

# HEROES' EQUIPMENT v 1.4

Freely choosing a Hero's equipment remains a challenge, too powerful or insufficiently powerful weapons and protections lead to an imbalance that is detrimental to the game. This game aid aims to guide the decision-making of players (Heroes, Overlords and screenwriters), while respecting the spirit of the game. Obviously, Overlords and screenwriters have every latitude to be more restrictive or more generous in terms of equipment of the Heroes, and even plan to allocate potions, artefacts, magic weapons, etc.

## Equipement points

Looking at the official scenarios, we notice that the suggested equipment is quite basic for the less difficult scenarios, and more badass for the more difficult scenarios.

A first rationalization tool consists in giving a value, which we will call Equipment points, to the dice appearing on the cards and tiles :

Value	
(Y) 1 point	
(YR) 2 points	
(O) 3 points	
(OR) 4 points	
(R) 5 points	
(RR) 6 points	



*Example with the Parrying Dagger :*  
 (YR2) melee attack bonus + (YR2) guard bonus = 4 equipment points



*Example with the Tribal Shield :*  
 (OR4) guard = 4 equipment points



*Example with the Leather Armor :*  
 (Y1) guard +1 because no need to spend gem = 2 equipment points



**Armor Bonus :**  
 Because armor provides armor value, 1 additional equipment point is added.  
 Sometimes weight can also be taken into account.



*Example with a Belit Guard:*  
 (OR4) melee attack bonus = 4 equipment points

If the weapon offers 1 defense die, it is added to its attack die(s). The attack, defense, and value of certain skills of an ally are counted at half of their value in order to take into account their lethal nature (a Hero can lose an ally, unlike a "permanent" equipment like a weapon).

## Aptitude Points

The analysis of the equipment kits suggested in the official scenarios also teaches us that a kit is composed according to the Hero for which it is intended (class, gems, skills, encumbrance limit, origins). We also notice that Heroes are more advantaged in terms of equipment, the reason is that they are less well endowed in attributes and skills (Belit) unlike others (Conan). It is therefore necessary to add up the attributes and skills of each Hero in order to determine, what we will qualify as his Aptitude Points (see next page).





# APTITUDE POINTS RATING SYSTEM (AP)

## HEROES (AP)



Amboola (54)	10	8	6	3	6	6	10	0	0	0	2	0	0	0	0	0	0	3
Amra the lion (60)	11	9	8	3	5	6	11	0	0	3	0	0	0	0	0	0	0	4
Balthus (57)	10	7	8	3	6	5	10	0	0	0	0	2	0	2	0	0	0	4
Belit (54)	9	7	4	1	6	8	9	0	0	0	0	2	0	2	0	2	0	4
Belit savage (56)	10	8	4	1	7	7	9	0	4	0	0	0	3	0	0	0	0	3
Conan (64)	11	10	7	3	6	6	12	5	0	0	0	0	0	0	0	0	0	4
Conan general (60)	11	10	7	3	6	6	12	0	0	0	0	0	0	0	0	0	0	5
Conan mercenary (65)	11	10	7	3	6	6	12	0	4	3	0	0	0	0	0	0	0	3
Conan warlord (65)	11	11	7	3	6	6	12	5	0	0	0	0	0	0	0	0	0	4
Conan wanderer (64)	11	9	7	3	7	6	12	5	0	0	0	0	0	0	0	0	0	4
Constantius (61)	11	9	5	3	6	4	12	5	0	3	0	0	0	0	0	2	0	1
Ikhmet (56)	10	6	5	3	6	8	9	0	4	0	2	0	0	0	0	0	0	3
Kerim Shah (56)	10	7	8	3	6	5	10	0	0	0	0	2	0	0	2	0	0	3
Níord (61)	11	8	5	5	6	4	12	0	4	0	0	2	0	0	0	0	0	4
N'Gora (60)	11	8	8	3	7	7	12	0	0	0	0	0	0	0	0	0	0	4
Olgerd (61)	11	9	7	3	6	5	11	5	0	0	0	2	0	0	0	0	0	2
Othryadès (61)	10	9	8	3	6	6	11	0	0	3	0	2	0	0	0	0	0	3
Pallantides (60)	11	9	7	3	6	7	11	0	0	0	0	2	0	0	0	0	0	4
Shentu (54)	10	8	5	3	6	4	11	0	4	0	0	0	0	0	2	0	0	1
Shevatas (60)	10	7	7	3	7	8	10	0	0	0	0	0	3	0	2	0	0	3
Thak (62)	14	10	4	2	7	4	14	0	4	0	0	0	0	0	0	0	0	3
Taurus (60)	10	7	7	3	6	9	11	0	0	0	2	0	0	2	0	0	0	3
Valeria (53)	10	7	5	3	6	4	10	0	4	3	0	0	0	0	0	0	0	1
Valeria warrior (60)	10	8	5	6	6	5	10	0	4	3	0	0	0	2	0	0	0	1
Vanir valkyrie (61)	10	8	6	3	6	7	10	0	4	0	2	0	3	0	0	0	0	2
Zapovaro (59)	10	8	6	3	7	6	12	0	0	3	2	0	0	0	0	0	0	2

