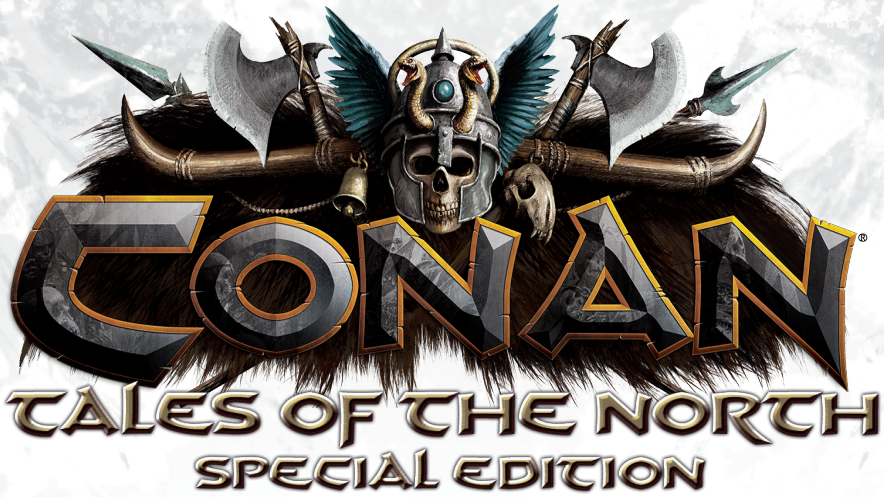

A collection of scenarios for the Nordheim expansion.

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Layouts: Ken Meyri

GAME BOARD RULES

Nordheim Forest

1. Impenetrable Forest: These 3 Forest areas block Line of Sight. A character can aim from but not shoot inside or through these areas. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.
2. Rocky Outcrop: The 2 Rocky Outcrop areas block Line of Sight and grant an Elevation Bonus. Entering the area costs an additional movement point. Leaving the area does not cost any extra movement points.

Nordheim Mound:

1. Blood!-Gore!-Slush!: Every time a hero spends movement points to move, they must add 1 additional gem to the movement point total. This gem is placed in the hero's Move space, but does not add a movement point. This effect occurs once per Move action regardless of how many areas the hero moves through. Niord, Aesir Warriors and the Overlord's units are not affected.
2. That's Not a Mountain: The hill does not affect movement. The area at the top of the hill still provides the Elevation bonus, as do the cliffs at the corners of the game board.

ADDITIONAL RULES

Max Units:
Whenever a tile in the River has a max number in parenthesis below it, that number indicates the maximum number of miniatures of that tile that can be on the game board at the same time.

Prologue

"The North?" rumbled the Red-Haired Woman, seated across from a soft faced lad. She slowly lowered the mug of ale at her lips until it thunked on the table. When she continued menace edged her voice. "Aye, I am of the North. What's it to you?"

"I travel north in search of adventure! And perhaps fortune."

She eyed him up and down. His scrawny figure did not support the confidence in his voice, and that cocky grin was more naivety than talent. "Bah!" She said dismissing him with a snort before turning her attention back to her drink. Stifled laughter rippled throughout the inn.

The lad's shoulders slumped, and his face turned red as he glanced around the room. His face hardened, and, clearly trying to salvage his dignity, snapped, "You will answer me, woman!"

The Red-Haired Woman set her mug down once more. "Go home, boy. The North is no place for a child." The lad rose, knocking over his chair. "You dare call me a child! I've seen almost seventeen winters!" His hand hinted toward the rusty relic of a sword dangling at his hip.

Silence filled the Inn as the Red-Haired Woman's fiery eyes locked on the lad. She slowly pushed her chair back away from the table and began to rise. The lad twitched at the sight of her sword hilt and the jingle of mail beneath her fur cloak. He craned his neck up at her as she came to her full stature.

In that tense silence, an oil lamp sizzled and emitted a puff of black smoke. The innkeeper's sudden cough broke the spell, and the lad looked around defiantly, hand gripping his antique sword.

The Red-Haired Woman stared, her eyes flickering dangerously. "You want to know of the North, boy? I'll tell you of Nordheim. Of long nights. Of darkness blacker than a wizard's soul. Cold that would freeze your blood in an instant. Wind that sears your flesh like flame. I'll tell you of the North, boy." She stabbed a finger at him and took a few steps around the table. The lad's confidence dwindled. He swallowed and shuffled back, glancing around nervously.

"Of the hands of filthy men groping for soft flesh in dark rooms." A step away from the lad, she sneered disdainfully. "Their drunken, glazed eyes revealing their obscene intentions."

"I will tell you of savages," she continued, her voice raised, addressing the entire inn, "taking what they will and the vicious revenge that befalls them. Wild Aesir, wilder Vanir." Her hands motioned around the inn, indicating the scoundrels throughout. The Northmen murmured and shifted in their seats. Some looked away, turning their attention back to their drinks.

The Red-Haired Woman clicked her tongue. Her voice turned sultry as she stepped lightly around the lad, her finger tracing across his chest. "Or would you have me tell you of a sorcerous beauty, dressed in no more than a wisp of gossamer? Skin white as snow. Lips red as the blood of the men lured to the hands of her foul brothers to be slain for her whimsey."

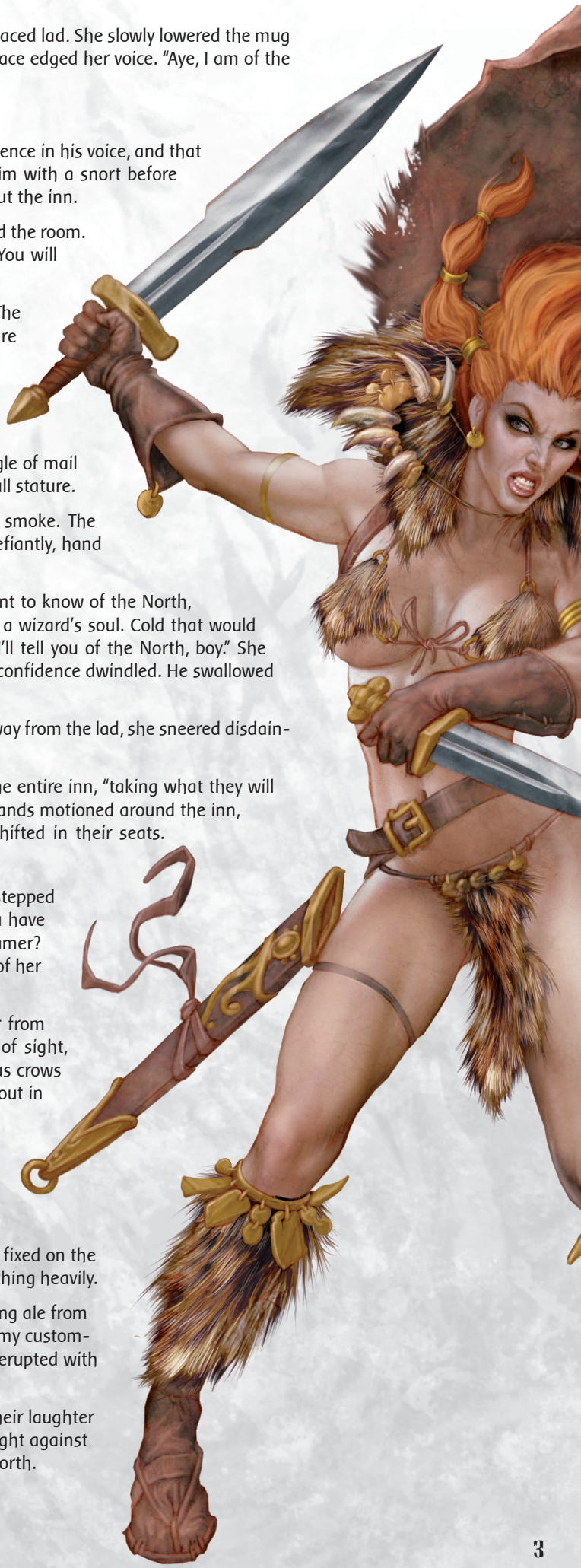
Her voice slowed to a dangerous whisper. She spoke into the lad's ear from behind. "I will tell you of Nordheim, boy. Of foul creatures lurking out of sight, red eyes and fangs tracking your every move. Ice cold beaks of monstrous crows haggling for the first bid on your corpse. The echo of their beaks ringing out in the still, cold air, tapping futilely upon your... hard… frozen... flesh."

The Red-Hair Woman stepped in front of the lad. Suddenly she roared, towering over him, "I've told you once. I will not suffer you again, boy! Go home, back to your mother!"

Instantly the lad spun and bolted through the door. It swung twice on its hinges before settling closed. The inn was deathly silent. All eyes were fixed on the Red-Haired Woman, standing in the center of the room, furious and breathing heavily.

"Come now, Red," said the innkeeper, appearing behind the woman, wiping ale from the outside of a mug with a rag, "what have I told you about scaring off my customers? Especially before they pay?" He handed the mug to her and the inn erupted with laughter.

The lad scurried down the path away from the inn, his face burning as their laughter followed him. He paused and glanced back at the inn. Pulling his cloak tight against the bitter wind, he steeled his nerves and took a sharp turn toward the North.



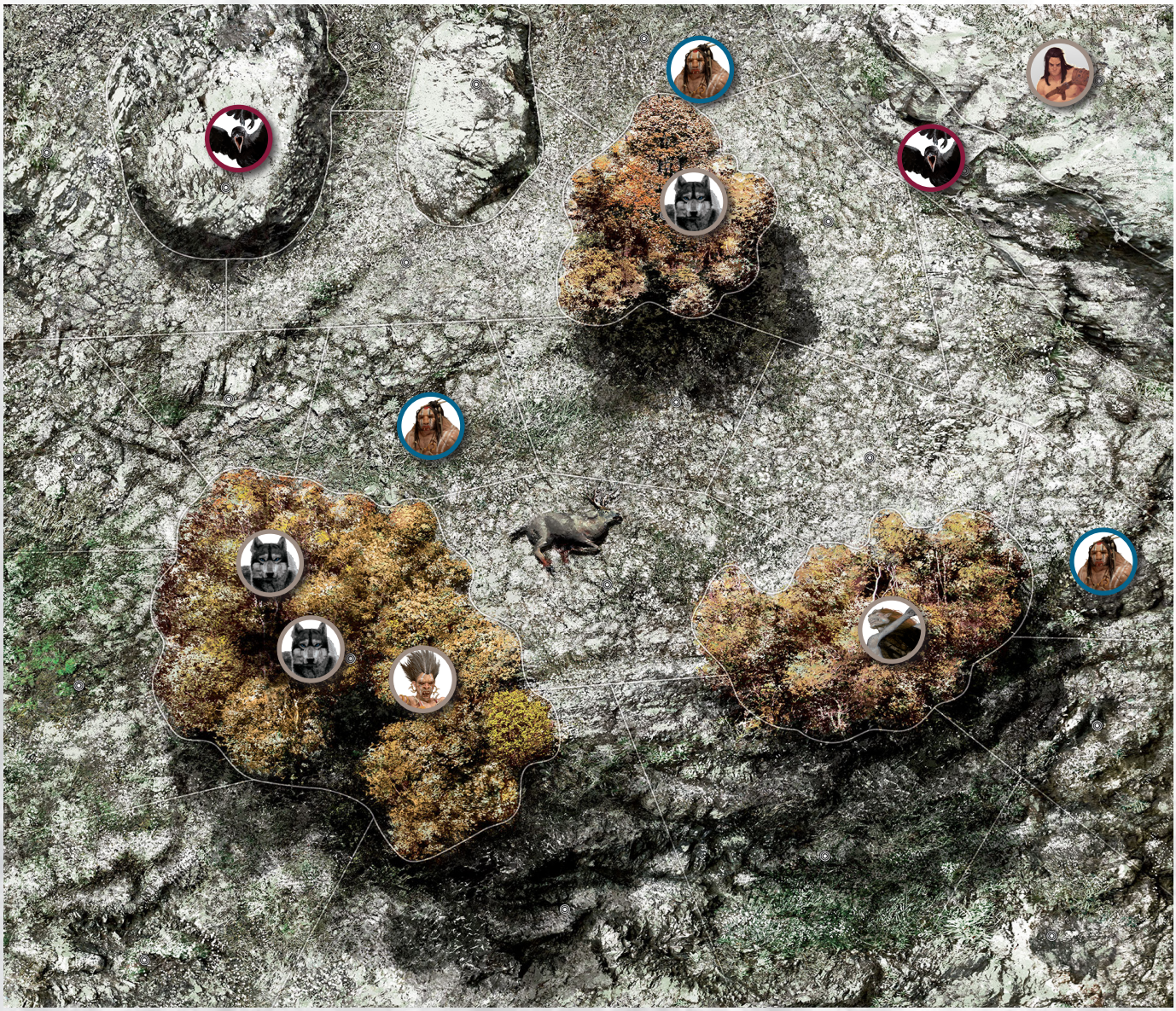
2 First Mistake, Last Mistake

In the dim pre-dawn light, Zogar Sag's raiding party crept into a sleeping Cimmerian village and surprised the morning watch, killing them. Bursting into several unsuspecting homes, the Picts grabbed what loot they could and slunk back into the dark. Little did they realize that among the loot was a certain Cimmerian's sword. First mistake.

