



A fan-made solo/co-op campaign for Monolith's Conan
by Barney Skinner



These products required to play the content of this book:

Barbarian/King Pledge • Forbidden Places & Pits of Horror Tiles • Perilous Ruins & Forgotten Cities Tiles

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TABLE OF CONTENTS

Solo / Cooperative Mode	p. 3
Scenarios	p. 5
Scenario 1: A King's Treason	p. 5
Scenario 2: The Dungeons Of Sorrow	p. 8
Scenario 3: The Wild Coast	p. 14
Scenario 3.5: Picts On The Ramparts	p. 16
Scenario 4: The Battle of Tarantia	p. 18
Scenario 5: To Take The Crown	p. 21

Solo/Cooperative Mode

"I did not dream far enough, Prospero. When King Numedides lay dead at my feet and I tore the crown from his gory head and set it on my own, I had reached the ultimate border of my dreams. I had prepared myself to take the crown, not to hold it. In the old free days all I wanted was a sharp sword and a straight path to my enemies. Now no paths are straight and my sword is useless.

"When I overthrew Numedides, then I was the Liberator—now they spit at my shadow. They have put a statue of that swine in the temple of Mitra, and people go and wail before it, hailing it as the holy effigy of a saintly monarch who was done to death by a red-handed barbarian. When I led her armies to victory as a mercenary, Aquilonia overlooked the fact that I was a foreigner, but now she can not forgive me.

"Now in Mitra's temple there come to burn incense to Numedides' memory, men whom his hangmen maimed and blinded, men whose sons died in his dungeons, whose wives and daughters were dragged into his seraglio. The fickle fools!"

-Robert E. Howard, The Phoenix on the Sword

The scenarios in this book are designed to be played sequentially as a campaign, chronicling Conan's rise to power as King of Aquilonia. It follows 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, the Cunning Attackers rule, and allowed skills. The Tome of Skelos solo/co-op rules can be found online here:

<https://the-overlord.net/index.php?/files/file/174-tome-of-skelos-final-version-of-the-solocoop-rules/>

This campaign requires the Conan Core game, the 2015 Stretch Goals Box, and two packs of Modiphius Tiles; Forbidden Places & Pits of Horror and Perilous Ruins & Forgotten Cities. Additionally, some scenarios have optional substitutions that make use of other Conan expansions.

These scenarios can also be played independently of the campaign in Non-campaign Mode. Each scenario provides the equipment and spells you should use for your Heroes in Non-campaign Mode.

Hero Selection

The Hero selection rules for Conan The Liberator differ slightly from those in the Tome of Skelos. Players still select their Heroes from the Archetypes, but the Warrior Archetype will always be a version of Conan. Each scenario's setup rules will list exactly which Conan version will be used for that scenario.

The Rogue and Sorcerer Archetypes are selected as usual from the lists below. The campaign is designed for 3 Heroes; there is no 4th Player option in each scenario, and so the Sellsword Archetype is not used.

It is recommended for thematic and balance reasons that you keep the same Rogue and Sorcerer Heroes throughout the campaign.

Archetypes and Starting Equipment

Warrior

Warriors are your heavy hitters, expected to deal death during every scenario.

When playing the campaign, the Warrior will always be a version of Conan, detailed by the Scenario.

When playing in Non-campaign Mode, the options for Warriors are: Achilles, Afari, Amra the Lion, Baal-Pteor, Conan, Conan the General, Conan the Mercenary, Conan the Pirate, Conan the Thief, Conan the Wanderer, Conan the Warlord, Constantius, Heracles, Gorm, King Conan, King Kull, Olgerd Vladislav, Othryades, Pallantides, Shentu, Valeria the Warrior, Vanir Valkyrie, Zaporavo.

Starting Equipment: Sword

Rogue

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be very useful for securing objectives and/or acquiring equipment from chests.

The options for Rogue Heroes are: Amboola, Atalanta, Balthus, Belit, Belit the Princess, Brule, Ghayoor, Ikhmet, N'Gora, Niord, Octavia, Savage Belit, Shevatas, Taurus, Zenobia.

Starting equipment: Dagger and Throwing Knives

Sorcerer

Sorcerers are adept at casting spells. These spells provide aid to other Heroes, make themselves more difficult to hit, and/or allow them to deal their own share of damage.

The options for Sorcerer Heroes are: Hadrathus, N'Yaga, Pelias, Shubba, Skuthus, Taramis, Xaltotun, Zelata, Zogar Sag

Starting equipment: Dagger, Bori's Rage, Mitra's Healing, Set's Halo

Special Equipment

During the course of the Campaign, you may acquire the Equipment card below, which provides the bonus listed:

Sorcerer's Scepter



When casting a Spell, a Hero carrying the Sorcerer's Scepter may, in addition to the cost of the spell, choose to move a blue gem from their Reserve Zone to their Fatigue Zone to improve any dice used by the spell's effect (from yellow to orange or orange to red).

Small Zones

Some of the Modiphilus Tiles have small zones - as a general rule, assume at least 2 models can fit in each.

Defeat

Heroes are not considered dead or removed from the the campaign, even if all Heroes are killed during a single scenario. When this happens, the Heroes suffer a Defeat, then proceed to the next scenario.

Campaign End

The campaign ends after the final scenario. The scenarios are played in order, though scenario 3.5 is optional.