## Legend :



dice value + number of attacks



dice value + number of attacks



dice value



free movement gratuit + exertion limit



dice value + exertion limit



5 points



4 points



3 points



3 points



2 points



Other skills not listed are worth 1 point each, except run which is worth 0.

Please note that the equipment cards published in too confidential add-ons (such as the remarkable Campaign Book) have not been taken into account. Nothing prevents you from creating your personalized kit listing according to the equipment cards in your possession. The constitution of the kits remains open to minor adjustments, such as a conversion determined by the replacement of a card that you have not or already assigned (e.g. the Assassin's Dagger (YR2) finds its equivalent with the Kris (YR2). 1 Sword (OR4 + YR2) + 1 Zingaran Breastplate (YR2) can be replaced by 1 Turanian Sword (OR4 + OR4)).



## ALLOCATION OF EQUIPMENT POINTS (EP)

- AP 44-45 = 16 EP for 🟡, 19 EP for 🔴.
- AP 46-47 = 15 EP for 🟡, 18 EP for 🔴.
- AP 48-49 = 14 EP for 🟡, 17 EP for 🔴.
- AP 50-51 = 13 EP for 🟡, 16 EP for 🔴.
- AP 52-53 = 12 EP for 🟡, 15 EP for 🔴.
- AP 54-55 = 11 EP for 🟡, 14 EP for 🔴.






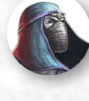
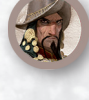
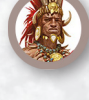

- AP 56-57 = 10 EP for 🟡, 13 EP for 🔴.
- AP 58-59 = 9 EP for 🟡, 12 EP for 🔴.
- AP 60-61 = 8 EP for 🟡, 11 EP for 🔴.
- AP 62-63 = 7 EP for 🟡, 10 EP for 🔴.
- AP 64-65 = 6 EP for 🟡, 9 EP for 🔴.

### Legend :

- 🟡 Moderate Mortality Rate, means a kit for a scenario where the hero mortality rate is rather low to moderate,
- 🔴 High Mortality Rate, means a kit for a scenario where the Heroes will have to face great dangers.