As the savages fled into the Northern wilderness, they came upon a grove of trees in a narrow rocky area. With the vengeful Conan hot on his trail, Zogar Sag decides to use the terrain and approaching nightfall to his advantage and calls upon his dark allies to deliver him from certain doom. Last Mistake?

Conan, cresting a hill, hard on the Picts trail, knows Crom will give him no help in his quest for revenge. In fact, Nature itself seems opposed to the Barbarian's efforts, as made obvious by the sudden appearance of sinister crows, the glow of feral eyes from the dense forest below him and the sudden chill on the Northern Wind. Conan spits, curses Crom, and tightens his grip on the only things he can count on. The axes in his hands. He wouldn't ask Crom for help anyway.

First mistake, last mistake? Cold steel and dark sorcery will soon sort it all out.



Winning the Game:

To win the game, the Hero must Kill Zogar Sag and retrieve Conan's Sword before nightfall at the end of the Hero's turn 6.

To win the game, the Overlord must keep Zogar Sag alive until nightfall at the end of the Hero's turn 6.

The game starts with the Hero's turn. The hero start in the areas indicated by the setup diagram.

- Conan the Wanderer (Axe x2, Leather Armor) The second Axe is identical to the first. Use the extra opposite language card, a blank card, or any other piece to represent it.

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos.

Event: Choose one of the following:

- **Nature's Foul Children:** Overlord gains 3 reinforcement points to use on Crows. No more than 5 Crows models may be on the board. Crows may be placed on either rocky outcrop space.
- **Nature's Fury:** A fierce, cold wind suddenly kicks up. The Overlord chooses one area and places the token. No character may enter that area until the next Overlord turn.

(5 Max) 4 4

Special rules:

Game Board Rules: Standard game board rules apply.

Secret Forest Passages: Zogar Sag and the Forest Demon may move from one forest area to another for 1 movement point (hindering still applies).

Demonic Connection: If Zogar Sag is killed remove the Forest Demon from the board as well. If the Forest Demon is killed before Zogar Sag, Zogar Sag loses 2 life points instantly. Zogar Sag cannot die from this damage. If his life points would go below 1, they remain at 1.

Blood Rage: This Pict transgression has Conan's blood boiling. In the Start Phase Conan recovers 3 gems when Aggressive and 6 gems when Cautious.

Loot: Each time a Pict Hunter is killed, the Overlord must place a card from the Asset Deck face up in the area. A Hero may pick the card up and equip it by using a simple manipulation. These items represent what was stolen from the Cimmerian village

The asset deck contains: Pictish Drink, Hyrkanian Mirror, Conan's Sword

Hyrkanian Mirror: A Hero may use the Hyrkanian Mirror once in combat, ranged or melee, to add an extra to their attack dice. Remove the item from the game after it is used.

Pictish Drink: A Hero may discard this item to gain 2 gems from their Fatigue Zone, but they also have to take 1 wound.

Dan Maurie

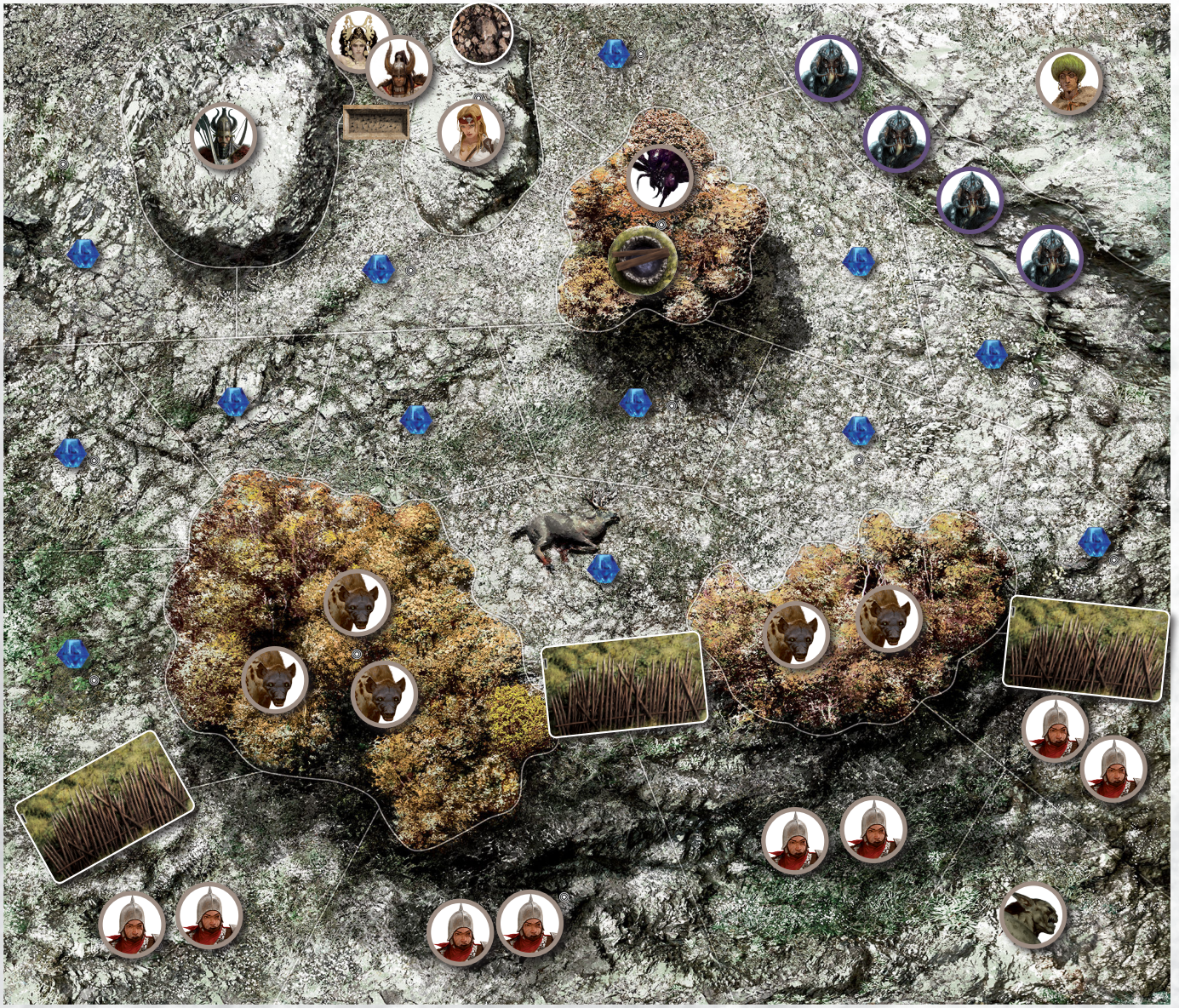
3 EARLY WINTER IN CORINTHIA

Conan and Belit quickened their pace as they traversed the northern scrublands of Corinthia. Conan had traveled this way before, and knew there was no town in the region with a better black market than Zavaret, where jewelry passed through many hands before finding its new suitor. Beside him, he could sense Belit shivering, so he wrapped his arm around her, their frosted breath intermingling. They strode faster to the town and the warmth it offered, though Conan recalled a romantic area with a refreshing well in the forest north of town that was a nice spot to make some warmth of their own. But first they had to reach Zavaret and pawn their latest haul before the rogues in the Corinthian thieving guilds got wind of their latest score and tried to "relieve them" of their burden.

The town was almost in view, blocked only by a pair of rocky outcrops, when Conan stopped. Something wasn't right. It was too quiet, and the temperature had dropped enough to freeze a blade in its scabbard. Drawing his sword, Conan moved forward just as rocks crumbled to the ground behind them, blocking their retreat.

"Look out!" Belit shouted, pointing to shadowy movement atop the outcrops. "It's an ambush!"

"I'll not sit here to be stuck like a pig! Let's take the fight to them!" Conan growled. He started to rush forward, but the ground crumbled beneath his foot, revealing a spiked pit trap.



Winning the Game:

If both Khemsa and Demon of the Earth have 0 life points, the heroes instantly win the game.

If at any moment there are no guards in the town area or both heroes die, the overlord wins the game.

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

Suggestions for 2 heroes:

- Conan the Mercenary (Conan's Sword, Chain Mail)
- Belit (Buckler, Ornamental Spear), 8 Bossonian Guards

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 6 gems in their Reserve zone and 10 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

A demon prowls inside the Town Area. For each Bossonian Guard killed, increase its life points by 1.

Spells: Pestilential Swarm, Energy Drain, Mind Control.

Special rules:

Game Board Rules: The Impenetrable Forest rule applies. For the Rocky Outcrop, the 2 Rocky Outcrop areas block Line of Sight and grant an Elevation Bonus. Units with Climb must spend 1 additional movement point to enter. Units without Climb must spend 3 additional movement points. Leaving the area does not cost any extra movement points.

It's a Trap!: A pit trap bars the way forward, and falling boulders block retreat. To leave the starting area, heroes must either enter the Rocky Outcrops or dismantle the trap by performing a complex Manipulation with a difficulty of 2. If successful, remove the trap, otherwise remove the trap and that Hero takes 1 unavoidable damage. Place a token as indicated to block passage around the north side of the 2 Rocky Outcrops.

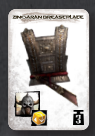
Frozen Plains: Khemsa has cast a spell that froze the plains. Put a in each area indicated (13 total). When a unit enters the area, interrupt their base move and the unit's owner rolls for unblockable freezing damage. Then remove the gem from the board and increase the life points of Khemsa by 1. Overlord units except Kerim Shah and Valeria are immune.

Forest Animals: The Giant Spider and Hyena tiles are set apart and are placed in the 1st position of the river once a hero or ally enters their respective area.

Villain Revival: If Khemsa or Demon of the Earth reaches 0 life points, lay down the model, while moving the tile(s) bloody-side up to the end of the river. If this unit gains life points, the model is raised back up and the corresponding tiles are flipped to the non-bloody side. If the unit tile is dredged from the river, remove the laid down model from the board.

Town Area: Place 3 wooden barricade tokens as indicated on the map. A unit may use Wall Wrecker to add an Opening token to a barricade. The region south of the barricade is the town area and not affected by the Frozen Plains.

The Well: If both heroes take a cautious stance when they are alone in the area with the well, both heroes may move up to 2 from their Wound zone to their Fatigue zone. In addition, a hero may search the well by performing a complex Manipulation with a difficulty of 2 to discover a Zingaran Breastplate hidden inside.