Victory Points

To add an additional challenge to the already challenging scenarios, players may wish to run a tally of their accomplishments. At the end of each scenario, players will acquire victory points based on how well they did in the scenario. Each scenario details the victory conditions, but in general one victory point is awarded for each Hero that did not die during the scenario. Some scenarios will offer the players a chance to collect extra victory points. If players suffer a Defeat, they lose one victory point from their pool (and gain zero, obviously). If they haven't collected any victory points when they suffer a defeat, their victory point tally drops to negative 1.

Epithets

At the end of the campaign players should compare their total to the chart below, to see by which epithet King Conan will be remembered in the histories of Aquilonia:

VICTORY POINTS		
Total	Epithet	Description
Up to 5	Conan the Pretender	Once, a foolish Cimmerian tried to sieze the throne of Aquilonia by force. Civilized men could never allow such a thing; the Pretender was swiftly deposed and disposed of.
6 - 8	Conan the Usurper	Conan slaughtered the true King of Aquilonia; though the people resisted this red-handed usurper, he ruled with an iron fist, crushing all who opposed him. His reign was long and bloody, and his eventual death was cheered.
9 - 11	Conan the Vanquisher	The death of the tyrant Numedides was welcomed by most citizens, but few could ever bring themselves to fully accept the barbarian who claimed the throne. Still, times were plentiful and Aquilonia's power grew.
12+	Conan the Liberator	Freed from the whip of the tyrant by the hands of the Liberator, the people rose up to celebrate their new King, and grew to love him as a wise and powerful monarch who brought freedom, plenty and glory to his citizens, a King to be remembered through the ages.

THIS BEGINS **CONAN** **THE LIBERATOR**

Aquilonia, flower of the west, jewel of the Hyborian Kingdoms. From the wild hills of Gunderland to the rolling pastures of Tauran, it is a land of fertile soils and greedy men, ever hungry to expand its borders. A nation of great wonders and greater intrigue, of the walls of Shamar who stood before Atlantis fell, and of the golden towers of Tarantia, where fat merchants count their gains, and brooding nobles scheme for influence.

Some say King Numedides was a good man once, but perhaps that was just the folly of those who saw his coronation as the dawn of a new age. Regardless, none call him that now, at least in private. Numedides the Cruel, they name him, when they are sure his spies will not hear.

The streets of Tarantia are empty of crime, and these days of almost everyone, as the population hides from the perverse whims of the aging King and his personal guard. Many a maiden has disappeared from her chambers, and rumors of foul sorcery abound.

War is a near constant; skirmishes against the Picts, and territorial disagreements with Argos have greatly weakened Aquilonia's armies, forcing the King to rely on imported mercenaries.

These sellswords, under the command of a giant Cimmerian named Conan, have brought great success in the wars, and their officers have become heroes of great renown in the inns and towers of Tarantia. In darkened rooms, powerful men whisper of the charismatic barbarian, and wonder if his popularity could make him a figurehead in a revolution against the mad king.

Alas, whispers have a tendency to attract more attention than open words, and these murmurs have found their way to the king's jealous ears.

On a hot moonless night, Conan dreams of battle, of chaos and death, of burning torches and burning flesh. His eyes flick open, but the sounds remain, no mere dream, but bare reality.

As he awakens the officers who share his lodgings, the door bursts wide, and the Captain of the King's Guard stands before them, flanked by his soldiers.

"Your men are captured or dead, barbarian," he spits, "and by order of the King, you shall join them."

Dressed only in his loincloth, Conan reaches for his sword.

OBJECTIVE

To win the game, Conan must escape from Tarantia, moving off the edge of the map from the Zone marked 3, before the end of round 12.

SETUP

The game starts with the Heroes' turn. For this Scenario, the Warrior is Conan.

The Heroes start in the Zone marked 1.



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.

The asset deck contains Life Potion x2, Leather Armour, Javelin, Parrying Dagger.

EVENT

Reinforce 1 Bossonian Guard without a base ring in the zone marked 2, then Reinforce 1 Bossonian Guard with a base ring on the zone with the Reinforcement icon on Conan's current map tile. If Conan is on the Bridge tile, both Guards will be placed in the zone marked 2.

SPECIAL RULES

Moat: The blue shaded area outside the city walls is a moat which is inaccessible to all characters.

Bossonian Archers: The Bossonian Archers will never move; if they don't have Line of Sight to a Hero their activation is wasted. They target the Strongest Hero if possible, and are considered Elevated.

Captain: The Captain will always target Conan if possible.

Blue Bossonian Guard: The Blue Bossonian Guard tile activates both the Blue and Purple Bossonian Guards.

City Walls: A character with the Climb Skill may scale the City Walls by paying 1 extra Movement point. Ladders and ramps may be used by any character for no additional cost.

Arrows: Miniatures may only move from one tile to another along the paths marked with double-headed arrows.

OPTIONS

Non-Campaign Mode

In non-campaign mode, players may play as one of each of the three Archetypes; the Warrior does not have to be Conan. The Warrior will have to escape to win the scenario, the Captain will target the Warrior, and the Bossonian Guards with base rings will Reinforce on the Warrior's tile.

Cache: Dagger x 2, Sword, Throwing Knives

Spells: Bori's Rage, Mitra's Healing, Set's Halo



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Activates the Blue and Purple Bossonian Guards.

Hero Victory:

If the Heroes win, they are awarded 1 Victory Point per surviving Hero and keep all items they found during the scenario. If the Captain was killed during the scenario, gain an extra Victory Point.

Hero Defeat:

If this scenario results in a Defeat, lose 1 Victory point and all items found during the scenario.



