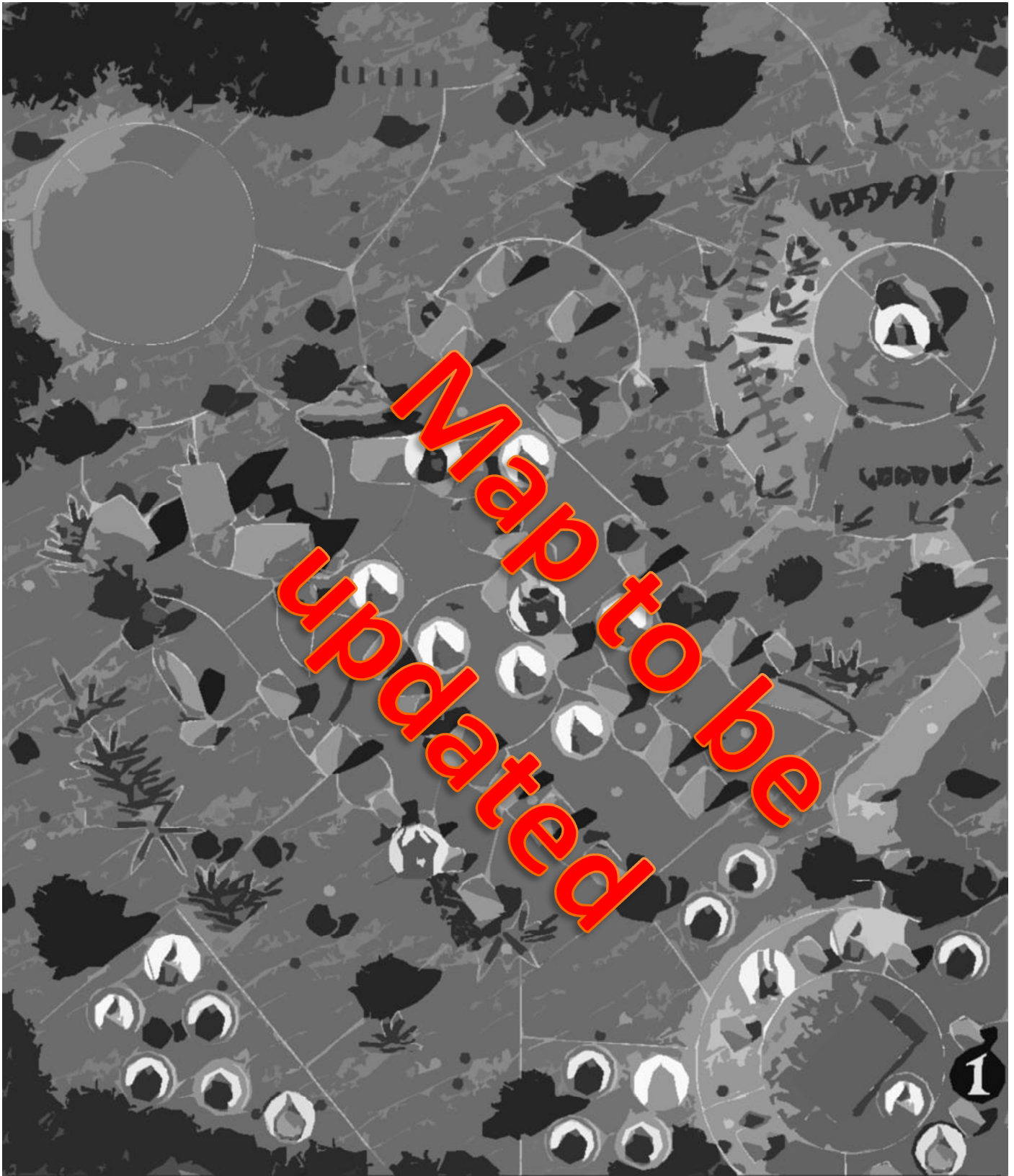


THE BATTLE OF THE MOUNDS V.1



WINNING THE GAME

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

OVERLORD: Before the end of turn 10, Conan must be severely injured (losing at least 6 gems) and the Princess must be either taken out of the board by any Overlord character or killed by Thulsa Doom himself.

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 armor 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!"

HEROES

The game starts with the Overlord's turn. The Heroes start in the areas indicated by the setup diagram. Suggestions for 2 heroes:

*Conan (Atlantean Sword, Heavy Ave, Old Armor, Barbarian Helmet). He also has the Campaign Card, ***The gods, they cannot Sever Us***, and the Level 2 Card.

*Subotai (Hyrkanian Sword, Spear, Hyrkanian Bow, Old Armor). He also has the Level 2 Card and starts with 3 Arrows.

*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 interchange 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.



Thulsa Doom has Set's Arrow Spell.



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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 in an area with an occupation limit of 1:



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 with an occupation limit of 1, 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).

HE WILL COME FOR ME

Thulsa Doom himself will enter the battle along with the purple Riders of Doom tile from turn 6, as soon as there are at least two dead tiles in the River. At the beginning of the Overlord turn, 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".

THE DEAD WILL HELP US

The heroes have the opportunity to prepare the battlefield to their advantage. They will have many items at their disposal and traps ready for their enemies. During the setup of the game place the Ancient Shield, Twilight Axe, Arrow and Pit trap tokens according to the map. The effect is the following:





Ancient Shield & Twilight Axe: these are represented by the appropriate Weapon Card. Follow the normal rules to pick up an item.



Arrow: Increase the number arrows by 3. Follow the normal rules to pick up an item.



Pit trap: place a blue gem on the token and remove the gem after activation. Follow the text on the card.



Spike trap & Decoys: The Heroes can place the 3 Decoy tokens and the Spike Trap token as they see fit in the areas marked with A, B, C and D. The Spike Trap will be placed facing down (same illustration as Decoys).



To activate the Spike Trap, Conan must perform a hidden movement (see **Ambush among the standing stones** special rule) to its area and to one Decoy area. If an Overlord character attacks the Spike Trap area, Conan may discard the Barbarian Helmet to activate it. Follow the text on the card.

SEVERE INJURE

When Conan is down to 6 or less gems, he will drop a weapon chosen by the Overlord to an adjacent area chosen by the Overlord.

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 the Protected Skill for this scenario.

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.

