokens will be placed with the monolith face facing up, but the heroes can secretly look at the other side at any time during the game. These are the tokens the heroes get to place:



Armour & Weapons (one of each): They can be placed in any blue or red area.



Arrows (2 tokens): They can be placed in any blue or red area.



Decoy (4 tokens, same illustration than the face-up side): They can be placed in any blue or red area.



Pit trap (2 tokens): They can be placed in any blue area with numbers.



Spike trap (1 token): it can be placed in any blue area without numbers.

- When a hero enters an area containing a token, he can look it up secretly. If the token is an item, he can pick it up with a simple manipulation action. In this case remove the token and the hero receives the Equipment card, in any other case (trap or decoy token or item the hero does not pick up) the token remains unflipped.

- The first time an Overlord character enters an area containing a token, flip it (it remains flipped for the rest of the game). If is a decoy, remove the token with no further consequences, if is a trap the unit will suffer the effects of the trap detailed in the Campaign Card corresponding to the trap type (pit trap or spike trap) and if it is an object the token remains flipped with no further effect (the Overlord units cannot pick items up).



WARRIORS OF OLD

Skeletons placed on the map as per the set-up map are the unanimated remains of warriors dead long ago. Their only effect in the game is to count for the exertion limit of the area where they are placed.



YASMINA

Princess Yasmina can be captured cutting the ropes that tie her (this count as a melee attack). Then, picking her up costs 2 movement points for any Overlord unit. Any unit carrying Yasmina will have its movement points reduced by 2. If the unit carrying Yasmina dies, she will be dropped on the floor and remains there.

Yasmina uses the Princess tile to represent her in this scenario if she is attacked. She has 3 life points. Yasmina



has (Protected) for this scenario, as the Heroes are bound to thwart Thulsa Doom's will.

NOTE

Set's Arrow spell cannot be parried as a general rule but a hero with the Ancient Shield can try to parry the spell.