2 THE DUNGEONS OF SORROW

In his youth, Conan would have responded to Numedides' treachery by marching on the palace in a furious rage, likely to his own death. Age had brought, if not patience, then guile. Let the civilized man think he has won, and then return in strength to crush him.

With most of his mercenaries slaughtered, Conan will need to raise a new army, and that will require funds.

For years, he has heard rumors of a valuable treasure, somewhere in the Pictish Wilderness, so the companions head west. At a crossroads inn near the Thunder River, a few coins open the lips of an old thief.

"I've heard of your treasure," he whispers. "I sought it myself, in my youth. Where it lies, I couldn't say, but I was told there's a map to it, deep in the Dungeons of Sorrow."

OBJECTIVE

To win the game, the Heroes must reach the Objective Room, then complete that room's Objective.

SETUP

The game starts with the Heroes' turn. For this Scenario, the Warrior is Conan the Mercenary.

This Scenario doesn't have a fixed map setup; the map will be built from tiles as the Heroes explore the dungeon.

Place the numbered Activation tokens 1 through 9 face down on the Reserve zone of the Book of Skelos. These won't be used to activate units, but instead will be drawn to select new tiles as the Heroes explore the dungeon. Set aside the numbered tokens 10, 11 and 12, as they'll be needed later.

Draw a token from the Reserve zone to the Fatigue Zone, and consult the Dungeon Room Setup Chart for that token's number, setting up the tile as shown. The Heroes start in the zone marked with an Arrow.

Place the Turn Marker on number 5 on the Turn Track; it is used in a different way to most other Scenarios, counting down rather than up on each Overlord Turn.



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

ASSET DECK

Unless the rules for a Dungeon Room say otherwise, Chests require a simple Manipulation to open.

The asset deck contains 2 x Life Potion, Bucker, Leather Armour, Zingaran Bow, Battle Axe, Pirate Saber, Sorcerer's Scepter, Spellbook (Fleet Runner, Bel's Hand), Ring (Archer of Acheron, Withering). The Ring counts as a second Spellbook.

SPECIAL RULES

This scenario works differently than most solo/coop scenarios. Activation tokens are not used to activate units, but rather to randomly choose which room is found next in the dungeon.

The number of activations does not depend on how many heroes are on the map. The Overlord turn goes as follows:

Overlord Turn Sequence:

1. Decrease the Turn Marker by 1. If the Turn Marker reaches zero, reset it to 5, and each Hero must remove one gem from either their Wound zone, Fatigue zone or Reserve zone. This gem will be lost for the rest of the scenario, and cannot be recovered by any means.
2. Activate all enemy units. Players choose the order in which to activate them.
3. Resolve the Dungeon Room Event for each Dungeon Room containing at least one Hero. If the Heroes are in more than one Dungeon Room, the Players may choose the order in which to resolve them.

Doors: Unless the rules for a Dungeon Room say otherwise, Doors require a simple Manipulation to open. When a door is opened, if there are fewer than 5 revealed tokens on the Fatigue Zone of Book of Skelos, draw another token from the Reserve Zone. Consult the Dungeon Room Setup Chart for that token's number, and place the new tile so that the zone with the Arrow is next to the opened door; these zones are now considered adjacent and characters may move freely through the door. Set up the room as shown, then the Heroes may continue their turn. If you run out of table space, you can remove any rooms at the start of the dungeon that you've cleared of enemies.

If there were already 5 revealed tokens, instead randomly draw one of token 10, 11 or 12, and setup the room for that number instead, following the placement rules above. This will be the Objective Room, and the rules for that room will specify how to win the scenario.

OPTIONS

Non-Campaign Mode

In non-campaign mode, players may play as one of each of the three Archetypes; the Warrior does not have to be Conan the Mercenary.

Cache: Dagger x 2, Leather Armour, Parrying Dagger, Sword, Throwing Knives

Spells: Bori's Rage, Mitra's Healing, Set's Halo

Substitutions

Conan the Thief may substitute for Conan the Mercenary.

Hard Mode: The Turn Marker begins at and resets to 4.

DUNGEON ROOM SETUP CHART 1-3

1



Dungeon Room Event:

If there is a Tentacle in the central well, move it to the outer Zone with the fewest Tentacles. If tied, Players may choose where it moves.

Then, add a Tentacle to the central well. There may be a maximum of 10 Tentacles on the board at any one time.



2



Dungeon Room Event:

The Bossonian Archers attack for a second time, targeting the Strongest Hero.



3



Dungeon Room Event:

Reinforce 1 Mummy.



DUNGEON ROOM SETUP CHART 4-6

4

6



Dungeon Room Event:

Time moves strangely in this room. Decrease the Turn Marker by one, following the same rules as at the start of the Overlord Phase.

5



5



Locked Door:

The Door cannot be opened until the Captain is dead.

Balconies:

The Balconies on which the Bossonian Archers start are Elevated.

Sacrifice:

The Bossonian Guards will use their Sacrifice Skill to protect the Captain if possible.

