

SPECIAL RULES

Duelling Overlords: Two, or more, books of Skelos!

- **Turns** and **rounds** (just to get the terminology right):
 - A game turn starts when the first player starts his *Recovery Phase* and lasts until the last player's *End Phase* is finished.
 - A player's round lasts from the start of his *Recovery Phase* to the end of the enemy's *End Phase*, and this is not dependant on who goes first.
 - A player's turn lasts from the start of his own *Recovery Phase* to the end of his own *End Phase*.
- Crews and Units are all represented by miniature models.
 - A *Crew* is a combination of units controlled by the Overlord
 - *Units* are each represented by 1 tile in the book of Skelos.
 - They could be a troop (A troop is made up of troopers of similar models)
 - A character model (A model that has a personalised name listed on the river tile – hero or villain)
 - Both troopers and characters can be
 - *Humans* (including picts);
 - *Animals* (including pre-historic animals);
 - *Monsters* (Demons; Undead; Giant animals; Undefinable monsters)
 - If there is uncertainty to the category of the unit, assume it is a monster – because even humans or animals can become monsters
- This game is played with 2 or more Overlords and no individual characters. All Overlords control their own crews. The rules of the Overlord's turn affect both sides:
 - The rules for the **Duelling Overlords** remain the same rules as are documented for the normal Overlord in the Overlord's Rule Book with the exception of *rule modifications below*.
 - Each Overlord's turn consists of the four phases listed in the rule book
 - Choosing between crews at the start of the game can be random or by mutual consent.
 - The scenario dictates which Overlord will go first. This sequence of play is clockwise and will remain until the end of the game. The turn marker is only moved during the first player's turn. Going from zero to 1 in the first game turn.



Rule Modifications

- **Scenarios** will need to be carefully fashioned to limit certain affects that could over-power either side. For this reason the following guidelines are recommended:
 - Carefully document the mechanics of any neutral parties. Keep it simple.
 - Limit the number of casters in the scenario, but add gems to suit. Keep it simple. If only one spell-caster is allowed per crew in the scenario, then tracking spells with the caster is not necessary.
 - Equipment is only granted to *Human Characters* that have learned the skills and knowledge to pick up, use, equip and wield weapons and equipment given to them, beyond their normal tools of the trade.
 - Limit the equipment available for human characters so that it makes sense. Each human character can only carry 2 pieces of equipment, regardless of their encumbrance.
 - These human characters can use equipment as usual (track the cards along with the units' tiles in the river of Skelos). Picking up or exchanging equipment costs a movement point to perform. Dropping is free. None-human-characters cannot carry extra equipment unless described by the scenario.



- **Armor:**

The armor strength number on the tile is equivalent to the following number of dice used during combat for defense:

- 0 ; 1 ; 2 ; 3 ; 4 ; 5 ; 6 etc...

So for every 2 armor strength the units have a and every odd number get's a bonus

- Normal parrying rules apply for weapons and shields from additional equipment, see below.

- **Dead tiles:** Removing a dead tile from the river costs only 1 gem. Both are permanently removed from the book of Skelos

- **Opening a Chest:** This action costs a movement point that requires a roll with a score of 2 for success. Opening and picking up costs 2 movement points in total. Additional movement points for additional can be added prior to rolling the dice. Re-rolls, at the normal cost of 1 gem per die, can be applied. Lock-picking skill adds to the roll.

- **Specific Equipment:**

- Weapons and armour are treated as enhancements. The tiles for named characters already have assumed weapons and armour equipped. But the full bonus of the equipment card will be added to the hero (eg: Leather armour will add one extra to that hero's defence, with re-rolls allowed at the normal cost of one dice per gem)
- Healing potions will have normal effect on the heroes' life points on the turn marker, not exceeding their maximum (starting) life points.
- Ranged weapons will give the heroes additional ranged attack options, or enhancements on existing weapons.

- **Neutral Parties:**

Neutral combatants are those that do not belong to either Overlord. Their actions are described in the scenario special rules. During a player's turn, the opposing Overlord controls the all neutral parties, follows the scenario rules, makes choices as described and rolls the relevant neutral party's dice.

Rule Modifications

- **Skills** will follow the following rule modifications. If they are not listed below there will be no modifications (Support type skills will become more beneficial in this game as heroes are toned down from the original game system).
 - Some of the skills are not shown on the tiles of many units. However certain scenarios may apply skills to certain units in the game.

Skills clarification in the back of the hero's rule book still apply fully.

- *Ambidextrous*: When a characters with this skill has picked up an additional melee weapon equipment card, they can use their base tile attack and weapon attack separately on different targets or choose to combine them against a single target.



- *Precision Shot* and *Precision strike*: These skills reduce the target's armor strength value by 1, and so the dice rolled for these targets' defenses are changed, see *Armor* above.
- *Blocking*: A blocker cannot block another blocker and/or a unit with *Evasive*.
- *Untouchable*: This skills increases the units' armor strength value by 1 against ranged attacks, and so the dice rolled for these targets' defenses are changed, see *Armor* above.
- *Bodyguard*: When a friendly unit in this unit's area is defending, this unit adds 🎲 to the attacked unit's defense dice.
- *Leadership*: This skill maybe used in special scenario rules. For example: This unit may forgo it's own movement and command a troop (all troopers from a single unit) to move by 1 area.
- *Horror*: This is played the same as *Jinx*: Enemy units in this unit's area cannot reroll dice.
- *Support*: Friendly units in the unit's area can reroll 1 die, one extra time, for each of their actions in their active turn. It does not affect armor rolls against enemy attacks.