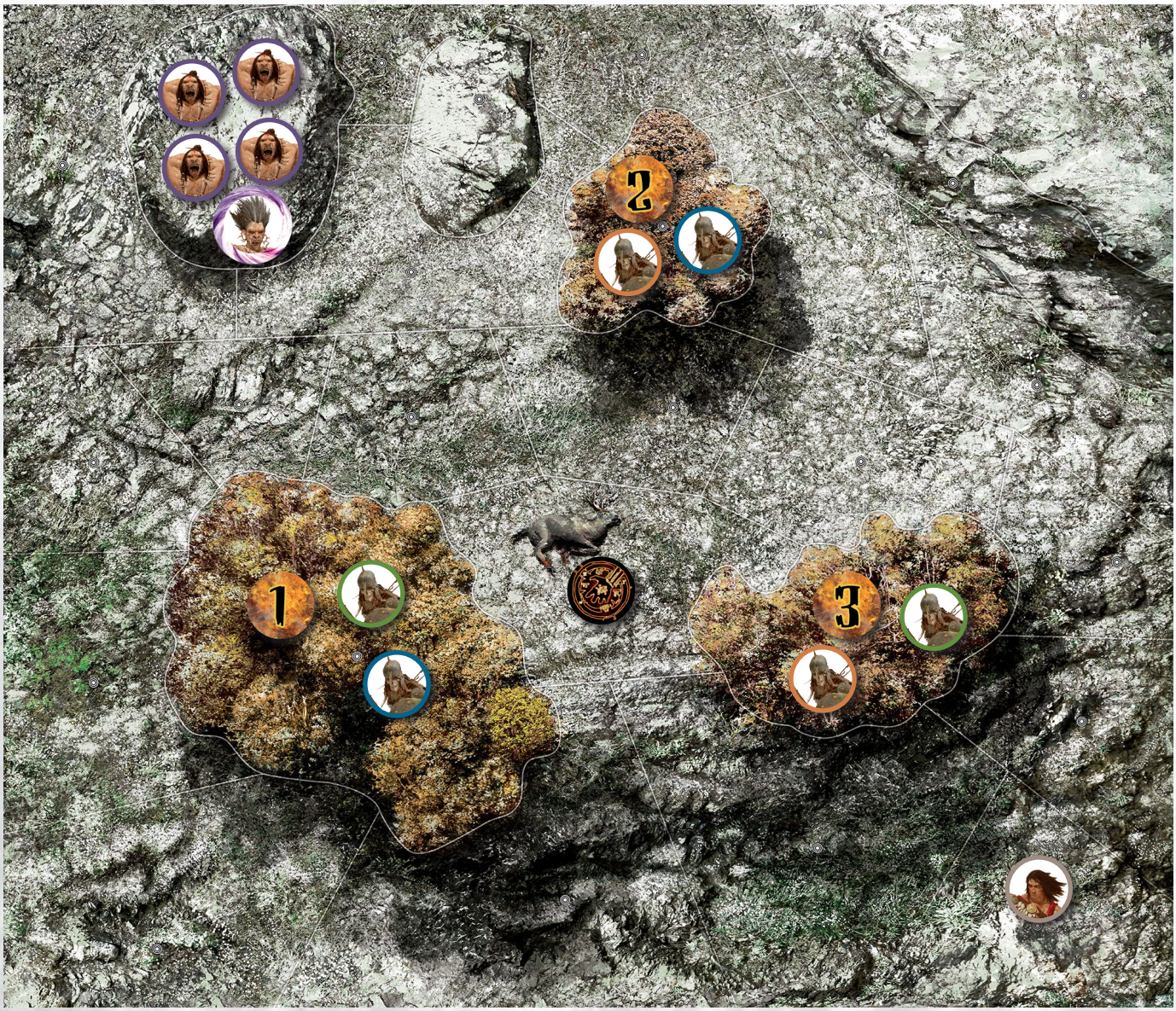


3 Groves of the Undead

The land reeked of death. Not the fresh scent of battle, or even the noxious smell of decay, but something darker and more sinister. Conan wrinkled his nose. Why would Zogar Sag venture so far north into this frozen, hellish waste? For three days and nights Conan had pursued his foe. Each day brought a colder chill to his bones, and each night brought a colder chill to his soul. As the sun set on the fourth day, a green necromantic glow flickered in the distance and drums began beating.

Zogar Sag, unaware of Conan's pursuit, waved his Pictish Fetish and danced wildly while his compatriots drummed. "We have found the source of our village's curse, my brethren. After tonight, our fallen shall no longer rise to haunt us. Evil springs from these groves, and with the power in this charm we shall seal their undead spirits back into the realm of the dead."

Finishing his dance in a crazed frenzy, Zogar Sag prepared to charge down the hilltop when a gravelly voice shouted, "Come down from that hill and face me you coward!" Spinning wildly, he saw that bothersome northman, Conan, yelling and unsheathing his halberd.



Winning the Game:

If Zogar Sag is defeated, Conan wins the game.

If the 3 funeral pyres are removed from the groves, Zogar Sag wins the game.

If Conan is defeated, the Overlord wins the game.

Conan's turn starts after the Overlord's turn. The hero starts in the area indicated by the set up diagram.

- Conan the Warlord (Halberd, Chain Mail, Life Potion x2)

After setup, Conan moves 4 gems from his Reserve zone to his Fatigue zone.

Zogar Sag's turn starts after Conan's turn. The hero starts in the area indicated by the set up diagram.

- Zogar Sag (Tribal Mace, Pictish Fetish, Leather Armor, 2 Pictish Drinks and 4 spells: Energy Drain, Inversion, Recall and Mitra's Halo. He starts with Mitra's Halo cast.) 4 Pict Warriors

The Pictish Fetish provides the Horror skill to Zogar Sag.

After setup, Zogar Sag moves 2 gems from his Reserve zone to his Fatigue zone.

The game starts with the Overlord's turn. The Overlord starts with 2 gems in their Reserve zone and 8 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

Event: Choose one of the following:

- Groves of the Undead: Place a Skeleton unit in each grove. Each unit needs to be of a different color. If certain colors are no longer available, then place an uncolored Skeleton instead.
- I've got a bone to pick with you: Activate the uncolored Skeletons.

Special rules:

Game Board Rules: Standard game board rules apply. The groves are the Impenetrable Forest areas.

Skeleton Pool: Place the unused Skeletons in a pool next to the game board. At the start of the game it contains 3 Skeletons of each color and 10 uncolored Skeletons.

Did it twitch just now?: When a Skeleton is killed, lay it down in its area instead of removing it. Laid down models do not count towards hindering. The Inversion spell does not work on laid down Skeletons.

Funeral Pyres: The numbered tokens represent Funeral Pyres. If Zogar Sag is in a grove with 3 laid down Skeletons, he can use the Pictish Fetish to perform a complex Manipulation with a difficulty of 1 to seal the Funeral Pyre. Remove the numbered token from the game board **and** the event tile with the same number from the River.

Pictish Drink: A Hero may discard this item to move 2 from their Fatigue zone to their Reserve zone, but also suffer 1 wound.

Skeletal Ritual: The Invocation token represents a Skull Pile. The Overlord may return 3 standing Skeletons from this area to the Skeleton Pool and add either the Bone Golem or Hyperborean Primitive in their place. If this is the first time the Skeletal Ritual is performed for the chosen unit, add its tile to the end of the River. Otherwise, flip the tile from the bloody side to the non-bloody side. If a unit's tile has been dredged from the River, it can no longer be chosen for the Skeletal Ritual.

4 4

Hyperborean Primitive: When the Hyperborean Primitive enters an area, all laid down Skeletons rise.

3 THE PROFANE RITUAL

After days of trudging through the cruel and unforgiving Vanaheim tundra, the Cimmerian at last was within reach of completing the grim task that drove him to cross the Eiglophian mountains. Though initially drawn by a reckless offer of Nordheim coin, the scene displayed before him harkened back to the dark origins of evil in the world, and nearly gave the hillman cause to pursue his mark without recompense.

Despite the grisly tales from tavern yarns and shadowed whispers, nothing prepared the mercenary for what he and his Vanir comrade beheld beyond the wooded veil. A tall and awful shape, like one risen from the grim shades of the past and clad in ceremonial robes, loomed over a fallen giant elk, its body still heaving, its twitching legs scraping violently against the frozen ground. In his outstretched hand he wielded a wicked curved blade, wet with the lifeblood of the newly slain sacrifice. The gruesome scene was heightened by the cadre of Vanir, whose chanting and howling revealed their participation in this profane ritual.

"We haven't time to lose," cautioned the virago, loosening her sword from her scabbard. "The rites have already begun."

Without a word, the Cimmerian answered by grasping his axe handle and crouching like a lion preparing to pounce.

"Look! All about us are ritual mounds. Perhaps toppling them will disrupt their vile sacrament before they achieve their end?"

Winning the Game:

If the Warlock and Dark Demon are defeated, the heroes win the game.

If the turn marker reaches space 15 or all the heroes are dead, the dark demon is unleashed upon the world. The Overlord wins the game.

The heroes start in the areas indicated by the setup diagram.

- Conan the Mercenary (Axe, Parrying Dagger, Chain Mail)
- Vanir Valkyrie (Aesir Blade, Pirate Saber, Leather Armor)

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The game starts with the Overlord's turn. The Overlord starts with 3 gems in their Reserve zone and 9 in their Fatigue zone, and places the recovery token showing a recovery value of 3 in the Book of Skelos. Place the Invocation token on space 12 of the Turn Track. This represents the progress of the Profane Ritual.

When the Event tile is activated, the Overlord resolves the Profane Ritual and then chooses one other action below.

Profane Ritual: The Overlord rolls a for every Profane Relic on the board. These dice cannot be rerolled. For each symbol shown on a die, the Overlord decreases the Invocation token 1 space on the Turn Track.

- Flock of Crows: The Overlord may return up to 3 crows to the game board in the area marked for reinforcements.
- Unfinished Rites: Place a green ring on all toppled Vanir Warrior units and stand them up. If the green Vanir Zombies tile is not already in the River, place it in the River in the location where the Event tile was (before it was activated).
- Undying Conviction: Raise all toppled Vanir Zombies units and stand them up.

The Warlock has the following spells: Lethal Cloud, Energy Drain, Return of the Brave.

When the Warlock dies, place the Sacrificial Dagger in the area where he was killed and place the Dark Demon in the Warlock's starting area (unless the Dark Demon is already on the game board).

6

Special rules:

Game Board Rules: Standard game board rules apply.

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

Barricades: Non-flying units cannot cross a border with a barricade. Barricades block line of sight and cannot be destroyed.

The Vanir: When a Vanir Warrior or Vanir Zombie is killed, lay it down in its area instead of removing it. Laid down models do not count towards hindering.

Grab His Dagger!: A hero in the same area as the Warlock may perform a complex Manipulation with a difficulty of 2 to wrest control of the Sacrificial Dagger from the Warlock and take possession of it.

Profane Relics: A hero in the same area as a Profane Relic may perform a simple Manipulation to topple the relic. Remove toppled relics from the board.

Profane Summoning: The Dark Demon is summoned as soon as the Invocation token reaches 0 or the Warlock is killed (whichever comes first). Place its tile at the end of the River and its miniature in the Warlock's starting area.

Demon Hide: The Dark Demon cannot be attacked except with the Sacrificial Dagger. The Dark Demon's Armor Value is increased by the number of Profane Relics on the board.

8

James Fazio

3 PHIAL OF HURRICANES

"It's good to travel with you again, my friend," Niord shouted before raising his wineskin to his lips. The warm liquid pouring down his throat warmed him better than their meager campfire. "Though why you insist on keeping our fire low on such a night is beyond my understanding." Before the large Cimmerian could reply, a chorus of howling wolves echoed all around their camp. Niord had heard enough of their braying tonight, and was half tempted to hunt them come morning.

Suddenly Conan shifted. Niord sobered in an instant. Only fools and dead men ignored their surroundings when Conan the Cimmerian grew wary. Sure enough, shadows moved at the end of their firelight's reach. A half-naked woman appeared and Niord's veins froze. He recognized this woman, from ancient tales, the last of which was told by this very same Cimmerian. The goddess Atali.

Before either men could act, a terrible wind twirled around them, stinging their eyes and pelting them with their own gear. When the gust died down, they viewed the wreckage of their camp and saw their belongings - tents, weapons, food...everything - was gone.

"What have you done, witch?" Conan roared, charging Atali.

Instead of dancing out of his reach, she dropped to her knees. "Please, Conan. I know you have no cause to aid me, but my brother has been corrupted by some artifact from a faraway land. Help me destroy this artifact and return my brother's sanity!"

Winning the Game:

If the Phial is destroyed on the altar before the end of turn 8, the Heroes win the game.

At the end of turn 8, the hurricane wipes everything off the map. The Overlord wins the game.

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

5 3

Suggestions for 2 heroes:

- Conan the Mercenary
- Niord (Atali, Wolf) Atali has the spells Blaze and Ymir's Rage.

After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 6 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

Reinforcements arrive: 2 reinforcement points .

Seski has the Phial.

1 7

Special rules:

Game Board Rules: Standard game board rules apply except for Blood!-Gore!-Slush!.

Scattered Possessions: The storm has scattered the heroes' possessions. Shuffle these 11 cards and place them face-up in the areas with the token: Bossonian Bow, Leather Armor, Ornamental Spear, Axe, Chain Mail, Tools, Battle Axe, Aesir Blade x2, Dagger, and Life Potion.

Phial of Hurricanes: If Seski takes 3 wounds in a single hit or dies, he drops the Phial. Seski can pick up the Phial for 1 movement point. He will not move from the hilltop until the 1st time he loses the Phial. While carrying the Phial, Seski can summon a hurricane instead of performing his regular attack.

The hurricane is an area attack that deals damage in all areas with the token.

Altar: The token represents the altar. A hero with the Phial in the area with the altar can destroy it with a complex Manipulation with a difficulty of 2. If Atali and the Phial are in the area with the altar, she can destroy the Phial instead of performing her regular attack.

Slippery Slope: Areas with a are covered in ice. To enter this area, a hero must spend additional movement points equal to his encumbrance. A hero with the Tools item can ignore one each turn. If the Blaze spell is cast in an area with a , remove the .

Atali: Place 3 on Atali's tile. Only these gems can be used to cast spells. Atali only recovers 1 at the beginning of the heroes' turn. If Seski dies and Atali is still alive, she is infuriated and breaks the alliance. Place Atali and then the Wolves tile at the end of the river. Remove the gems from Atali's tile. Atali keeps her spells, which the Overlord can cast as per normal rules.

Allies: Allies can pick up one item for 1 movement point. They can only carry one item at a time, and must drop the item after their movement ends if they did not already drop it. The ally may still attack.

3 King of the Hill

Between the frosty sky overhead and the blood-soaked snow beneath their feet, the brothers in arms at last reached the base of the hill, atop which their final battle would be staged. At their sides, a troop of battle-weary warriors stood defiantly, dripping swords held firmly in hand, and fixing their gaze on the colossal figure that stood contemptuously on the hilltop.

"I will hew you down with an arc of my axe and leave your bodies for the wolves," the pale-skinned giant roared.