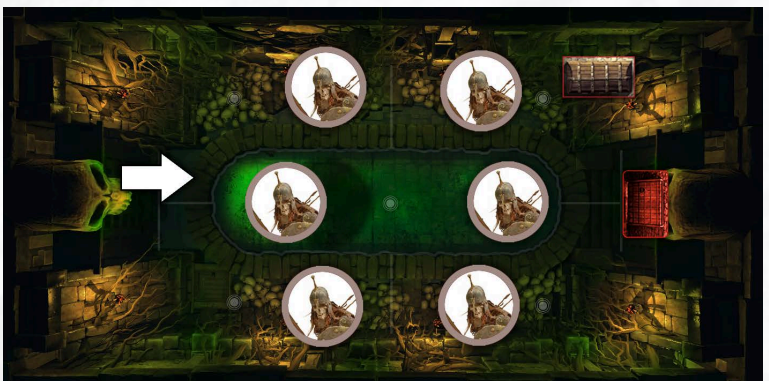
Dungeon Room Event:

If the Captain is still alive, he drinks a Life Potion and recovers all lost health.



6

4



Skeletons:

When a Skeleton is killed, do not remove the model, but lay it down instead. The Skeletons will not leave the room.

Door:

The door cannot be opened until the Bone Golem is dead.

Dungeon Room Event:

If all Skeletons are laying down, remove them all and place the Bone Golem in the central zone, then Activate the Bone Golem. Otherwise, if at least one Skeleton is still standing, stand up all laying down Skeletons.

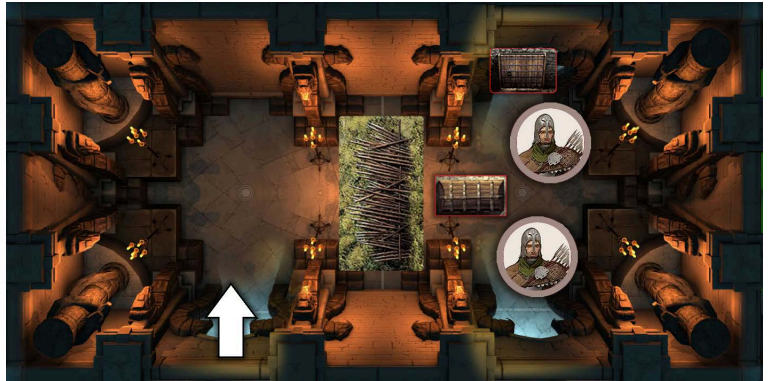
Once the Bone Golem has been placed, this event has no further effect.

DUNGEON ROOM SETUP CHART 7-9

7

Barricade:

The Barricade has an Armor of 8 and 5 life points. It does not block Line of Sight.



Dungeon Room Event:

If the Barricade is still in place, add another Bossonian Archer to their starting zone, up to a maximum of 5. If the Barricade has been destroyed, this Event has no effect.

8

Dungeon Room Event:

The bestial stench in this room is overpowering; each Hero in the room must move 2 gems from their Reserve zone to their Fatigue zone. If they do not have enough gems in their Reserve Zone to do so, they must move as many as they can, then suffer 1 point of unavoidable damage.

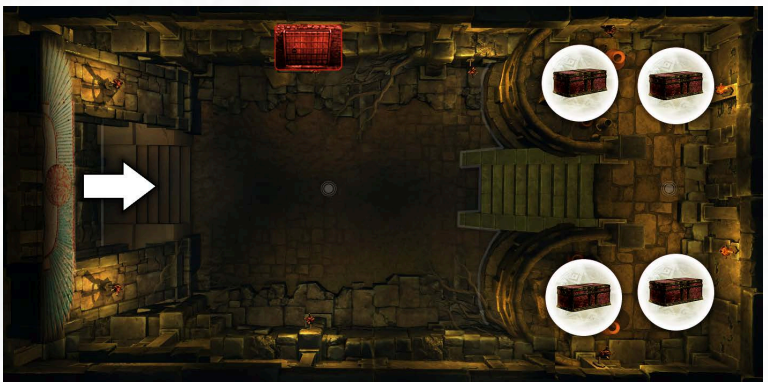


9

Chests:

When setting up the room, shuffle 3 Treasure tokens with a 1 on the reverse with 1 Treasure token with a 2 on the reverse, and place them randomly face-down in the zone shown.

The chests require a Complex Manipulation of difficulty 4 to open; the Lock-picking skill may be used. When opened, flip the token; those with a 1 on the reverse are empty, the token with the 2 contains a lever that opens the secret door. A Simple Manipulation is required to pull the lever.



Door:

The door is a hidden secret passage that can only be opened by the lever.

Dungeon Room Event:

The ceiling is collapsing; each Hero in the room suffers an Attack of Ranged Damage, which may be Guarded against as usual.



OBJECTIVE ROOM SETUP CHART 10-11

10

8



Objective:

Kill the Hyperborean Primitive.

Hyperborean Primitive:

When the Hyperborean Primitive activates he will first perform a Melee Attack if possible against a Hero in his zone, then move to the zone containing the most Heroes that he can reach, and finally he will cast Pestilential Swarm.

Dungeon Room Event:

Reinforce 2 Mummies, 1 in each reinforcement zone.

