



The Ladies, sick of the crude jesting and foul smell of drunk men, were just about to leave the crowded Nordheim Inn and step out into the cold, snowy night when the Fat Oaf, Seski, who had been making lurid comments and advances at them all night, finally let his mouth run too far and too long.

The Ladies stopped dead in their tracks. Valeria slammed the door shut, silencing the noisy inn. They turned to face the Oaf. Glancing around the inn they knew this coward wasn't alone. Aesir and Vanir thugs slowly moved their hands, nervously, to their blades. The Oaf's hitmen lurking in the shadowy corners of the inn stepped into the fire light, fingers on the triggers of their crossbows.


Barring the inn door from the inside, the Mysterious Red Haired Companion, drew her blades, smiled and said threatenly; "Seems like it's going to be 'Ladies Night' after all, you filthy pigs... let's play, shall we?"


"You're first." shouted Valeria, pointing her sword at the Fat Oaf in the corner of the inn.

The Oaf let out a cowardly squeal and started running, as fast as his tremendous girth would allow him, toward the stairs to the upper level of the Inn, and his only escape route now that the front door was blocked. He screeched at his thugs to attack. "Make those wenches regret not leaving while they had their lives!"



Objectives

 To win the game, the Heroes must all survive so that these vulgar bar rats have nothing to flap their toothless jaws about in the morning and the Ladies need to make the Fat Oaf pay for his insults, the Heroes must kill Seski before he escapes the Inn.

 To win the game, the Overlord must ensure the cowardly Seski escapes the Inn through the window of the room marked with the number 1 token. The Overlord also wins if one of the Heroes die, giving Seski the bluster he will need to recover from his cowardly display.



The game begins with The Overlord's turn.

Heroes suggestions :

- Valkyrie (aesir sword, dagger, leather armor)
- Valeria (aesir sword, dagger, leather armor)

Each hero begins with 0 gem(s) in their fatigue zone.



The Overlord begins with 14 gems in his reserve zone and 0 in his fatigue zone. He recovers 7 gems each turn.



Event Tiles : Event Tile 1:

When Event Tile 1 is activated the Overlord resolves the following events in this order:

Seski Panics: Seski is a coward and the thought of someone actually fighting back fills him with dread. The Fat Oaf squeals in terror and redoubles his efforts to escape. The Overlord gains 2 movement points to spend on Seski.

Human Shield: After the Seski Panics event is resolved any 1 Overlord unit in an adjacent area must be moved into Seski's new area. Seski wants to keep plenty of his lackeys between him and the Ladies blades.

Event Tile 2:

When Event Tile 2 is activated the Overlord resolves the following events in this order:

Reinforcements: The Overlord gets 3 Reinforcement points.

"Get yer arses over here!": All units just placed by the previous Reinforcements event gain free movement points equal to their Movement value. These free Movement points must be used to get as close to Seski as possible. The Overlord may pay gems to give these units a Movement bonus.



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Does not have the Horror skill. For this scenario Seski is considered to have the Protected skill.

Special rules

A Coward Revealed : Revealed for the oaf and coward that he is, Seski's Horror Skill has no effect on the Ladies. They aren't impressed by him in the least. However, because he is such a coward, Seski has no problem pushing his lackies in front of a blade. For this scenario Seski benefits from the Protected Skill.

Fat Oaf : Due to his tremendous girth Seski has difficulty moving in the tight spaces of the crowded inn while attempting his escape. If Seski enters an area in which his entire base does not fit, he is considered Hampered. Once Hampered, Seski may still enter the area, but it will cost 1 extra movement point to enter.

While Hampered Seski's Armor value is at -1 and he attacks with 1 less  due to not being able to maneuver in the tight spaces.




All staircases, upper level hallway spaces and balcony spaces are considered too small for Seski's base. Occupied Areas and Hinderance for Movement rules apply as normal.




The Hallway Corner : Seski's panic and his weight make for a dangerous combination at the Hallway Corner. When Seski enters the area marked with the number 2 token move any models in that area to an adjacent Hallway area. Each player may choose which area to move their own models. For each model moved the Overlord must move one gem to his Fatigue Zone. If the Overlord does not have enough gems to move all the models Seski may not enter the area.


Fleeing the Inn : To flee the Inn, Seski must jump through the window of the upper room marked with the number 1 token. To do this Seski must move across the outer wall as if moving across a boarder by spending 4 movement points to squeeze his immense girth through the window. Hinderance rules apply as normal.


Doors : The Red Doors are not used in this scenario and cannot be opened or moved through.


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 spending 2 extra movement points.

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 spending 1 extra movement point.

Bar Top and Tables : A character with or without Leap or Climb may move onto the bar areas or a table area by spending 1 extra movement point. These areas provide an Elevation bonus of  for ranged attacks.

Characters with or without Reach may make a melee attack to an adjacent area with a  elevation bonus.

Bar Stools : A character in a chair token's area may pick it up for free when performing a Melee Attack. The chair token is immediately returned to the box and that character benefits from  as attack bonus (in addition to any weapon's Melee Attack bonus).

Chests : Heroes may use a Simple Manipulation to open a chest.

The Asset Deck Contains: Life Potion x3, Explosive Orb