A howl pierced the frigid air, and was swiftly answered by a chorus of others, shaking the threadbare warriors to their core. Conan's voice steeled their nerves, "We will warm ourselves with their skins. But you will be a feast for crows until Spring breaks."

"Conan, over there!" Niord pointed to the silhouette of a second monstrous figure on the horizon.

"We end it then." Conan rallied, extending his sword at his foes. "The battle for the north is won on that hill!"

Niord let out a war-cry that was promptly echoed by the Vanir. Before they could act, however, their foes descended upon them with primal ferocity.

Winning the Game:

If the heroes end their turn on the hilltop before the end of the heroes' turn 6, with no enemy units in that location, the heroes win the game.

If all heroes are dead, or if the heroes are unable to claim the hilltop before the end of the heroes' turn 6, the Overlord wins the game.

The heroes start in the areas indicated by the setup diagram.

<u>Suggestions for 2 heroes:</u>

- Conan the General (Conan's Sword, Dagger, Leather Armor)
- Niord (Aesir blade, Parrying Dagger, Chainmail)

Special Rule: Any hero with leadership can command the Vanir Warriors by paying one gem to activate all of the Vanir Warrior units. However, they can only be activated once per turn.

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The game starts with the Overlord's turn. The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

<u>Event:</u> Choose one of the following:

- **Reinforcements:** The Overlord gains 4 reinforcement points and can use them for Giant Wolves in either the Reserve or the Breeding Ground .
- **Turn the Tide:** The Overlord may move all Giant Wolves from the Breeding Ground (see Special Rules below) to the area with the token.

Spells : Mystic Barrier, Ymir's Rage, Weight of the Years

4 8 8

Special rules:

<u>Game Board Rules:</u> Standard game board rules apply.

<u>Reserve:</u> Place 5 extra Giant Wolf and Vanir Warrior miniatures on the table in between the Overlord and the Players. This is the Reserve.

<u>Breeding Ground:</u> Whenever a Vanir Warrior is killed, move a Giant Wolf from the Reserve to an area near the River. This area is called the Breeding Ground.

<u>Staging Ground:</u> Whenever a Giant Wolf is killed, move a Vanir Warrior from the Reserve to an area near the hero dashboards. This area is called the Staging Ground.

<u>Vanir Warriors:</u> When the Vanir Warriors tile is activated, instead of moving and attacking, the hero may instead choose to add all Vanir Warriors from the Staging Ground to the area with the token.

<u>Bolster the Ranks:</u> Whenever a Vanir Warrior is killed, place him in the Reserve.

<u>Call of the Wild:</u> Whenever a Giant Wolf is killed, place it in the Reserve.

James Fazio

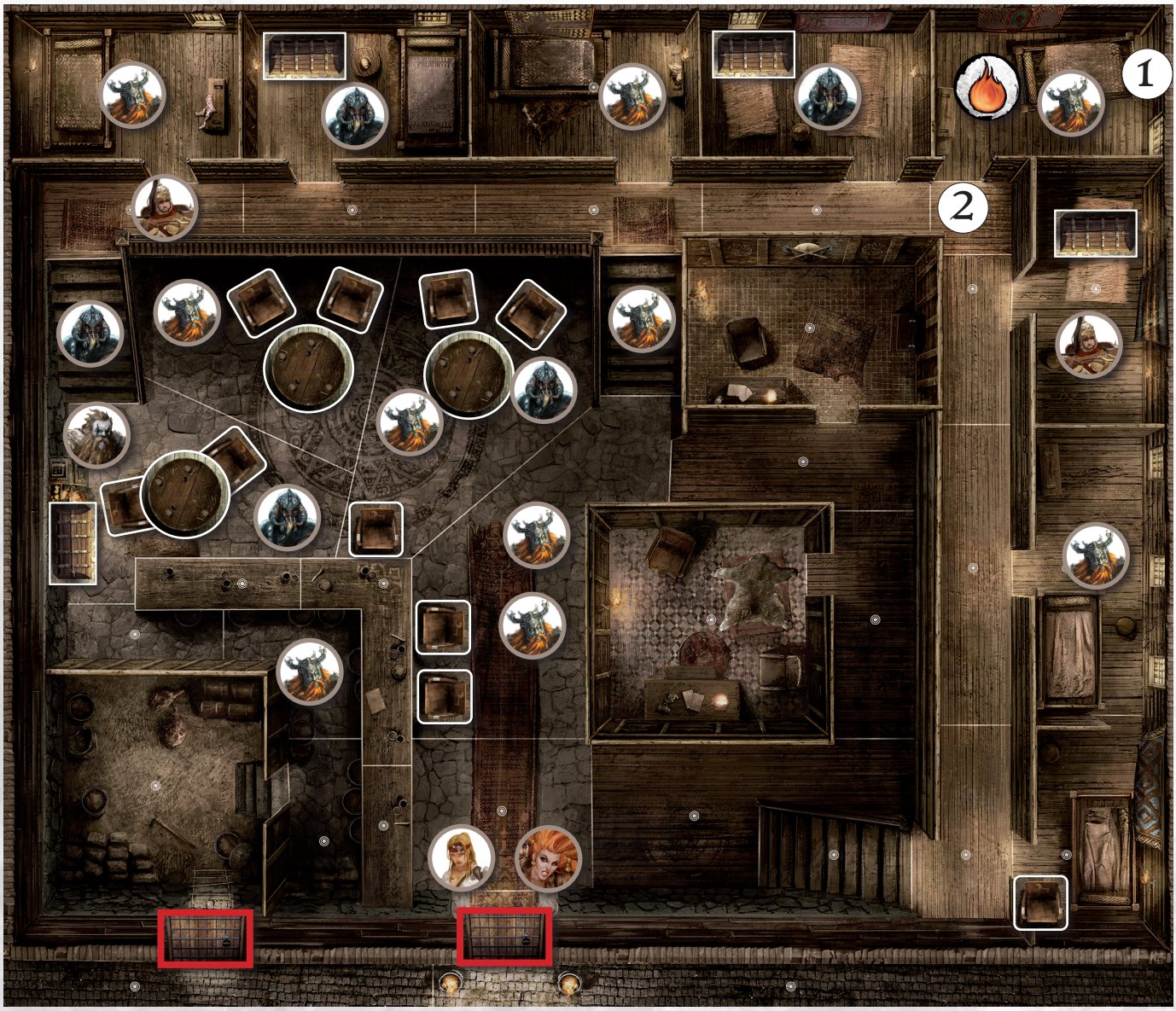
3 Ladies Night

The Ladies, sick of the crude jesting and foul smell of drunk men, were just about to leave the crowded Nordheim inn and step out into the cold, snowy night when the fat Oaf, who had been making lurid comments and advances at them all night, finally let his mouth run too far and too long.

The Ladies stopped dead in their tracks. Valeria slammed the door shut, silencing the noisy inn. They turned to face the Oaf. Glancing around the inn they knew this coward wasn't alone. Aesir and Vanir thugs inched their hands towards their blades. The Oaf's hitmen lurking in the shadowy corners of the inn stepped into the fire light, fingers on the triggers of their crossbows. Barring the inn door from the inside, the Red-Haired Woman drew her blades, smiled, and spat; "Seems like it's going to be 'ladies' night' after all, you filthy pigs. Let's play, shall we?"

"You're first," shouted Valeria, pointing her sword at the Oaf in the corner of the inn.

The Oaf let out a cowardly squeal and started running as fast as his tremendous girth would allow him toward the stairs to the upper level of the inn, his only escape route now that the front door was blocked. He screeched at his thugs to attack. "Make those wenches regret not leaving while they have their lives!"



Winning the Game:

To win the game, both Heroes must survive so that these vulgar bar rats have nothing to flap their toothless jaws about in the morning. The Ladies also need to make the Fat Oaf pay for his insults. The Heroes must kill Seski before he escapes the inn.

To win the game, the Overlord must ensure that the cowardly Seski escapes through the window of the room marked with the number 1. The Overlord also wins if one of the Heroes die, giving Seski the bluster he needs to recover from his cowardly display.

The heroes start in the areas indicated by the setup diagram.

Suggestions for 2 heroes:

- Valkyrie (Aesir Blade, Dagger, Leather Armor)
- Valeria (Aesir Blade, Dagger, Leather Armor)

After setup, each hero moves 0 gems from their Reserve zone to their Fatigue zone.

The game starts with the Overlord's turn. The Overlord starts with 14 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.

Event Tile 1: Resolve the following events in this order:

1. **Seski Panics:** Seski is a coward and the thought of someone actually fighting back fills him with dread. He squeals in terror and redoubles his efforts to escape. The Overlord gains 2 movements points to spend on Seski.
2. **Human Shield:** 1 Overlord unit in an adjacent area must be moved into Seski's new area. He wants to keep plenty of his lackeys between him and the Ladies blades.

Event Tile 2: Resolve the following events in this order:

1. **Reinforcements:** The Overlord gets 3 Reinforcement points.
2. **"Get yer arses over here!":** All units just placed gain free movement points equal to their Movement value. These free movement points must be used to get as close to Seski as possible. The Overlord may spend gems to give these units a Movement bonus.

For this scenario, Seski is considered to have the Protected skill instead of the Horror skill.

12

Special rules:

Game Board Rules: Standard game board rules apply, including the bar tops, tables, and stools.

A Coward Revealed: Revealed as a coward, Seski's Horror Skill has no effect on the Ladies. However, because he is such a coward, Seski has no problem pushing his lackies in front of a blade. For this scenario Seski benefits from the Protected Skill.

Fat Oaf: Due to his tremendous girth, Seski has difficulty moving in the tight spaces of the crowded inn. If Seski's entire base does not fit in an area, he is considered Hampered. To enter such an area, it will cost Seski 1 extra movement point. While Hampered, Seski's Armor value is at -1 and he attacks with 1 less due to not being able to maneuver in the tight spaces.

All staircases, upper level hallway spaces and balcony spaces are considered too small for Seski's base. Occupied Areas and Hindrance for Movement rules apply as normal.

The Hallway Corner: Seski's panic and his weight make for a dangerous combination at the Hallway Corner. When Seski enters the area marked with the number 2, move any models in that area to an adjacent Hallway area. Each player may choose which area to move their own models. For each model moved, the Overlord must move one gem to his Fatigue Zone. If the Overlord does not have enough gems to move all the models, Seski may not enter the area. Any affected Heroes must also move a gem from their Reserve Zone to their Fatigue Zone. If they don't have any gems in the Reserve Zone, they must take a Wound instead.

Fleeing the Inn: To flee the Inn, Seski must jump through the window of the upper room marked with the number 1. To do this, Seski must move across the outer wall as if moving across a border by spending 4 movement points to squeeze his immense girth through the window. Hindrance rules apply as normal.

Chests: Heroes may use a simple Manipulation to open a chest. The asset deck contains: Life Potion x3, Explosive Orb.

Doors: The doors with the red border cannot be opened or moved through.

3 KUNNIA [GLORY]

"Conan! I like you!" Niord bellowed cheerfully, slapping his hand hard on Conan's shoulder. He took a deep drink of his ale. Most of the pungent liquid missed his mouth and ran down his beard. Niord slurred, "You handle your sword like a mad dog! But I bet you handle a sled like a mad dog's bit..."