11

Objective:

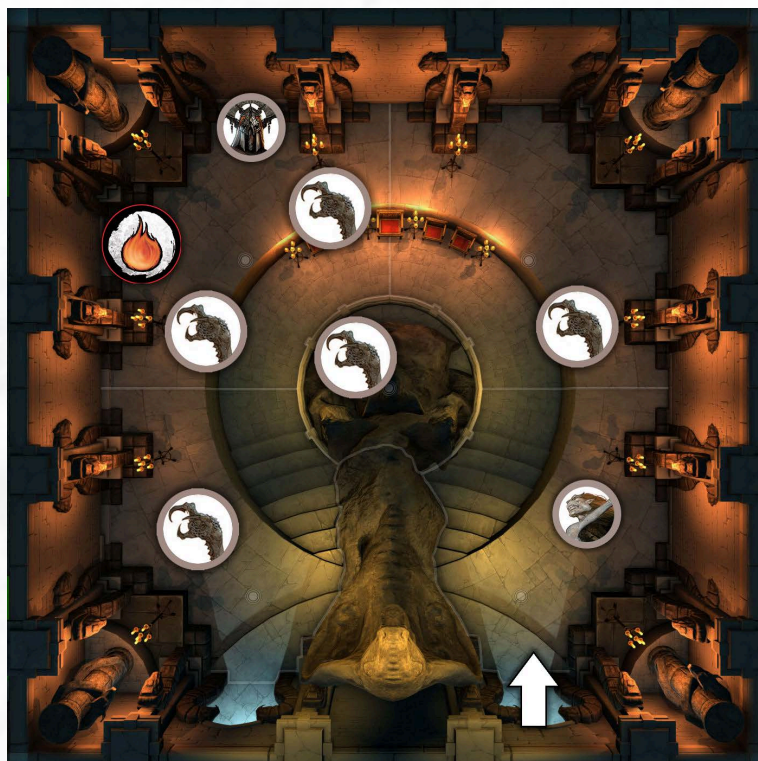
Kill the Warlock.

Warlock:

The Warlock always activates first on the Overlord's Turn, and will not leave his zone; when he activates he casts Set's Bite at the Target Hero, then casts a spell pushing all Heroes out of his zone, into the central circular zone of the tile.

Dungeon Room Event:

If there are fewer than 2 Tentacles in the Warlock's zone, Reinforce until there are 2 Tentacles in his zone.



5



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OBJECTIVE ROOM SETUP CHART 12

12

Objective:

Kill the Bandit Leader (Kothian Archer).

Bandit Leader (Kothian Archer):

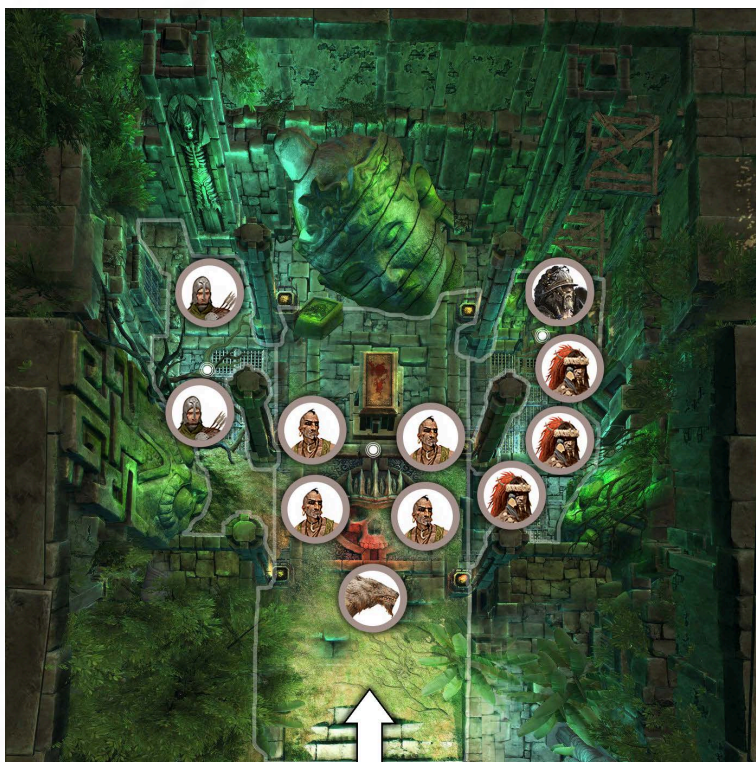
The Bandit Leader always activates first in the Overlord's turn.

Belit's Guards:

Belit's Guards represent the Bandit Leader's personal guard. When they activate they will first perform a Melee Attack against a Hero in their Zone if possible, then Move to try to be in the Bandit Leader's Zone, and finally, if they haven't already Attacked, they will perform a Melee Attack against a Hero in their zone. They will use their Sacrifice Skill to protect the Bandit Leader.

Dungeon Room Event:

The Bandit Leader performs a second Ranged Attack, targeting the Strongest Hero.



Hero Victory:

If the Heroes win, they are awarded 1 Victory Point per surviving Hero, keep all the items they found during the scenario, and in addition, for each Hero that survives, the Heroes gain an additional item remaining in the asset deck of their choice.

The Heroes find the map to the treasure on the body of the leader they slew in the Objective Room.

Hero Defeat:

If this scenario results in a Defeat, lose one Victory Point, but the Heroes may keep any items found during the scenario.

The Heroes just about escape with their lives, and find the location of the treasure elsewhere.



"It cannot be done," the captain cries over the roar of the wind. "The moment we anchor, the abominable picts will swarm over the deck, and so great are their numbers that we shall surely be overrun."

Conan stares at the Zingaran, unmoving, until he shrinks from the barbarian's gaze. The crew of the Lynx was paid good coin to bring the companions to this wild coast, but if the map is to be believed, the treasures guarded by the locals will more than pay for the costs of this excursion, if a way to retrieve them can be found.

Conan turns to face the coast, watching trees pass smoothly by the ship.

"So do not anchor," the Cimmerian states, firmly. "Furl the mainsail, and bring us as close to shore as you dare, but keep the Lynx moving. We'll keep pace on land, fetch the treasures and return with them."

