



Death stalks the streets of Tarantia. A monstrous creature, night after night, preys upon vulnerable women. Exotic dancers, trollops, runaway princesses, and women of ill repute; the night brings terror to those who would usually seek its discretion. Each morning more strangled corpses are discovered in heaps around the back alleys, taverns, lotus houses and other dens of iniquity where such women frequent. A pall fear and blood hangs thick over the city.

Stifled by the weight of the crown the King is bored with his daily routine of state and tedium. He takes ill and sequesters himself in his chambers. Much to the chigrine of the petty Aquilonian officials currying for his attention and to the bewilderment of the supposed court healers, the King responds to no one, until he hears the rumors.

A savage stangler. Capable of tearing a man limb from limb, prowling the streets. Seemingly unstoppable.

Perhaps this will cure him of the malady of civilization.

In the throes illness, King Conan takes to the streets to put an end to the slaughter. Donning a skull mask and stifling a besetting cough, Conan becomes a phantom in the night. He keeps to the shadows. He dodges patrols of his own elite Black Dragon guards and finally narrows in on the Strangler, near the cemetery, on the edge of the "entertainment" district.

The barbarian turned king finally begins to feel alive again as he now hunts the strangler.

"Cutthroats, kidnappers, and a cult of rapists... all were struck down by a strange phantom in the night."

(Inspired by Marvel's Conan the Barbarian #4 "The King in a Cage" by Jason Aaron)



Objectives



If the Hero kills the The Strangler before the end of turn 6, the Hero wins the game




If the Strangler kills all four ladies of the night before the end of turn 6, the Overlord wins the game. If King Conan dies, the Overlord loses. Now the Stangler is wanted for the murder of the King!




The game start with The Overlord's turn.

- Xavier Collette Box - King Conan (two handed sword) Commands Amra's Lion and The Ladies of the Night (Princess tile)

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



 The Overlord starts with 6 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.



Event Tile : The Event tile may not be activated more than once on any Overlord turn.

Coughing Fit: King Conan is suffering from a mysterious civilization born illness. He is seized by a fit of coughing. The noise attracts unwanted attention. Conan must retreat into the shadows to avoid detection.

When the Event Tile is activated do both of the following:

1. King Conan moves 2 gems from his Fatigue Zone to his Wound Zone. If there are no Gems in the Fatigue Zone, move them from the Reserve Zone.
2. The Overlord moves King Conan into any adjacent space. Hindering does not effect this move.



Special rules

The Strangler : Baal Pteor the Strangler may not be wounded until the evidence against him is discovered. At the beginning of the game the Overlord places the False Evidence and the Warlock's Blood, face down, one card in the area marked with the number 1 and one card marked with the number 2. When a Hero enters a building with one of the cards, immediately turn it face up. The Warlock's Blood card represents the brutal mess left by the Strangler, once King Conan has found it Baal Pteor may be wounded as normal.

The Ladies of the Night : The relic tokens represent various run away princesses, dancers, trollops, and other women of ill repute that the Strangler is stalking. Feel free to substitute any appropriate (or inappropriate) model you may have in place of the relic tokens.

Use the Princess tile for their stats. King Conan may use his Leadership skill to command them following the normal rules for allies. The Ladies of the Night may not enter the water areas, the cemetery areas or the boat areas. The Ladies of the Night are not Hindered by the Black Dragons.


Black Dragon Patrol : The Black Dragons are combing the streets for the Strangler, but King Conan does not want to be discovered by his own guards. When the Black Dragons get too close Conan must take cover in the shadows. King Conan may not enter an area with a Black Dragon model. If a Black Dragon enters King Conan's area, the Overlord must immediately move King Conan to any adjacent area. Keep moving him until he can be in an area without a Black Dragon model. Hindering does not effect this move.

Sacrifice skill: The Black Dragons will always use their sacrifice skill to protect a Lady of the Night in their area from Baal Pteor's attack.

Amra's Lion: King Conan does not want to harm his own guards, but he does not mind frightening them with his Lion. When Amra's Lion attacks an area with Black Dragons it is considered an Area attack. Any damage Amra's Lion does to a Black Dragon does not count as a wound. Instead the Hero player moves the model a number of areas away from Amra's Lion equal to any wounds they would normally take. Hindering does not effect this movement.

Boats : the areas with boats are considered normal terrain for Movement.

Swimming : A character with Swimming may move through the areas of water next to the cemetery. A character that does not have the swimming skill must spend 1 extra movement point to move out of a water area.

Leap : A character with Leap may leap over the areas marked with the Leap icon . If a hero fails to leap, the character remains in its area.

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