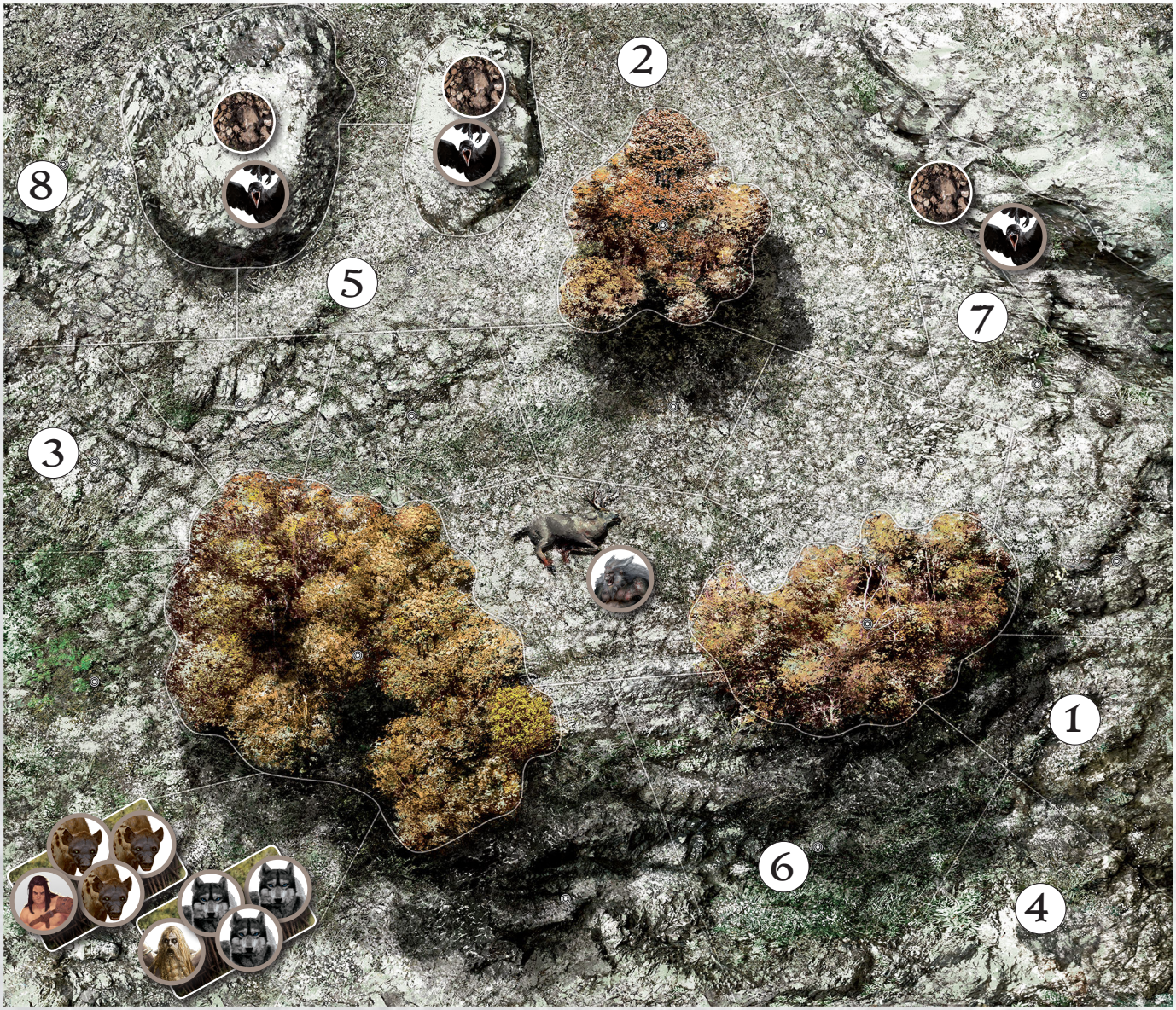
"Watch your tongue, Aesir fool," the Cimmerian rumbled. His blue eyes flashed menacingly. He pushed the hand off his shoulder. "Lest this mad dog's sword find it and cut it out of your toothless maw!"

"A race then!" Niord shouted to those seated around the fire. Jumping to his feet, ale sloshing from his mug, Niord smiled and declared "This Aesir fool against the Mad Cimmerian Dog! If I win, you serve me ale like a wench!" Niord hoisted his mug into the air. A roar of approval rang out.

"What's in it for me?" Conan rumbled suspiciously.

Niord grinned, exposing a few gaps in his teeth, "Why... kunnia, Conan. Glory!"

(This scenario was inspired by the album "Manala" by Korpiklaani, specifically the song "Kunnia.")



Winning the Game:

The Heroes must travel to each numbered space in sequential order, 1 to 8, to complete the race course. The first Hero to reach number 8 wins.

The Overlord wins if both sleds are knocked out of the game.

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

- Conan the Wanderer (Conan's Sword, Tribal Shield) 3 Hyenas
- Niord (Aesir Blade) 3 Wolves

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 5 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: Choose ONE of the following events:

Reinforcements: The Overlord rolls 1 and returns that many dead minions to the board. Reinforcements enter in the same area where they started the game.

Avalanche! Place a token in an area that does not have either a token or a number token. Any unit in that area must move out on their next activation by spending 2 extra movement points. This event may only be used twice per game.

1

Special rules:

Game Board Rules: Standard game board rules do not apply. See below.

Dog Sled: A Dog Sled is made up of 1 Hero, 3 dogs (Wolves/Hyenas), and the Barricade token to indicate the sled. These models always move together, using the Sled Dogs base Movement and skills. A Hero may spend energy for movement points following the normal Ally rules, except the Exertion Limit for a Dog Sled's Movement is the number of dogs remaining on the Barricade tile. Sled Dogs may not attack but may be attacked and defended using the normal rules for Allies. Once the last dog has been removed from a Sled Dog tile, that Hero is out of the game. Remove his model from the board.

- While in the same area as the Sled Dog, Heroes have the Bodyguard skill.
- A Hero may NOT attack another Hero or his Sled Dog. This would be a horrible breach of Aesir etiquette.
- A Dog Sled may not enter a Forest Zone or an area with a token.

Mush!: The Dog Sled is considered to be constantly moving so the following special rules apply:

- A Hero may not take a Cautious stance.
- At the start of the Hero turn, after the Stance Phase, each Hero rolls one . Whoever rolls the most symbols completes his turn first. In the case of a tie, each Hero moves 1 gem into their Fatigue Zone and then rolls again.
- A Hero may only ever make 1 attack in an area before they either have to move or end their turn.

Slush!: The snow and slush is too deep. A Hero may not move using their own movement points.

Hindering: A Hero must spend 1 extra movement point to ENTER an area with another Dog Sled.

Avalanche!: A unit cannot move into an area with a token unless it has the Flying skill. If a token ends up in the Gray Man-Ape's starting area due to the Avalanche! event, the Overlord still places the model in the area during the Reinforcement event. The Gray Man-Ape may move out of the area for 2 extra movement points on its next activation.

Thrashing Enemies: The Crows and Gray Man-Ape in this region are particularly violent. In addition to their normal skills, they also have the Circular Strike skill.

2-3 RESCUE IN NORDHEIM

Snow crunched beneath her feet as the Red Haired Woman stepped from the forest into a large clearing. Tilting her head back, she gazed upon a frozen citadel high up on a hill. A trail of hazy, purple-tinted smoke drifted up from the citadel, forming an ominous cloud resembling a demonic hand ready to reach down from the sky and crush out her life.

"I warned you, boy. The North is no place for the likes of you. By Scathach, this may well have been your last mistake."

She glanced back at the trail that had led her here. It was not too late to turn back. Why should she stick her neck out for a foolish lad who had more bravery than sense? Unbidden, the memory of those shambling creatures, led by a shadowy necromancer, setting upon that poor lad and hauling him through the darkness filled her mind. Grudgingly, she turned her attention back to the citadel. Although she loathed the foolishness of outlanders, she despised dark magic more.

The purple cloud grew denser, almost solid, and crows began circling the citadel in an almost ritual frenzy. Time grew short for the lad. Whatever magic raged inside that citadel was potent and about to culminate in a wicked climax.

Winning the Game:

If Balthus drinks the potion and both heroes escape the citadel, the Heroes win the game.
If Balthus dies after drinking the potion, the Heroes win if Yazdigerd is killed.
If Balthus transforms into the demon, the Heroes win if both Yazdigerd and the Demon of the Earth are destroyed.

If the Overlord kills Vanir Valkyrie, the Overlord wins the game

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

- Valkyrie (Aesir Blade, Dagger, Leather Armor)
- Balthus

After setup, each hero moves 4 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 6 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

Not Dead Yet...: The Overlord gains 4 Reinforcement Points to stand Zombie models back up.

Yazdigerd: Yazdigerd has the Black Staff and the spells Withering and Set's Halo. He starts with Set's Halo active.

3

6

Special rules:

Game Board Rules: Standard game board rules apply. In addition, the border with the token requires 2 extra movement points to cross, unless the character has Flying.

Stolen Gear: Place the Bossonian Bow, Kris, and Leather Armor in the location with the token.

Storming the castle: Vanir Valkyrie can choose which entrance she want to enter. Her options are marked 1, 2, and 3.

The Circling Crows: At the start of each Overlord turn, place 1 Crow model in the area with the Crow symbol. No more than 3 Crow models may be on the board at any time. Once the Demon of the Earth appears, the Overlord no longer places a Crow model at the start of his turn. The Flying skill may be used to cross over an outdoors wall border, however, the Crows must enter an interior room or hallway through the door.

Necromantic Drain: Balthus is the victim of a necromantic ritual that is slowly killing him. Each round, at the start of the hero's turn, Balthus suffers two wounds that can be taken from either his reserve or fatigue zones. Necromantic Drain ends if Balthus drinks the POTION.

Necromantic Ritual Complete: If Balthus dies before drinking the Potion, remove his figure from the board and replace it with the Demon of the Earth (6 Life Points). Remove the Event tile and replace it with the Demon of the Earth tile. Discard any armor Balthus was wearing and place any weapons he was carrying in his area.

What is dead may never die: When a zombie dies, lay the model down in the location where it died. Once the Necromantic Ritual is completed, remove any zombies that are killed instead.

Locked Door: The red door is locked and may be opened by a hero with a complex Manipulation with a difficulty of 2. Remove the door once it's unlocked. Yazdigerd may move through the door for free, the Overlord may choose whether or not to remove the door. The Demon of the Earth may use Wall Wrecker on the door. Zombies and Crows may not open a door.

Chests: The asset deck contains Potion, Life Potion x3.

Ken Meyer / Dan Maurie

5 Better be worth my trouble

"Well barbarian, are you in or out?" snarled the giant man sitting across the table in the smoky inn.

Conan glanced down from Nigor to the heavy sack of gold the man had dropped onto the table. So what if some Chieftain's Daughter had run off into the wilderness? No doubt some petty quarrel with her father, and the foolish girl chose to take flight on the longest, coldest night of the Nordheim winter. Besides, interfering in family squabbles usually caused him more trouble than they were worth. Then again, that was a large, heavy sack of gold. "Aye, I'm in, but Crom blast your family disputes! This sister of yours had better be worth my trouble!" Conan grabbed a torch by the door, signaled his companions to follow, and set off into the night.

Meanwhile, a diminutive figure struggling through the harsh Nordheim wilderness sought shelter from pursuing wolves at the top of a rocky hill. Safe for the moment from the circling wolves below, she pulled her tattered garments tight against the merciless wind biting at her exposed skin. Tears froze to her cheeks, and she knew her time was short. Her head snapped up at the sound of crunching snow, thinking perhaps someone had come to rescue her, but then the guttural voices of Primitives arose from the dark. Hungry wolves may be the least of her worries.

Winning the Game:

To win the game, the Hero must kill the Alpha Wolf (Slasher) and escort Atali off the board before all three Torches are removed from the game.

If Atali dies or all three Torches are removed from the game, the Overlord wins.

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

- Conan the Mercenary (Conan's Sword, Axe, Cape, Torch) starts with Conan's Sword and the Torch equipped.
- Niord (Aesir Blade x2, Torch) starts with an Aesir Blade and the Torch equipped.
- Balthus (Bossonian Bow, Leather Armor)
- Valkyrie (Sword, Dagger, Torch) starts with Sword and the Torch equipped

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 5 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.

A Cold Winter Wind: The Overlord may attack a Hero carrying a Torch with . If a Hero takes a wound, instead of moving gems into the Fatigue Zone, remove a Fire Token from the Torch. A Hero may not use a Weapon or Armor to guard against this attack.

Special rules:

Game Board Rules: Standard game board rules do NOT apply. Blood, Gore and Slush is not used, but the Elevation bonuses apply. Because of the darkness, Ranged Attacks can only be made into the shooter's area or an area with a Hero carrying a Torch (subject to standard line of sight rules). In addition, moving into an area with a Boulder token costs 1 extra movement point.

Atali: Atali, the daughter, activates for free but is limited to a maximum of 1 attack and her base movement points during the Heroes' turn. Heroes may not spend gems for a Movement bonus. Atali has 2 Life Points and Atali benefits from the Protected skill when in an area with a Hero. Any Hero may spend gems to allow her to use a Guard action.

Safe for Now...: Atali managed to find a rocky hill top to provide a small degree of protection from the creatures racking her. However, it won't be long until they find their way up the hill. Overlord units may not enter the area at the top of the hill until the Overlord's 2nd turn.

...but it's Cold: Atali's clothing was torn to tatters in her reckless flight into the cold wilderness. If she does not get covered soon, she will freeze to death. At the beginning of the 2nd Hero turn, Atali loses 1 Life Point each turn unless she is given the Cape card by a Hero. A Hero can use a simple Manipulation to give Atali the Cape card. Atali may not be given any other weapon or armor.

Torches: Use the Torch cards from the Stygia expansion (or any substitute). The Torch is a weapon with an Encumbrance of 0. At the beginning of the game, place 3 Fire tokens on each Torch. At the end of each Overlord Turn, the Heroes choose and remove 1 Fire Token. At the beginning of each Hero turn, all Heroes must declare 1 (or 2 for Heroes with Ambidextrous) weapon to equip for that turn. Only equipped weapons can be used until the start of the next Heroes' turn. Discard a Fire token for each Torch not equipped. Once all Fire Tokens are discarded from a Torch, remove it from the game. While the Torch is equipped the Hero gains the following benefits:

- No more than 3 Giant Wolves may be in the Hero's area. Overlord must move any extras to an adjacent area.
- The Hero gains for Attacks and Guard Actions against Giant Wolves.
- The Hero may discard a Fire Token to move all Giant Wolves in his area or an adjacent area 1 area away.