The captain shakes his head in disbelief. "Set's Fury, this is beyond madness."

Conan's hand brushes the hilt of his blade. "If you are unwilling, dog, perhaps your first mate will be less of a coward?"


The captain pales, hastily issuing the orders to pull tight to the coast.

OBJECTIVE

To win the game, all three Sacred Treasures and all surviving Heroes must be on the ship. If all Heroes die, or if any Sacred Treasures or unopened Chests are discarded, the Heroes lose.

SETUP

The game starts with the Heroes' turn. For this scenario, the Warrior is Conan the Wanderer.

The Heroes start in the zone marked .



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

ASSET DECK

Chests require a complex Manipulation of difficulty 1 to open. The asset deck contains 3x Sacred Treasure.

SPECIAL RULES

Sail Onward: At the end of the Overlord's turn, after any activations have been resolved, the ship sails onward.

Remove all Heroes, Units, Chests and Equipment from the tile in position 3. If an unopened Chest or Sacred Treasure is removed, the Heroes lose the game. Any Hero removed is considered killed.

Remove the tile in position 3, then slide the tiles in positions 1 and 2 backward along the ship so they occupy positions 2 and 3 respectively. Place the removed tile in position 1, and repopulate it with Units and chests as it was at the start of the game. This may involve adding new Units, as those originally on the tile may have moved. The maximum number of each Unit type is not limited to the number initially on the board, but by the number of miniatures of that type. If there are insufficient miniatures to fully populate the tile, place as many as you can.

Sacred Treasure: If possible, all Overlord Units will Target a

Hero on the land carrying Sacred Treasure. If they can't reach to Attack such a Hero, they will select a Target Hero as normal.

Elevation: Zones marked  are considered Elevated, giving an Elevation Bonus to Ranged Attacks.

Leap: Heroes without the Leap skill may attempt a Leap, with an Encumbrance Limit of 4, and a cost of 3 Movement Points. Overlord units with the Leap skill may use it if their Target is on the ship. Any miniature which fails a Leap remains in their zone and does not move.

Swimming: Because the ship is moving, the Swimming Skill may not be used; water areas are inaccessible.

Terrain: Miniatures may move diagonally from corner-to-corner on the square-shaped zones. Jungle zones block line-of-sight to zones beyond, but characters may shoot into or out of them normally.

Overlord Tiles: Tiles on the Book of Skelos are never flipped in this scenario; if a Token is drawn relating to a Tile with no remaining Units, that Activation is simply wasted.

OPTIONS

Non-campaign Mode

In Non-campaign Mode, players may play as one of each of the three Archetypes; the Warrior does not have to be Conan the Wanderer.

Cache: Battle Axe, Buckler, Dagger x 2, Leather Armour, Parrying Dagger, Sorcerer's Scepter, Sword, Throwing Knives, Zingaran Bow

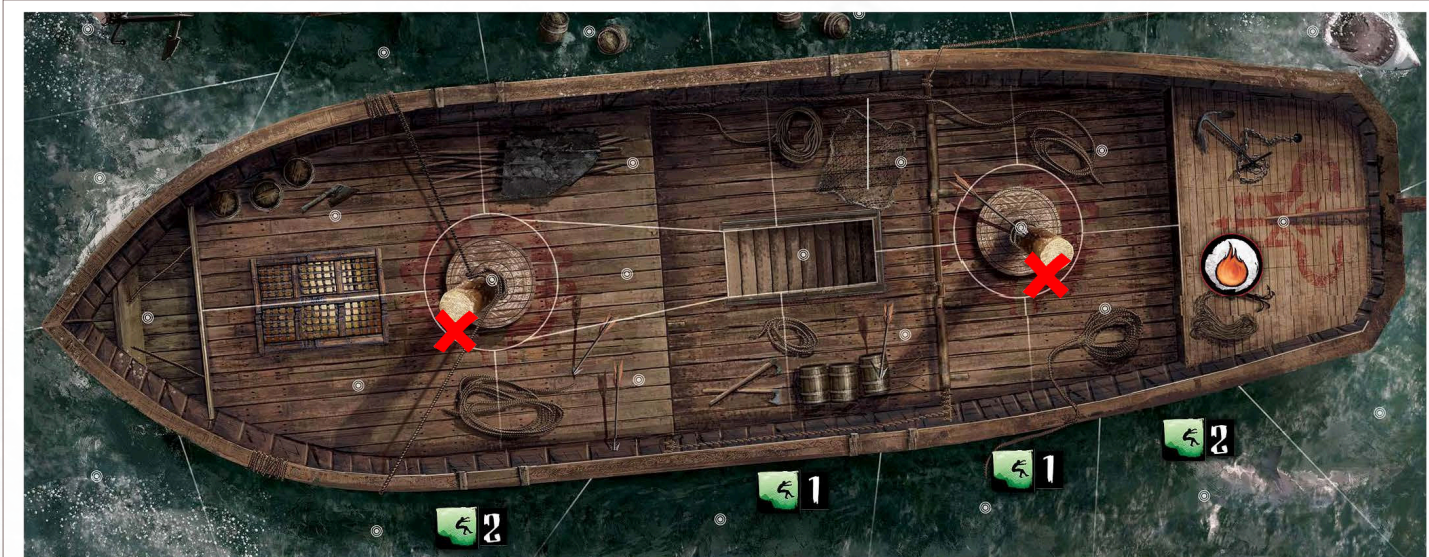
Spells: Bel's Hand, Bori's Rage, Fleet Runner, Mitra's Healing, Set's Halo, Withering

Substitutions

Conan the Pirate may substitute for Conan the Wanderer
Crows may substitute for Hyenas

Sabertooth Tiger may substitute for the Giant Spider

Hard Mode: Add an Empty Chest to the asset deck.