## ROGUES

free movement points at least 3 and manipulation dice at least orange or Lockpicking

	<b>Conan wanderer (AP64)</b>	
	🟡 Battle Axe (RR6),	= 6
	🔴 Battle Axe (RR6), Bossonian Bow (O3)	= 9
	<b>Belit Savage (AP56)</b>	
	🟡 Sword (OR4+YR2), Pirate Saber (O3+Y1),	= 10
	🔴 Turanian Sword (OR4+OR4), Sword (O3+YR2)	= 13
	<b>Shevatas (AP60)</b>	
	🟡 Sword (O3+YR2), Zingaran Bow (YR2),	= 8
	🔴 Sword Turanian (OR4+OR4), Zingaran Bow (YR2),	= 10
	<b>Taurus (AP60)</b>	
	🟡 Stygian Scepter (RR6), Zingaran Bow (YR2),	= 8
	🔴 Stygian Scepter (RR6), Crossbow (R5)	= 11
	<b>Balthus (AP57)</b>	
	🟡 Bossonian Bow (OR4), Sword (OR4+YR2),	= 10
	🔴 Zingaran Bow (YR2), Leather Armor (Y1), Slasher (R5+O3+I2)	= 13
	<b>Ikhmet (AP56)</b>	
	🟡 Turanian Sword (OR4+OR4), Assassin's Dagger (YR2),	= 10
	🔴 Sword (OR4+YR2), Sword (OR4+YR2), Leather Armor (Y1)	= 13
	<b>Zapavaro (AP59)</b>	
	🟡 Turanian Sword (OR4+OR4), Leather Armor (Y1+1),	= 9
	🔴 Pirate Saber (O3+Y1), 2 Pirates (Y1+Y1+7)	= 13
	<b>N'Gora (AP60)</b>	
	🟡 Ornamental Spear (OR4), Tribal Shield (OR4),	= 8
	🔴 halberd (R5+R5+Y1)	= 11
	<b>Vanir Valkyrie (AP61)</b>	
	🟡 Sword (OR4+YR2), Assassin's Dagger (YR2),	= 8
	🔴 Sword (O3+YR2), Sword (O3+YR2)	= 12





# WARRIORS

	<b>Conan (AP64)</b>  Battle Axe (RR6),  Battle Axe (RR6), Shield (O3)	<b>Equipment Points</b> = 6 = 9
	<b>Conan mercenaire (AP65)</b>  Pirate Saber (O3+Y1), Assassin's Dagger (YR2),  Pirate Saber (O3+Y1), Assassin's Dagger (YR2), Leather Armor (Y1+1)	 = 6 = 8
	<b>Conan le général (AP60)</b>  Conan's Sword (O3+O3), Leather Armor (Y1+1),  Two-Handed Sword (RR6+O3), Zingaran Breastplate (YR2+1)	 = 8 = 12
	<b>Conan warlord (AP65)</b>  Battle Axe (RR6),  Battle Axe (RR6), Zingaran Breastplate (YR2+1)	 = 6 = 9
	<b>Amra the lion (AP60)</b>  Conan's Sword (O3+O3), Leather Armor (Y1+1),  Axee (Y1+Y1), Conan's Lion (R5+R5)	 = 8 = 12
	<b>Constantius (AP61)</b>  Battle Axe (RR6), Leather Armor (Y1+1),  Battle Axe (RR6), Leather Armor (Y1+1), Shield (O3)	 = 8 = 11
	<b>Olgerd Vladislav (AP61)</b>  Battle Axe (RR6), Leather Armor (Y1+1),  Halberd (R5+R5+Y1)	 = 8 = 11
	<b>Kerim Shah (AP56)</b>  Sword (OR4+YR2), Leather Armor (Y1+1), Zingaran Bow (YR2),  Sword (OR4+YR2), Zingaran Breastplate (YR2+1), Bossonina Bow (R3)	 = 10 = 12
	<b>Shentu (AP54)</b>  Kithan Sword (OR4+YR2), Assassin's Dagger (YR2), Zingaran Breastplate (YR2+1),  Kithan Sword (OR4+YR2), Kithan Short Sword (YR2+YR2), Zingaran Breastplate (YR2+1)	 = 11 = 13
	<b>Pallantides (AP55)</b>  Sword (OR4+YR2), Leather Armor (Y1+1), Shield (O3),  Sword (OR4+YR2), Chain Mail (O3+1), Tribal Shield (OR4)	 = 11 = 14
	<b>Niord (AP61)</b>  Aesir Blade (O3++O3), Assassin's Dagger (YR2),  Aesir Blade (O3+O3), Dagger (Y1), 1 Aesir Warrior (O3+Y1)	 = 8 = 11
	<b>Amboola (AP54)</b>  Sword (OR4+YR2), Leather Armor (Y1+1), 1 Pirate (O3)  Sword (OR4+YR2), Leather Armor (Y1+1), 2 Pirates (O3)	 = 11 = 14
	<b>Belit (PA54)</b>  Ornamental Spear (OR4), Leather Armor (Y1+1), Tribal Shield (OR4), 1 Guard (OR4),  Ornamental Spear (OR4), Zingaran Breastplate (YR2+1), Tribal Shield (OR4), 2 Guards (OR4)	 = 14 = 19
	<b>Thak (AP62)</b>  Sword (OR4+YR2), Dagger (Y1),  Sword (OR4+YR2), Tribal Mace (OR4)	 = 7 = 10
	<b>Valeria (AP53)</b>  Sword (OR4+YR2), Sword (OR4+YR2),  Turanian Sword (OR4+OR4), Sword (OR4+YR2), Zingaran Breastplate (YR2+1)	 = 12 = 15
	<b>Valeria warrior (AP60)</b>  Sword (OR4+YR2), Assassin's Dagger (YR2),  Sword (OR4+YR2), Pirate Saber (O3+Y1)	 = 8 = 10





