





The cruel and sultry Tanada, sister to the King of Kush (and some say the true ruler) has imprisoned Amboola, Captain of the Black Spears and has ordered the Sorcerer Mulu to summon forth a swine-snouted dark-demon to slay him and The Golden Slave Girl Diana whos golden hair and alabaster skin have captured more than there share of Conan's attention of late, much to Tandada's displeasure. Suspecting treachery, Conan and the master rogue Shandara enter the Red Tower of Shamballa to rescue them both.



Objectives

-  If Amboola is free, and the Heroes flee The Citadel with Diana before the end of Game Turn 10 the Heroes win the game.
-  If all the Heroes are dead or the Heroes have not fled The Citadel with Diana before the end of Game Turn 10 the Overlord wins.



The game start with The Overlord's turn.

- Conan the Mercenary (leather armor, conan's sword, axe) Choose one Equipment Package
- Shevatas (short sword, throwing knives)
- Amboola (leather armor, ornamental spear)

After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



The Overlord starts with 0 gems in their Reserve zone and 9 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.



Reinforcements : 4 Reinforcement Points

Quickened Summoning : The Dark Demon arrives one turn earlier (as does Ageera) but with a reduced life (8 instead of 10). His arrival cannot be reduced below tun 4






Spells : Energy Drain, Set's Halo See Special Rule



See Special Rule

Special rules

Leaping From/Climbing a Balcony : A character can move across a railing from a peripit area to a courtyard 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 peripet area from the courtyard for 2 movement point

Pit : The pit area does not exist for this scenario.

Windows : All windows, including cellar windows block line of sight.

Doors : A character other than an Overlord unit can move across a door as though it were a border by spending 1 additional movement point. Overlord units pay 0 additional movement points. After a character moves across a door, remove that door from the board.

Cell Doors: The three cell doors are locked and require a Complex Manipulation 2 to unlock.

Red Door: The red door is barred from the inside, and cannot be entered from the courtyard. Opening the door from the inside is a complex manipulation 3. Overlord characters cannot open the door.

Amboola : The overlord places 3 numbered tokens from 1 to 3 facedown on the game board as indicated by the setup diagram to represent the possible location of Amboola. He enters play in 1 of 2 ways:




Hero Rescue: The first time a hero opens the cell door, the Overlord flips the token faceup. If it is a 2 or 3 it is removed from play. If it is a 1 immediately place Amboola's model in that location, along with his equipment cards and the Orange Guard. Amboola begins play immediately.

Escape: As the first action of the Start Phase of Hero Turn 4, Amboola escapes. Reveal all the numbered tokens and place Amboola, his equipment cards and the Orange guard in location 1.

Amboola always enters play with 5 gems in the reserve zone and must choose an Active Stance on his first turn on board. Place the Orange Guard tile at the Front of the River. The Overlord must activate the Orange guard at the earliest opportunity.

Ageera : In the Start Phase of the first Hero Turn after the Demon arrives Ageera arrives. He is an ally of Conan. Place him in Conan's area. If occupied place him in an adjacent area. If all adjacent areas are occupied place him in either the east or west reinforcement area which ever is closest in Movement Points. If equal Conan chooses. If Conan dies, control of Ageera passes to any hero, their choice. Ageera begins with 6 life-point and the spells (Lightning Storm and Mitra's Healing)

Summoning The Swime-Snout Demon : On the Overlord's first turn he can only activate the Warlock tile. The only

action the Warlock can perform is to begin summoning the Demon. The Overlord rolls    , and adds 4 . The total is the number of turns before Mulu finishes the summoning. Place the Demon's life-marker token on the turn track in the number corresponding to the result. The Demon arrives in Mulu's area during the start phase of the Overlord's turn. Place his tile at the end of the river and move his life-marker to 10.

Mulu cannot be activated until the summoning is complete, he is attacked in any manner, or a hero is adjacent to or in his area, in which case the summoning is interrupted. Place the Demon model on the board in Mulu's space, the Demon tile at the end of the river and the demons life-marker on the turn track. The demons starting life-points are equal to 10 minus the remaining number of turns to complete the summoning.

The Golden Slave Girl : Diana: Diana is paralyzed in fear at the start of the scenario and can take no action until she has an LOS to one of the heroes (not Ageera) at which point she becomes an ally under the control that hero. Use the Princess tile. She has 4 life-points and no attacks or weapons. As an ally, she can perform only one function. If she enters the same or an adjacent area as the demon, she immediately frees all heros from the demons Jinx ability.

Chests : During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 2 x Life-Potions, 1 x Explosive-Orb, 1 x Crossbow, 1 x Tribal Shield

Alternate Equipment Packages : Hero players may choose the following Alternate Equipment packages in lieu of their starting equipment

Conan: Chainmail, Sword, Parrying Dagger

Shevata: Kris, Javlin x 2

Amboola: Tribal Shield, Pirate Saber

Walter Williams