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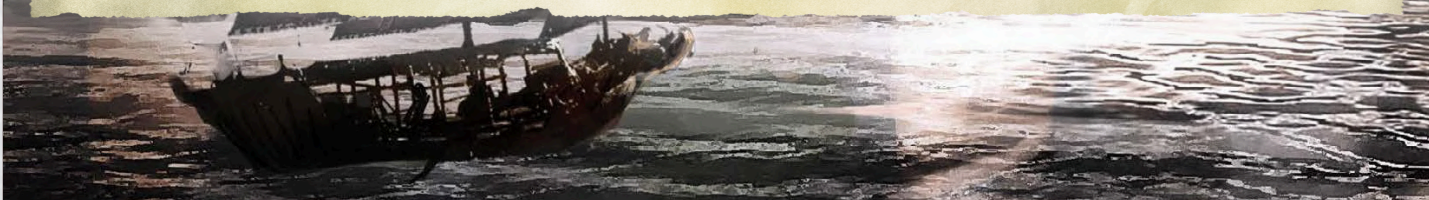
Discard the Sacred Treasure cards, they do not carry over to the next scenario. Regardless of the result, any equipment left behind on land is lost.

Hero Victory:

If the Heroes win, they are awarded 1 Victory Point per surviving Hero and may add the Chainmail, Tribal Mace and the Life Transfer spell to their Cache.

Hero Defeat:

If this scenario results in a Defeat, lose 1 Victory point. The Heroes may choose 1 of these items to add to their Cache: Chainmail, Tribal Mace or the Life Transfer spell.



3.5 PICTS ON THE RAMPARTS

Having suffered damage scraping against the rocks of the shore, the Lynx is forced to beach in a small bay further down the coast to allow the crew to make urgent repairs. The forest surrounding the beach is silent as the crew set to work, with no sign of Pictish pursuit.

Conan cautiously leads a party into the forest searching for supplies, following an old animal trail.

With surprising suddenness, they come across a clearing, in its center a long abandoned wooden fort, built by civilized hands; doubtless some long-dead pioneers, fool enough to try to tame the Pictish wilderness.

With his keen forest senses, Conan is alerted to the crack of a leaf under moccasin, the tell-tale sign of an approaching Pict warband, seeking their stolen idols.

OBJECTIVE

To win the game, the Heroes must slay the Giant Snake, which will cause the Picts to lose heart and flee.

SETUP

The game starts with the Overlord's turn. For this scenario, the Warrior is Conan the Wanderer.

The Heroes start in the zone marked 1.

Before starting the scenario, draw 2 Activation Tokens from the Reserve zone to the Fatigue zone on the Book of Skelos.



After setup, each Hero moves 6 gems from their Reserve zone to their Fatigue zone.

EVENT


Battle Fury: If there isn't yet a red gem on all 3 Pict tiles, place a red gem on a Pict tile of the Players' choice that doesn't yet have a gem on it.

If all Pict tiles have a gem, roll a yellow dice. If the result is blank, place the Giant Snake in zone 2, otherwise place it in zone 3. Replace the Event tile with the Giant Snake tile, and add a Reinforcement Token to the Giant Snake's zone.

SPECIAL RULES

Red Gems: A Pict tile with a red gem on it increases its Base Movement and Armor values by 1 each, and rolls an extra yellow dice when Attacking.


Pirates and Bossonian Archers: The Pirates and Bossonian Archers are Allies to the Heroes, but are not activated by the Leadership skill. Instead, they form part of the River, and when their tokens are drawn to activate their tiles, the Players may choose how to move them and whom to attack.

Climbing The Walls: Pict Hunters and Pict Warriors may attempt to climb the walls of the Fort at the locations marked with . Climbing the walls works like the Leap skill; they must spend 2 Movement points to make an attempt, then roll a red dice to see if they succeed. The difficulty of the climb is equal to the number of enemies in zones adjacent to the zone from which the Pict is climbing, e.g. for a Pict in a zone adjacent to 1 Pirate and 1 Hero they would need to roll a 2 to successfully climb.

Instead of selecting a Target Hero, when Pict Hunters and Warriors outside the fort activate, they will move to the zone they can reach with the easiest Climb (i.e. the one with the

fewest adjacent enemies), and then attempt a Climb if they have enough Movement points remaining. Place a Pict that succeeds in climbing the wall in the fort wall zone adjacent to the Leap marker; it will then select a Target as usual for any remaining Movement or Attacks.

Once the Giant Snake has smashed a hole in the wall, Picts will no longer attempt to climb the wall, but will instead select a Target as usual, using the hole to enter the fort.

Giant Snake: The first time the Giant Snake activates, place a Wall Wrecker token on the zone marked  adjacent to the Giant Snake. Any Overlord units or Allies in this zone are killed, and any Hero in the zone suffers 3 unavoidable wounds and is pushed into the adjacent zone inside the fort. The zone with the Wall Wrecker token is no longer considered to exist, it just connects the inside and outside of the fort and units may move freely through it. The Giant Snake may then continue its turn, having spent 2 Movement Points to use Wall Wrecker.