Giant Wolves: The Overlord may activate up to 5 Giant Wolf models each time a Giant Wolves tile is activated. An individual Wolf model may only be activated once per Overlord turn. Giant Wolf models are not removed from the board. If one is killed, the Overlord places it in an unoccupied area on the edge of the board. If necessary, the Overlord may put 2 Giant Wolf models in an area. Once Slasher is killed, the Giant Wolves will no longer return to the board.

Pack Attack: Any time there are 2 or more Giant Wolves (and/or Slasher) in a Hero's area, they may combine their attack into one attack targeting the Torch in an attempt to knock it from the Hero's grasp and extinguish it. If the Wolves score 1 or more wounds, instead of moving any gems to the Wound Zone the Hero must discard a Fire Token from the Torch card.

Fleeing: A Character can flee the board from an area with a token by spending movement points as though moving across a border. Once a Character has fled, they cannot be returned to the board.

Dan Maurie

5 In the Clutches of the Vanir

With the increased incursions of Vanir war parties many Aesir villages have fled toward the safety of the southern borderlands.

While scouting along the border, Niord bears witness to the massacre of a column of Aesir refugees. The Vanir withdraw victoriously with a female prisoner who Niord recognizes as Atali, the daughter of a powerful chieftain from his own village! Niord knows Atali's life can now be measured in mere hours, as she will shortly be sacrificed on the frozen altar of Ymir. Niord quickly calls on the aid of an old Cimmerian comrade and a few other experienced warriors to rescue Atali and bring back the head of the foul Vanir chief responsible.

Winning the Game:

If one or more heroes have fled the village with Atali and Yazdigerd's head, the Heroes have won the game.

At the end of round 8, the Vanir arrive in massive numbers and the heroes can no longer escape, the Overlord wins the game.

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

Suggestions for 4 heroes:

- Conan (Battle Axe, Shield, Leather Armor)
- Vanir Valkyrie (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm) Starts with Mitra's Halo cast.
- Niord (Aesir Blade)

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 11 gems in their Reserve zone and 4 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.

Reinforcement: 4 reinforcement points .

Yazdigerd has the Eel Skin spell and may cast it as a free action.

7 10

Special rules:

Game Board Rules: Standard game board rules apply.

Atali: During setup, the Overlord secretly chooses one numbered token corresponding to a numbered hut in the setup diagram and sets it aside facedown. The first time a hero enters the chosen hut, the Overlord flips the token faceup and places Atali's model in the hut's area. Atali 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. That hero takes the and places it next to their character sheet. Atali has one life point and no armor. She dies if she suffers any damage (such as an area attack). If she dies, the side which killed her immediately loses the game.

Yazdigerd: He cannot flee the village. When Yazdigerd 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 places Yazdigerd's life point marker next to its character sheet. Yazdigerd's 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 be returned to the board.

Hut Flaps: A character 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.

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 Climb can move across boulders as though they were a border by spending 2 extra movement points.

Chests: During setup, the Overlord places 1 chest in each hut area (8 total). The asset deck contains: Explosive Orb x2, Life Potion x2, Chainmail, Crossbow, Buckler, Bossonian Bow.

Dan Maurie / Frederic Henry

Solo/Cooperative Mode

The clangor of the swords had died away, the shouting of the slaughter was hushed; silence lay on the red-stained snow. The bleak pale sun that glittered so blindingly from the ice-fields and the snow-covered plains struck sheens of silver from rent corselet and broken blade, where the dead lay as they had fallen. The nerveless hand yet gripped the broken hilt; helmeted heads back-drawn in the death-throes, tilted red beards and golden beards grimly upward, as if in last invocation to Ymir the frost-giant, god of a warrior race.

Across the red drifts and mail-clad forms, two figures glared at each other. In that utter desolation only they moved. The frosty sky was over them, the white illimitable plain around them, the dead men at their feet. Slowly through the corpses they came, as ghosts might come to a tryst through the shambles of a dead world. In the brooding silence they stood face to face.

- The Frost Giant's Daughter

Overview

Most of the scenarios provided are standalone scenarios with no progressive elements. They follow the Solo/Cooperative rules laid out in the Tome of Skelos published by Monolith for rules such as Overlord activations, hero targeting, Overlord re-rolls, and allowed skills.

Skills

Sacrifice, Bodyguard, Spell Caster, Fascination: Overlord units only use these skills if the scenario outlines how they are to be used.

Wall Wrecker, Swimming, Intangible, Leap, Flying: Overlord units only use these skills when it allows them to reach the Target Hero more easily. If using this Skill allows them to avoid any movement or attack restrictions imposed by non-Target Heroes, or gets them to the Target Hero's zone (or a zone from which they can attack the Target Hero), they will use this skill. Otherwise, they will simply move to the Target Hero's zone for a close combat attack or to the closest square from where they can make a ranged attack.

Climb, Leap: Overlord units only use these skills if the scenario gives rules for doing so.

Support: For Overlord units, this skill works the same as the reroll rules for Solo/Coop play and works in addition to any reroll symbols on the tile's attack value(s). For the Heroes, it works the same as in the traditional rules.

Counterattack: For Overlord units, this skill works the same as the traditional rules. For Heroes who possess this skill, they may only use it once per Overlord turn.

Protected: For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.

Jinx: Heroes who possess this skill may use it normally, but it may create a significant advantage. Use it at the players' discretion. For Overlord units, this skill works as normal.

Leadership: Heroes who possess this skill may use it normally. Overlord units do not target allies unless they cannot reach a Hero for a melee or ranged attack.

Cunning Attackers

In this game mode, when an Overlord tile associated with multiple units activates, each of these units will move, resolve their attacks, and then the next unit associated with the tile will activate. This is different than the regular rules where Overlord units must move before attacking or lose all unspent movement points. Players choose the order in which these units activate.

The Strongest Hero

In some scenarios, there is a rule stating that a particular tile or tiles will attack the "strongest" Hero. In this case, follow these guidelines to determine the Target Hero:

1. First, check which Hero has the most energy gems in their Reserve zone. That Hero becomes the Target Hero.
2. If two Heroes have the same amount of gems in their Reserve zone, the Target Hero will be the Hero who has suffered fewer wounds.

If both of these amounts are equal, the players choose which of these Heroes is the Target Hero.

2 RESCUE IN NORDHEIM

Snow crunched beneath her feet as the Red Haired Woman stepped from the forest into a large clearing. Tilting her head back, she gazed upon a frozen citadel high up on a hill. A trail of hazy, purple-tinted smoke drifted up from the citadel, forming an ominous cloud resembling a demonic hand ready to reach down from the sky and crush out her life.

"I warned you, boy. The North is no place for the likes of you. By Scathach, this may well have been your last mistake."

She glanced back to the trail that had led her here. It was not too late to turn back. Why should she stick her neck out for a foolish lad who had more bravery than sense? Unbidden, the memory of those shambling creatures, led by a shadowy necromancer, setting upon that poor lad and hauling him through the darkness filled her mind. Grudgingly, she turned her attention back to the citadel. Although she loathed the foolishness of outlanders, she despised dark magic more.

The purple cloud grew denser, almost solid, and crows began circling the citadel in an almost ritual frenzy. Time grew short for the lad. Whatever magic raged inside that citadel was potent and about to culminate in a wicked climax.

OBJECTIVE

To win the game, Balthus must drink the POTION and the contents of the VIAL and both Heroes must escape. If Balthus transforms into the demon, the Heroes win if both Yazdigerd and the Demon of the Earth are destroyed.

SETUP

For this scenario, one player plays Balthus, who starts in the area indicated on the map. Place the Leather Armor, Kris, and Bossonian Bow in the area indicated on the map. The other player chooses one Hero from any Archetype. Depending on which Archetype is chosen, their starting equipment is listed below. They start in the area marked ❶. The game starts with the Heroes' turn.

- Warrior - Halberd
- Rogue - Aesir Sword, Dagger, Leather Armor
- Sorcerer - Parrying Dagger, Spells: Gift of Life, Hand of Death, Inversion, Mind Control

Lay all Aesir and Vanir Zombies models down. Place the Energy token on the 1st position of the turn tracker.

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains Potion, Life Potion, Pictish Drink, Unguent, Vial.

EVENT

Necromantic Ritual: Balthus is the victim of a necromantic ritual that is slowly killing him. When the Event tile is activated, perform the following steps in order:

1. Increase the Energy token on the turn tracker by 1.
2. Balthus suffers unblockable damage equal to the Energy token value on the turn tracker.

If Balthus drinks the POTION and the contents of the VIAL, the Necromantic Drain is cured. Remove the Event tile and Activation token 5 from the River.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

What Is Dead May Never Die: Aesir and Vanir Zombies that are lying down cannot be attacked or targeted with spells. They do not affect Hindering, and their Skills are not in effect. Whenever a Hero enters or exits an area with a zombie model that is lying down, it is reanimated. Stand the zombie(s) back up. When a zombie dies, lay the model down in the location where it died.

Yazdigerd: Yazdigerd has the Black Staff and the spells Withering and Set's Halo. Set's Halo is ALWAYS active. On his turn, Yazdigerd will perform the following actions in order:

1. Try to get line of sight for the Target Hero
2. Cast Withering on the Target Hero
3. Perform a Melee Attack (if possible)

The Circling Crows: At the start of each Overlord turn, place 1 Crow model in the area with the Reinforcement token. The Flying skill may be used to cross over an outdoors wall border, however, the Crows must enter an interior room or hallway through the door.

Pictish Drink: As a Free Action, a Hero may consume a Pictish Drink to move up to 2 blue gems from their Fatigue to their Reserve Zone. Discard after use.

Unguent: A Hero carrying the Unguent may perform a simple Manipulation to apply it to a melee weapon in the Hero's area. The next attack made with this weapon reduces the armor value of the target by 2. Each separate attack must have its own application, and it may only be applied once per attack. Do NOT discard after use. If used with Circular Strike, only the first target suffers the armor reduction.

Necromantic Ritual Complete: If Balthus dies before drinking the Potion, remove his figure from the board and replace it with the Demon of the Earth. Remove the Event tile and replace it with the Demon of the Earth tile. Place a second Demon of the Earth tile and add the Activation token number 6 to the Fatigue Zone in the Book of Skelos. Discard any armor Balthus was wearing and place any weapons he was carrying in his area.

1 2 3 4 5 6

Necromantic Ritual

(3 Max)

3

Necromantic Ritual Complete

(3 Max)

3

6

Ken Meyer

3 THE BITING WINDS

Smoke engulfed the village. Helgafel's wooden barricades smoldered, and scorched beams stood where houses once dwelled. Screams echoed throughout the village as the Aesir peasants ran blindly through billowing smoke. War cries soon followed, and the screams were silenced.

The Blood Crows of Vanaheim had come to Helgafel.

The villagers knew what grim fate awaited those who were caught by the Blood Crows: a forced march east across the frozen tundra ending in a Hyperborean slave market. Every man, woman, and child in Helgafel had heard the rumors of what awaited those who were taken into the ominous cyclopean walls and dark towers of the Hyperboreans.

Fearing that fate, the survivors fled into the surrounding forest, the frenzied Vanir at their heels. As they pushed deeper into the dark woods, the people of Helgafel soon realized that inside the forest lurked something more dangerous than savages and raiders...and far hungrier!

OBJECTIVE

The Heroes must save as many Civilians as possible before the game ends after turn 6. If all of the Heroes are killed or all of the Civilians are killed, the game ends. The more Civilians saved, the more impressive the victory.

- The Foolish = 0-3 Civilians Saved
- The Forgettable = 4-6 Civilians Saved
- The Saviour = 7-8 Civilians Saved
- The Triumphant = 9-10 Civilians Saved

SETUP

The game starts with the Heroes' turn. For this scenario, it is recommended that players choose one Hero from each of the three Archetypes as described in the Tome of Skelos. They start in the area marked ❶. The Heroes start with the following equipment and spells:

- Warrior - Battle Axe, Leather Armor
- Rogue - Dagger, Throwing Knives
- Sorcerer - Mitra's Staff, Dagger, Spells: Mitra's Halo Teleportation, Lighting Storm

Shuffle the 10, 11, 12, 13 Numbered tokens. These will be used to determine the direction the Civilians flee when they activate.

After setup but before the Heroes activate, activate the Civilians according to the Panicked Civilians rules.

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains a Life Potion, Explosive Orb.

EVENT

Reinforcements: Reinforce 1 Uncolored, 1 Purple and 1 Blue Vanir Warrior in the area with the token.

If this Event is activated and no reinforcements of a specific color are available, all Vanir Warriors of that color activate.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Preying on the Weak: The Sabertooth Tiger defines its target according to the following priority:

1. The nearest Civilian on the game board
2. If the Sabertooth Tiger cannot reach any Civilians, it will target the weakest Hero
3. If the Sabertooth Tiger cannot reach any Heroes, it will target the nearest Vanir Warrior

The Sabertooth Tiger doesn't die when it loses its final wound. It skulks off to the woods to lick its wounds. Remove the Sabertooth Tiger from the game board, flip its tiles to the bloodied side, and remove its Activation tokens from the Book of Skelos.

