

2+



WATER BOMBS AWAY!



This scenario is designed to introduce younger players to the game of Conan.
Unless stated otherwise, normal game rules apply.

Young Balthus has been left in the swamp village alone, while his parents harvest medicinal plants in the surrounding area. To keep him amused, his parents have left his favorite plaything in a chest somewhere in the village. The guards have agreed to make it fun and tricky for Balthus to get to his toy. Everyone has a plentiful supply of water bombs and a few simple rules on how to use them. Let the fun begin,....



Objectives:



Heroes must find Balthus' toy before his parents arrive home at the end of round 12



The Overlord must prevent Balthus from finding his toy before the parents arrive home.



The game starts with the Heroes turn.

- The suggested hero is Balthus. More heroes may join the game as desired.
- All heroes start at the same starting position.
- All heroes carry a plentiful supply of water bombs.



The Heroes start with 4 gems in their fatigue zone.



The Overlord:

- * Balthus on his own faces 3 groups of guards each with 2 guards. For every additional hero playing, 1 guard is added to each group.
- * Overlord starts with 5 gems in the Reserve zone and has a recovery value of 3 gems per turn.
- * For 3 or more heroes the Overlord starts with 7 gems and has a recovery value of 5 gems per turn.
- * Overlord chooses which chest contains Balthus' toy at the start of the game.
- * All guards carry a plentiful supply of water bombs, one bomb per guard per attack and use them according to their attack stat.



- * Reinforcement points are equal to the number of guards in one group.
- * It is not necessary for all members of a group to be off the board when reinforcements are done. (any points not used are lost).

The River:

- * Overlord chooses the order of guard cards in the river. Crow card is placed at position 4.
- * When any group is reinforced (even in part), the group card is placed at the end of the river.



Special Rules:

- * Water bombs are treated as ranged weapons, and can only be used with straight line of sight. (That is, dots between attacker and defender must be in a straight line).
- * Heroes have one free water bomb per turn and pay gems as per card for each additional attack and/or bomb. Gems can be spent to increase attack dice used.
- * When water bomb hits, exceed a guard's life points, the guard is removed from the board to change his clothes, and is immediately available for reinforcement.
- * Think of the defense stat as a dodge ability. Exceeding the dodge ability is a hit by a water bomb on either heroes or guards.
- * If Balthus (or any hero), uses all his life points, he needs to change his clothes. He returns to the heroes starting position. Guards can then be moved to wherever the Overlord chooses. The Overlord can decide to hide the toy in a different chest. The hero regains all his gems to the Reserve zone and moves 4 gems to the Fatigue zone.
- * Jumps over water are allowed for heroes with that ability, all jumps are of value 1. Attempted jumps cost 2 movement points and the hero throws a RED dice to achieve the required jump. It costs 2 movement points to climb out of the water.