



IN THE CLUTCHES OF THE PICTS

OPENING PROMPT

With the echoing war drums of the Pict tribes settled beyond the Black River and the increased frequency of incursions up to the Thunder River, many settlers flee the Conajohara territory for the safer lands of the Kingdom of Aquilonia.

While scouting along the border to aid Valannus, the Commander of Fort Tuscelan, Conan bears witness to the massacre of a column of refugees from Velitrium. The Picts withdraw victoriously with a female prisoner who Conan recognizes as Yselda, the daughter of the city's governor. The Cimmerian knows that Yselda's life can now be measured in mere hours, as she will shortly be sacrificed on the altar of Jhebbal Sag, the Lord of Beasts.

Back in Fort Tuscelan, Conan assembles a small group of experienced warriors to rescue the governor's daughter and, at Valannus' request, bring back the head of Zogar Sag.

WINNING THE GAME

If one or more heroes have fled the village with Yselda and Zogar Sag's head, Yselda is returned safely to her father; the heroes win the game.

SETUP

The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram.

Suggested Heroes (3)

- Conan - Battle Axe, Shield, Leather Armor
- Shevatas - Parrying Dagger, Throwing Knives
- Hadrathus - Dagger, Teleportation, Mitra's Halo, Lightning Storm.

Hadrathus starts with Mitra's Halo cast.



After Setup, each Hero moves four gems from their Reserve zone to their Fatigue zone.

Place the numbered Activation tokens 1 through 6 face-down in the Reserve section on the Book of Skelos. Place the indicated six tiles on the Book of Skelos beneath numbers 1 through 6.

Treasure tokens: During setup, shuffle 7 treasure tokens with the 1 on the back and 1 treasure token with 2 on the back. Place a treasure token in each hut. The token with 2 represents Yselda. The others are nothing.



x7
Nothing



x1
Yselda

Book of Skelos

- 1 - Pict Hunters
- 2 - Zogar Sag (4)
- 3 - Pict Warriors
- 4 - Hyenas
- 5 - Giant Snake (8)
- 6 - Event

SPECIAL RULES

Activations: Individual enemies only move if they can reach a target. If they cannot reach a target, their activation is wasted. For enemies with multiple units, only those units that can reach a target will move.

Hyenas: Every time this tile is activated and there are not five Hyenas on the board, place additional Hyenas on the board to bring the total to five **before activating them**. The first reinforced Hyena should be placed in reinforcement zone 1, the second in zone 2, the third in zone 3, the fourth in zone 1, and the fifth in zone 2.

Hut flaps (Heroes): Heroes must spend 1 extra movement point to move across a border into or out of a hut. Moving across an opening token does not cost an extra movement point.

Hut flaps (Enemies): Enemies do not spend an extra movement point to move across a flap in or out of a hut.

Wooden huts: A character with Wall Wrecker can use it to move across the wall of one of the wooden huts.

Climbing: A character with Climbing can move across boulders as though they were a border by spending 2 extra movement points.

Yselda: The first time a hero enters a hut, flip the chest token faceup. If it is a 2, place Yselda's model in the hut. Yselda is unconscious, counts as an object with an encumbrance value of 6, and can be picked up by a hero by performing a simple manipulation. Yselda has one life point and no armor. If she suffers any damage, she dies and the heroes immediately lose the game. Enemy units ignore Yselda.

Zogar Sag: When Zogar Sag dies, place his life point marker in his area to represent his head. A hero may pick the head up by performing a simple manipulation. That hero takes Zogar Sag's life point marker. The head has an encumbrance value of 2.

Fleeing the Village: A hero can flee the village from an area at the edge of the board by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot return.



4

8

EVENTS

Pict Hunters: Reinforce up to six Pict Hunters. Place the first in reinforcement zone 1, the second in zone 2, the third in zone 3, the fourth back in zone 1, the fifth in zone 2, and the sixth in zone 3.

ASSET DECK

During setup, place 1 chest in each hut area (8 total). Chests require a successful 2 complex manipulation to open. The asset deck contains: 2 Explosive Orb, 2 Life Potion, 1 Chainmail, 1 Crossbow, 1 Buckler, 1 Bossonian Bow.