The crew has received a tip-off that guards will be carrying the Tax collections of the town of Messantia to the main cargo vessel headed for the capital. The cargo vessel is too well guarded to attack directly. They plan instead a daylight robbery on route to the cargo vessel. If they can intercept the gold before it reached the cargo vessel and bring it on board of Belit's pirate vessels they will have enough loot to last them for months in luxury.

Conan sails in early on a captured merchant ship, pretending to come in to town for supplies. He and Amboola plan the ambush to block the alleyways, forcing the guards from their path through city alleys to the foreshore.

Amboola springs the trap with unbreakable barricades and fire, and with excellent timing, Belit sails her ship and grapples next to Conan's and leaves a skeleton crew behind, sending her best out to assist Conan and Amboola.

The town guard are no fools however, they brought in some heavy support with none other than Zaporavo and Thak to assist the city guard Captain and the fire from the barricades will surely bring more. The fire will also signal the raising of the harbour chain that will close the exit from the city by boat. It's not going to be as easy as expected...

Winning the Game



If the chest is on board of Belit's ship without having any enemy crew on her ship at the end of a round, the pirates can cast off and sail away and win. If all three guard characters fall in battle, they also win.



If the guards manage to take the chest off the map they win the game. If Belit's ship has not cast off by the end of the 12th game turn then the harbour is closed and the guards win the game.









This game starts with the Pirate's turn. They have 10 gems, 5 gems in the reserve area and 5 gems in the fatigue zone and place the recovery token showing the recovery value "5" in the book of Skelos.



Pirate Reinforcements:


- It's an ambush! Can only be used once in this game:
The pirates can activate 5 tiles (including this one) on this turn at the normal cost for each
- All Pirate troopers and Belit's guards get a free action to throw a dagger with range 2, using: 
This sneaky underhanded attack does not suffer from hindrance.
- The skeleton crew left behind, hidden under the deck, can in be recruited for up to 3 recruitment points from Belit's ship's hold 



The round finishes with the Guard's turn. They have 10 gems, 2 gems in the reserve area and 8 gems in the fatigue and place the recovery token showing the recovery value of "5" in the Book of Skelos.



Guard Reinforcements:

- Up to 5 reinforcement points worth of guards come in through the northern alleyway  to top up the existing tiles. These reinforcements cannot exceed the total of 5 guards/archers for each active tile on the book of Skelos.
- Fear of failure spurs on the guard troopers and archer troopers and they all gain +1 to movement for this turn.

THE PIRATES



8 Life Points



6 Life Points



4 Life Points

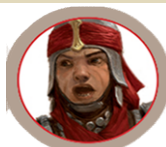
THE GUARDS



6 Life Points



8 Life Points



4 Life Points

NEUTRAL PARTIES



3 Life Points

SCENARIO RULES



The guards: The guard crew start with incomplete squads. Make sure the Guard Overlord has the rest of the unit's coloured troopers ready (maximum of 5 each) on the sidelines as reinforcements. The pirates do not get reserves.

The Barricades: The barricades are on fire, immovable and totally block the passages.

Moving the Chest:

- It takes 2 troopers or one hero to carry the heavy chest.
 - The troopers must be from the same unit (colour).
 - If they are not, then one trooper can take on the colours of the other's unit (by exchanging the model with a spare one – either from reinforcements or recently killed troops are available from the sidelines), as long as the squad numbers don't exceed 5.
 - Archers can turn in to Guards, or Belit's Guards can turn in to Pirates, and vice versa for the limited time of this scenario. This change includes changing all equipment.
 - The change lasts until the end of the game or until that model is killed.
 - If this is not possible with either troop because both already have 5 units deployed on the table, then the chest cannot be moved by those two troopers.
- Picking up a chest costs one movement point
- While carrying a chest, the trooper or hero cannot re-roll any dice
- While carrying the chest, the trooper's or hero's unit's armour is reduced by 1 to a minimum of zero
- While carrying the chest a trooper or hero cannot perform an attack action

Jumping:

- For this scenario, all units have a limited jumping capability. Jumping costs 1 extra movement point.
 - Troopers without the Jump skill can use  in order to jump.
 - All characters without the Jump skills can use  in order to jump.
- Failing a jump can be re-rolled (at the normal cost of one gem per dice). If not the unit lands in the water





Swimming:

- Those with swimming skills can move in the water at the cost of 1 movement point, and/or climb up the side of a boat or the wharf at the cost of 2 movement points, on their next activation
 - Anyone swimming loses all equipment or the tax chest if it is in their possession
- Those without swimming skills sink to the bottom of the harbour and die (including characters)

Boarding the ships:

- The walking planks are heavy and cannot be easily moved.
 - It takes 4 troopers from the same unit to remove a set of planks - complex manipulation, 1 gem for all involved
 - Use the same rules as for *Moving the Chest*, to switch trooper's colours
 - Heroes cannot remove the planks or be involved in the process
- To get on the Belit's ship one has to jump from Conan's merchant vessel or swim and climb the side of the boat.
- To get the chest on board a couple of troopers or a hero will have to jump with the chest

The giant Spider:

- The spider is neutral in this encounter
- The spider web requires 1 extra movement point to pass through. The webs vanish if the spider dies.
- The spider will not leave the shack it calls a home. Any model entering any of the three spaces in the shack will be immediately attacked after the player's turn, unless it player just killed it (Defence strength 2; )
- If two or more troopers enter at the same time, then the player controlling the spider can choose the target.
- The spider attacks with the *Web Projection* skill unless there is an enemy in the same area, in which case the spider will use the normal melee attack:   

Chests: There are three chests that randomly contain the following equipment:

- *Exploding Orb*
- *Healing Potion*
- *Crossbow*