# SORCERERS



## Pelias (AP50)

- ☠ Kris (YR2), 3 spells of your choice,
- ☠ Sacrificial Dagger (Y1+Y1), 4 spells of your choice,

## Equipment Points

- = N/A (not applicable)
- = N/A



## Hadratus (AP45)

- ☠ Mitra's Staff (YR2), 3 spells of your choice,
- ☠ Ornamental Spear (OR4), 5 spells of your choice

- = N/A
- = N/A



## Skuthtus (AP46)

- ☠ Sacrificial Dagger (Y1+Y1), 3 spells of your choice,
- ☠ Yuetshi Knife(OR4), 4 spells of your choice

- = N/A
- = N/A



## Zogar Sag (AP53)

- ☠ Black Staff (Y1), 3 spells of your choice,
- ☠ Ornamental Spear (OR4), 3 spells of your choice, 2 Pict Hunters (Y1+Y1+4)

- = N/A
- = N/A



## Zelata (AP49)

- ☠ Kris (YR2), 3 spells of your choice,
- ☠ Dagger (Y1), Zelata's Wolf (O3+O3+2), 3 spells of your choice

- = N/A
- = N/A



## Yogha de Yag (AP57)

- ☠ Ornamental Spear (OR4), 1 spell of your choice,
- ☠ Ornamental Spear (OR4), 2 spells of your choice

- = N/A
- = N/A



## Taramis (AP47)

- ☠ Kris (YR2), 3 spells of your choice,
- ☠ Yuetshi Knife (OR4), 3 spells of your choice, 2 Aesir Warriors (O3+Y1+4)

- = N/A
- = N/A

Thanks to the skill points, we realize that there are great disparities between sorcerers. Hadratus is crippingly weak. A sickly childhood or perhaps an immoderate fondness for Pict alcohol? Impossible to balance it without entering into contradiction with the kits proposed in the official scenarios. Here is an example of what it would look like:



## Pelias (AP50)

- ☠ Kris (YR2), 3 spells of your choice,
- ☠ Ornamental Spear (OR4), 4 spells of your choice, 1 Evil Hound (R5+R5+4)

- = N/A
- = N/A



## Hadratus (AP45)

- ☠ Ornamental Spear (OR4), 4 spells of your choice,
- ☠ Ornamental Spear (OR4), 6 spells of your choice, 2 Life Potions, 1 Explosive Orb

- = N/A
- = N/A



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