At the end of the next Overlord's turn, place the Sabertooth Tiger in the area with the token, flip its tiles back, and add its Activation tokens to the Reserve Zone of the Book of skelos.

Clinging Civilians: The frightened Civilians cling to the Heroes and therefore count towards Hindering.

Saving Civilians: If a Hero is carrying a civilian in an area with a and there are no enemies in the area, that Hero may perform a simple Manipulation to remove the civilian from the game board. Place the civilian near the area it left, to keep track of how many civilians have escaped from that area. No more than 4 civilians can escape from a single area.

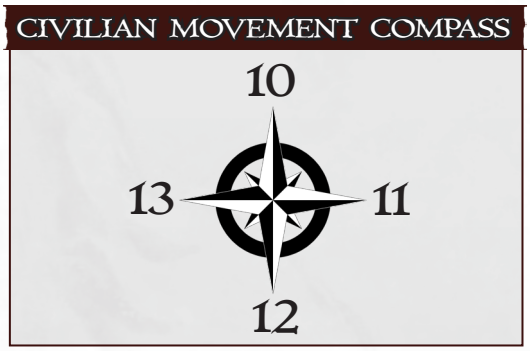
Carrying Civilians: A Hero in an area with a civilian may perform a simple Manipulation pick up the civilian if there are no enemies in the area. Civilians have an Encumbrance Value of 4. A Hero may only carry one Civilian at a time. The Hero may drop the civilian as a free action. Place the Civilian miniature on their hero sheet to indicate when a Hero is carrying a Civilian.

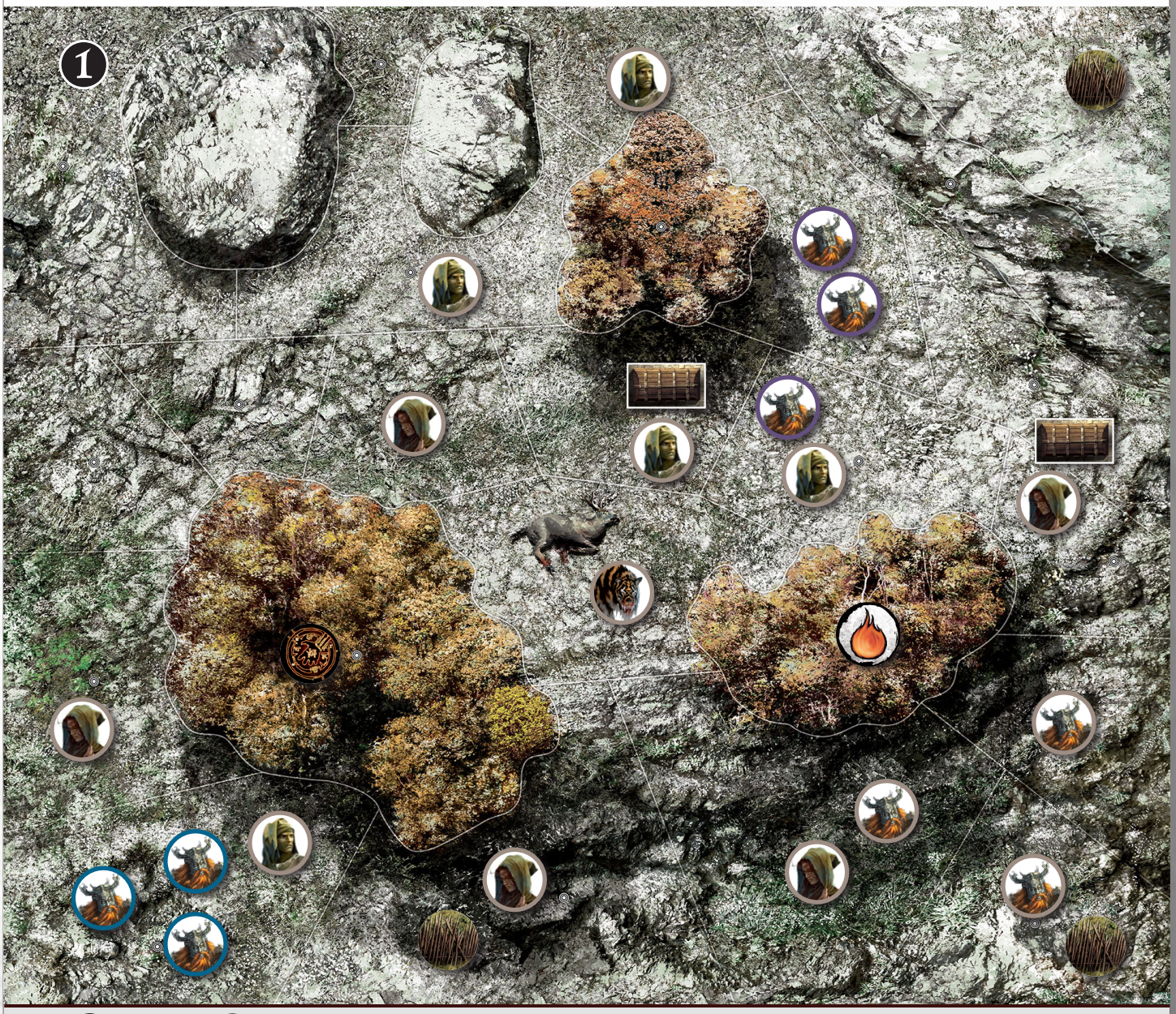
Panicked Civilians: When a Civilian tile is activated, Civilians that are not in an area with a Hero flee in terror. If there are no units of the activated tile on the game board (because they are either eaten, rescued, or carried), draw a replacement Activation token. When a Civilian flees, follow the steps below:

1. Randomly draw one of the Numbered tokens to determine which direction they flee (see compass on next page).

- Civilians suffer no movement penalties and move their full movement in the assigned direction (even into outcrops and forests)
- Civilians cannot leave the board in this manner.
- Civilians will not move into an area with a Vanir Warrior or Sabertooth Tiger. Instead, their movement ends.

2. If a Civilian cannot move for any reason, they will attack all non-Civilian Overlord units in the area (if there are any).
3. After the Civilians activate, shuffle the Number tokens.





8

Glenn Allan

3 DARK INFLUENCE

A bitter, early winter has gripped the settlements along the Black River. With the harsh change of season comes a mysterious illness. Ennis, the local priest of Mitra had set out days ago to seek a cure, suspecting foul Pictish magic. Balthus, a longtime companion of Ennis, becoming concerned when his friend doesn't return in the predetermined number of days, gathers a pair of stout sellswords and goes in search of the missing priest.

The expert tracking skills of a gloomy Cimmerian soon set the band on the trail of a Pict war party. Arriving at a secret refuge for the priests of Mitra, Balthus and his burly mercenaries find the woods around the meager shack bristling with traps and Pict arrows. Whatever magic is causing the illness has also befouled Balthus' friend. A bestial roar echoes out and a dark form looms large inside the shack. Ennis has been hideously transformed by the wretched magic of the infamous Pict shaman, Zogar Sag.

Perhaps whatever potion Ennis was seeking to aid the settlements will also be able to free him from the dark magic. A flurry of arrows informs Balthus that the Picts are determined to keep the fallen priest under their dark influence.

OBJECTIVE

The Heroes win the game once the Demon of the Earth is eliminated.

SETUP

The game starts with the Heroes' turn. They start in the area marked ❶. The Heroes start with the following equipment:

- Conan (Conan's Sword, Shield)
- Balthus (Throwing Daggers, Leather Armor, Dagger)
- Niord (Aesir Blade x2, Leather Armor)

Place the Energy token on the 2nd position of the turn tracker.

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

EVENT

Enraged: Demon of the Earth activates and targets the Strongest Hero.

SPECIAL RULES

Game Board Rules: Only the dolmens (stone columns) and the building block line of sight. No map feature on the center tile blocks line of sight.

Aesir Endurance: Niord recovers 1 extra gem during each recovery phase.

Booby Traps: When a Hero enters an area with a Booby Trap (Tentacles), the Hero must stop and loses any remaining free movement points. The Booby Trap performs a free attack against the Hero. The Hero may then continue his turn. Booby Traps may not be attacked by a Ranged Attack. A Constricted Hero may not be targeted by a Booby Trap in another area.

Body Armor: When attacked, Pict Archers and Zogar Sag get 1 added to their Defense.

Zogar Sag: Zogar Sag makes a Ranged Attack using his Melee Attack dice value if no Heroes are in his area. If Heroes are in his area, he makes a Melee attack.

Demon of the Earth's First Activation: Move the Demon of the Earth into the area adjacent to the building and place a wrecked wall token on the building. This takes up all his movement points for this turn.

Long Time Comrade: The Demon of the Earth will not target Balthus unless he is the only Hero left in the game or if Balthus attacks him first.

Impenetrable Skin: Increase the Demon of the Earth's armor value by the number indicated on the turn tracker by the Energy token. Each time the Demon of the Earth suffers one or more wounds, decrease the token by 1.

Don't Make Him Angry: The Demon of the Earth gains 1 to his attack dice for each point of Impenetrable Skin armor value he has lost (up to).

Mindless Rampage: The Demon of the Earth will always move during his activations (including the Event). If he doesn't have to move to reach the Target Hero, he will attack and then move his full movement away from the area as though he had the Evasive skill.

Eliminating the Demon of the Earth: Once the Demon of the Earth is reduced to 0 life points, do not remove his tile or model. Any Hero in the Demon of the Earth's area that has the Elixir card may use a simple Manipulation to administer the Elixir and remove the Demon of the Earth from the game.

If the Demon of the Earth is not removed from the game before his next activation, he gains 3 Life points. Set the token to 1 and activate the Demon of the Earth as normal. Increasing the Impenetrable Skin in this manner does not cause the Demon of the Earth to lose the bonus dice from **Don't Make Him Angry**.

1 2 3 4 5

3 10

Dan Maurie

3 Long, Cold Winter Part I: The Lair of the Ice King

A bitter cold winter has beset the northern reaches of Cimmeria. The days and nights are perilous as bandits, villagers and forest beasts vie for what little sustenance can be found.

The bandit known as the Ice King has been terrorizing small hamlets along the northern border of Cimmeria.

Folks are getting desperate; the snow came early this year and the winter is already proving to be harsh. They cannot afford to lose what little they have. Several villages have pooled their meager resources and now a bag of gold awaits those who would bring the Ice King to justice, whatever that may look like during this long, cold winter...

Objective

The Heroes win the game once all threats are eliminated.

Setup

For this campaign, it is recommended that players choose one Hero from each of the three Archetypes. By default, Heroes will always have access to the starting equipment for each Archetype: Conan's Sword, Dagger & Throwing Knives, Mitra's Staff, Dagger, Bori's Rage, and Set's Halo.

The game starts with the Heroes' turn. The Heroes start in the area with the event token.

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

Asset Deck

Chests require a simple Manipulation to open: Battle Axe, Parrying Dagger, Spellbook (Mystic Barrier, Escape Route)

Rules / Events

Rage of the Ice King: The Event tile activates Seski and he targets the Strongest Hero. In addition, reinforce 1 unit of each slain minion type. Remove the Event tile if Seski is killed.

Lair Dweller: If Seski cannot reach a Hero, he will remain in the tower (or retreat to the tower).

Hidden Lair: There is no Line of Sight into the tower area.

Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero. Keep all equipment found and proceed to Part 2.

Hero Defeat: Set Victory Points at -1 and lose any equipment found. Choose new characters and replay Part 1.

1 2 3 4 5

10

Dan Maurie

3 Long, Cold Winter Part 2: Plague!

The long, cold winter has pressed hard on a small town on the northern frontier. Refugees fill the streets hoping the town can provide relief. It cannot. The inhabitants are angry and desperate as their food and supply stores run out.

Suddenly, a cry goes out. Plague! The town explodes in panic as plague victims shamble through the crowded streets, infecting anyone they touch. The watchmen start shooting anything that moves. It's time to leave.

Objective

The Heroes win the game once they exit the board from the area marked with the red X.

Setup

The game starts with the Heroes' turn. The Heroes start in the area with the event token.

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

Asset Deck

Pay one gem for a simple Manipulation to open chests: Life Potion, Spellbook (Mitra's Healing)

Events

Panicked Mob: When the Event tile is activated, for each area with models that are laid down, roll a and stand up that many models. Heroes decide which models to stand up.

Special Rules

Crowded Streets: Heroes may not use their base movement points. They must spend gems for every movement.

They Keep Coming! When a Zombie is killed, lay it down in its area. While down, it does not count towards Hindering.

The Cure: If a Spellcaster is alive and carrying the spellbook, any Zombies killed are removed from the board. Any models currently down still stand up when the Event tile is activated.

Watch Towers: The Bossonian Archers only target Heroes on the same tile as them. They have line of sight to every space on their own tile. No movement is permitted into or out of the watchtower areas where they start the game.

Unlocked Gates: Heroes may move through the iron gates as though crossing a border.

Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero plus 1 Victory Point if the Spellcaster escapes with the Spellbook. Keep all equipment found and proceed to Part 3.

Hero Defeat: Lose 1 Victory Point and all equipment found in this scenario. Choose new characters and try to escape again.

1 2 3 4 5

Dan Maurie

3 Long, Cold Winter Part 3: A Strange Chill Lingers

The long, cold winter claims its final victims as the spring thaw is late in arriving. A mysterious child of nature has been accused of witchcraft and the town has called for her burning. She was probably innocent of causing the Plague, but the men who returned from the first failed expedition into the deep, frozen forest spoke of other, stranger, unnatural evils that occurred. Berserk beasts laying in ambush. Bolts of lightning from out of nowhere. Even whispers of a She-Devil with a sword. Thank the gods the winter is ending, but nevertheless, a strange chill lingers in the air all along the Cimmerian frontier.

Objective

The Heroes win the game once they kill the Vanir Valkyrie and burn the Witch's Hut down.

Setup

The game starts with the Heroes' turn. The Heroes start in the area with the event token.

After setup, each Hero moves 3 gems from their Reserve zone to their Fatigue zone.

Asset Deck

Pay one gem for a simple Manipulation to open chests: Life Potion, Axe

Special Rules

Vanir Valkyrie: Targets the Strongest Hero.

Torch: The Heroes start the game with a Torch. Use the equipment card from the Stygia expansion or a Fire token (1) (with an encumbrance of 0). They must decide which Hero is carrying it before the game starts.

The Witch's Hut: Is the building with Atali. To enter, a Hero must use the Wall Wrecker skill from the adjacent area or attack a wall with an Axe or Battle Axe for 8 Life Points. Either way, place a Wrecked Wall token to indicate it is destroyed.

Burning the Hut Down: To burn the Witch's Hut, the Heroes must get the Torch card into the Hut. Once the Torch card is placed in the Hut, all units in the Hut die immediately. To place the Torch, a Hero must throw it or drop it.

Atali: Does not move and does not take normal damage. She dies immediately when the Torch card is placed in the Hut. She has Weight of the Years, Lightning Storm and Deceleration

When Atali activates, she does the following in sequence.

1. Casts Weight of the Years
2. If a Hero is present in the area adjacent to the Witch's Hut, she casts Lightning Storm there. If not, she checks to see if 2 or more Heroes are in the same area within Line of Sight and casts Lightning Storm there.
3. If Atali does not cast Lightning Storm, she casts Deceleration on the closest Hero within line of sight that hasn't had Deceleration cast on them this turn. If more than one Hero is equal distance away, players choose.

Atali has a Line of Sight out of the Witch's Hut to any area not blocked by a column of stone. This includes all the areas between the two rows of stone columns.

Hero Victory: Heroes are awarded 1 Victory Point per surviving Hero. Tally the Victory Points and consult the Victory Point chart on the next page for your results.

Hero Defeat: Lose 1 Victory Point and all equipment found in this scenario. Choose new characters and try again.

10 5

VICTORY POINTS

Total	Rank	Description
Up to 4	Laughing Stock	Your efforts to save the frontier are mocked openly in the frozen streets for the remainder of the long, cold winter.
5 - 7	"What else did you expect?"	You got paid. What else did you expect? Pack your things and move along, this village doesn't have anything extra for the likes of you. This winter has been too long and too cold to feed another mouth. You have until sun down.
8+	Appreciation	Your heroic efforts gain the overwhelming appreciation of the village. They pay the modest reward and offer you a warm meal before you leave. The local bard offers to compose a song of your deeds... for a few of those coins...

Cloaks are pulled tight against the lingering chill as the bleak frontier fades into the distance. Rumors of treasure in desert tombs are fresh on the mind as the road leads south. There is an end to this long, cold winter, somewhere. Perhaps distance is what is needed.

"It was a gloomy land that seemed to hold
All winds and clouds and dreams that shun the sun…"
Cimmeria (Robert E, Howard)

THUS ENDS

A LONG, COLD WINTER

4 In the Clutches of the Vanir

With the increased incursions of Vanir war parties many Aesir villages have fled toward the safety of the southern borderlands.

While scouting along the border, Niord bears witness to the massacre of a column of Aesir refugees. The Vanir withdraw victoriously with a female prisoner who Niord recognizes as Atali, the daughter of a powerful chieftain from his own village! Niord knows Atali's life can now be measured in mere hours, as she will shortly be sacrificed on the frozen altar of Ymir. Niord quickly calls on the aid of an old Cimmerian comrade and a few other experienced warriors to rescue Atali and bring back the head of the foul Vanir chief responsible.

Objective

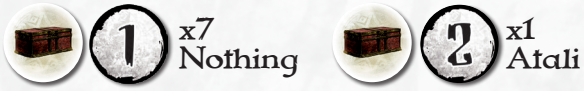
If one or more heroes have fled the village with Atali and Yazdigerd's head, the Heroes have won the game.

Setup

The game starts with the Heroes' turn. They start in the area marked. The Heroes start with the following equipment and spells:

- Conan (Battle Axe, Shield, Leather armor)
- Vanir Valkyrie (Kris, Throwing Knives)
- Hadrathus (Dagger, Teleportation, Mitra's Halo, Lightning Storm) Starts with Mitra's Halo cast.
- Niord (Aesir Blade)

Shuffle the following Treasure tokens and place them face-down in each hut. The token with 2 represents Atali. The others are nothing.



After setup, each Hero moves 5 gems from their Reserve zone to their Fatigue zone.

Asset Deck

Chests require a complex Manipulation with a difficulty of 2 to open. The asset deck contains: Explosive Orb x2, Life Potion x2, Chainmail, Crossbow, Buckler, Bossonian Bow.

Event

Reinforcements: Reinforce up to 2 Vanir Primitives in reinforcement area 1, up to 2 Blue Vanir Warriors in reinforcement area 2, and up to 2 uncolored Vanir Warriors in reinforcement area 3.

Special Rules

Game Board Rules: Standard game board rules apply except for the enemy hut flap rule below.

Hut flaps (Overlord Units): Enemies do not spend 1 extra movement point to move across a flap in or out of a hut.

Gangs of Vanir: Stack all three tiles in the first slot of the River as shown. Whenever Activation token 1 is drawn, activate all three tiles, starting with the Vanir Primitives, then the uncolored Vanir Warriors, then the Blue Vanir Warriors.

Cold Winter Nights: Overlord units in huts only move if they can reach a target. If they cannot reach a target, their activation is wasted.

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

Atali: The first time a Hero enters a hut, flip the chest token faceup. If it is a 2, place Atali's model in the hut. Atali 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. Atali has one life point and no armor. If she suffers any damage, she dies and the Heroes immediately lose the game. Overlord units ignore Atali.

Yazdigerd: When Yazdigerd 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 Yazdigerd'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.

1 2 3 4 5 6

Ken Meyer / Frederic Henry

4 WAR DRUMS ON THE FRONTIER: ZOGAR SAG'S REVENGE

Zogar Sag has been rejected and cast out by a faction of his Pict tribe, who have allied with the Vanir, in an uprising. Upon hearing that the rebels are gathering in a ruined fortress citadel where they are being joined by enthralled zombies, he seeks aid in regaining his position and power. He comes across a young Conan and approaches him to work as a mercenary. Although Conan is meeting him for the first time, he's wary of sorcerers, and particularly this one. Nonetheless, he is won over with the sizable purse Zogar gives him as up-front payment, and the promise of a chest of treasure when they crush the rebellion together. Conan's compatriots, Balthus (who has no love for the Picts) and Niord (who has his own score to settle), agree to accompany him in putting down the rebellion and reaping the sizable reward.

OBJECTIVE

To win the game, the Heroes must destroy all 3 tokens before the end of Turn 8.

SETUP

The game starts with the Heroes' turn.

- Conan the Wanderer (Two-handed sword, Throwing Knives, Chain Mail, Buckler)
- Balthus (Bossonian Bow, Sword, Leather Armor)
- Zogar Sag (Leather Armor, Parrying Dagger, Black Staff; Spells: Archer of Acheron, Lightning Storm, Pestilential Swarm)
- Niord (Zingaran Bow, Aesir Blade x2)

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains Empty Chest x2, Life Potion x4, and Explosive Orb x2.

EVENT

Reinforcements: The Overlord gains 7 reinforcement points to be spent reinforcing units prioritizing units in the River from left to right until all 7 points are spent or all units are on the game board:

1. Aesir Zombies
2. Pict Archers
3. Pict Warriors
4. Wolves
5. Vanir Warriors
6. Vanir Zombies

Once the units have been determined, place them in the area with the token closest to the greatest number of Heroes. In case of a tie, select the one closest to the target hero.

Then activate the newly placed units.

If a second Event tile is activated during the same Overlord turn, determine reinforcements in the same manner as above, but do not place them in the same reinforcement area, unless it is the only one left. Instead, place them in the next closest area with a token and then activate them.

SPECIAL RULES

Game Board Rules: Standard game board rules apply.

Doors: Doors require a complex Manipulation with a difficulty of 2 to open. Overlord units move through doors as though they were a regular border.

All Defenses At Their Disposal: Heroes may use any item with a Guard icon to defend against Melee and Ranged attacks. In addition, Heroes may use multiple items with the Guard icon to defend against an attack.

Destroy Reinforcements: To destroy a token, a Hero must either attack it with an Explosive Orb and get at least one success, or perform a complex Manipulation with a difficulty of 2 while no Overlord units are in the same area.

"I could not mistake the sound. Only one drum in the world makes just that deep, menacing, sullen thunder: a Pictish war-drum, in the hands of those wild painted savages who haunted the Wilderness beyond the border of the Westermarck."

- Robert E. Howard - Wolves Beyond the Border

Barry Fergus Jones / Steve Cowan / Rob Gunn

4 War Drums on the Frontier: Zogar Sag's Betrayal

After helping Zogar Sag put down the rebellion and reassume his leadership, our heroes are feted with much food and drink. But unbeknownst to them, he has drugged their drink and instead of receiving the sizable reward the next day, they wake up in a cellar under guard. They've been stripped of all their armor and weapons. In addition, they find that Zogar Sag and his new Vanir bodyguard has confined the sorceress Zelata with them. As their heads begin to clear, Conan and his compatriots, Balthus and Niord, along with Zelata, begin plotting their escape -- and extracting payment in full, from Zogar Sag.

Objective

To win the game, the Heroes must first collect all 3 Amulet fragments, and then kill Zogar Sag, by the end of Turn 7.

Setup

The game starts with the Heroes' turn.

- Conan the Wanderer
- Balthus
- Niord
- Zelata

Their weapons and armor have been confiscated. Place the following items faceup in the area with the X.

• Aesir Blade	• Leather Armor	• Throwing Knives
• Aesir Blade	• Leather Armor	• Two-handed sword
• Bossonian Bow	• Mitra's Staff	• Zingaran Bow
• Buckler	• Parrying Dagger	
• Chain Mail	• Sword	

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.

Asset Deck

Chests require a simple Manipulation to open. The asset deck contains Empty Chest, Life Potion x2, and Explosive Orb x2.

Event

Zogar Sag summons a creature from the woods.

Event 1 - Slasher: Replace the Event 1 tile with Slasher. Place Slasher in the area with the token. Then, activate Slasher. When Slasher dies, he drops an Amulet Fragment.

Event 2 - Bone Golem: Replace the Event 2 tile with the Bone Golem. Place the Bone Golem in the area with the Strongest Hero. Then, activate the Bone Golem. The Bone Golem targets the Strongest Hero. When the Bone Golem dies, it drops an Amulet Fragment.

Event 3 - Gray Man-Ape: Replace the Event 3 tile with the Gray Man-Ape. Place the Gray Man-Ape in the area with the Hero closest to Zogar Sag. If there are multiple areas that meet this criteria, players choose which area. Then, activate the Gray Man-Ape. When the Gray Man-Ape dies, it drops an Amulet Fragment.

Special Rules

Cellar Doors: Doors require a complex Manipulation with a difficulty of 2 to open.

Caught Off Guard: Skip the Overlord turns until the cellar door with the red border is opened.

All Defenses At Their Disposal: Heroes may use any item with a Guard icon to defend against Melee and Ranged attacks. In addition, Heroes may use multiple items with the Guard icon to defend against an attack.

Pict Archer Sentries: The five Pict Archers are posted atop columns and receive the elevation bonus. They do not move. They cannot see into the cellar, but nothing else blocks their line of sight.

Magical Staff: A Hero with the Spellcaster skill carrying Mitra's Staff gains access to the following spells: Archer of Acheron, Withering, Mitra's Healing.

Zogar Sag: Zogar Sag cannot be damaged unless all 3 Amulet Fragments are in the possession of one or more Heroes. He is equipped with the Tribal Mace, Tribal Shield, Pestilential Storm and Set's Bite.

When activated, he casts Set's Bite at the Target Hero before moving/attacking. When making an attack, add the Tribal Mace bonus. When Defending, add the Tribal Shield bonus. Whenever a Hero enters an area with Zogar Sag, he casts Pestilential Storm.

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