Warband: After activating a Pict tile, add 4 more units of that type to the board. If there is a Reinforcement token on the board, place them in its zone, otherwise place them one at a time in zones outside the fort, empty ones if possible. Stop if you run out of miniatures.

OPTIONS

Non-campaign Mode

In Non-campaign Mode, players may play as one of each of the three Archetypes; the Warrior does not have to be Conan the Wanderer.

Cache: Battle Axe, Buckler, Chainmail, Dagger x 2, Leather Armour, Parrying Dagger, Sorcerer's Scepter, Sword, Throwing Knives, Zingaran Bow.

Spells: Archer of Acheron, Bori's Rage, Fleet Runner, Life Transfer, Mitra's Healing, Set's Halo, Withering

Substitutions

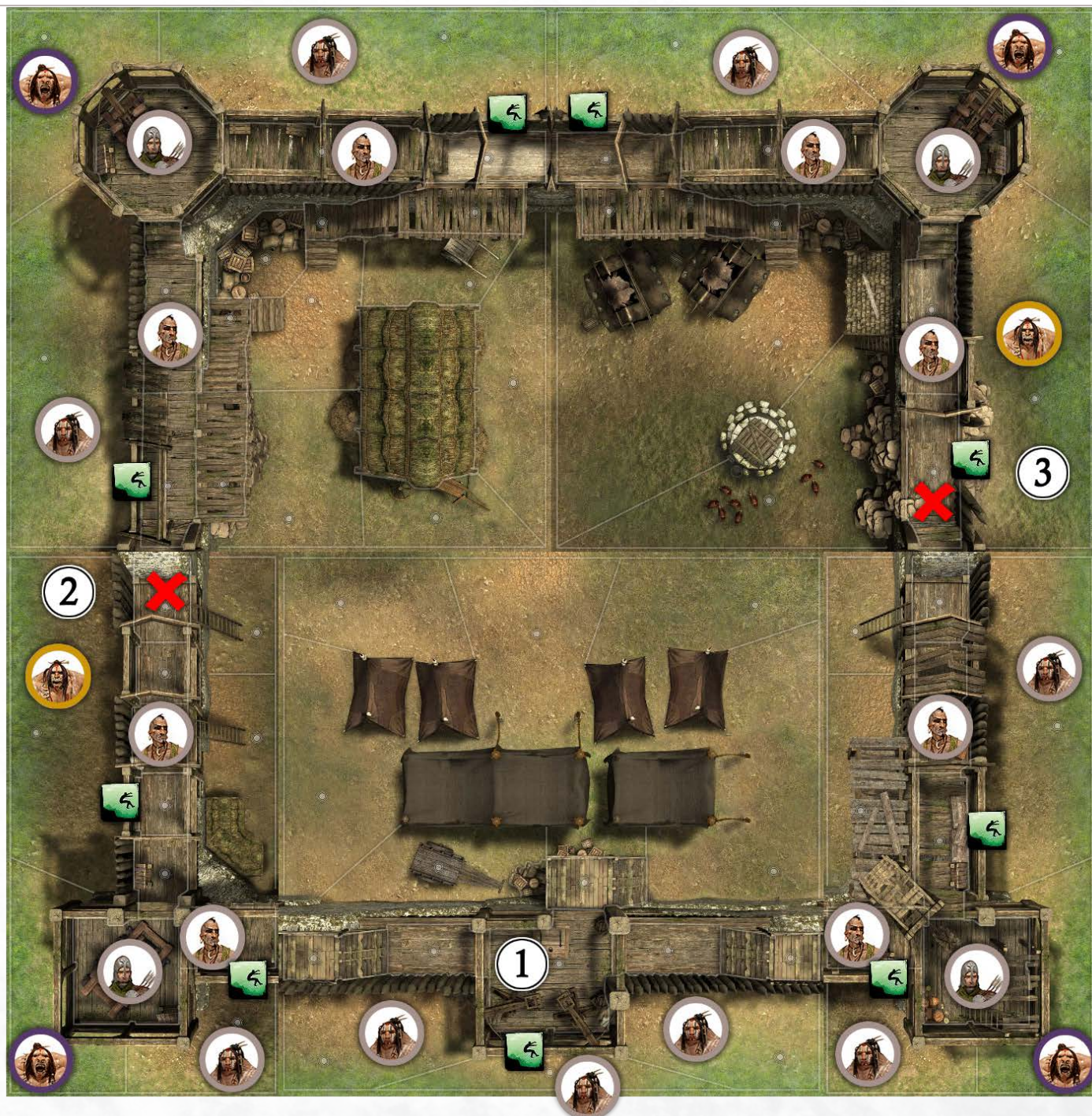
Conan the Pirate may substitute for Conan the Wanderer.

Pirate Archers may substitute for Bossonian Archers; add an additional unit in zone 1.

Venarium: In Non-campaign Mode you may play the Battle of Venarium by making the following substitutions:

Vanir Warriors (blue) for Pict Hunters, Aesir Warriors (blank) for Pict Warriors, Giant Wolves for Pict Archers, Bossonian Guards for Pirates and Conan for Giant Snake.

The Vanir, Aesir and Wolves will all try to Climb the walls.



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Hero Victory:

If the Heroes win, they are awarded 1 Victory Point and may add the Tribal Shield and the Recall spell to their Cache.

Hero Defeat:

If this scenario results in a Defeat, lose 1 Victory point.
When playing scenario 4, remove 1 Yellow Pirate.

Treasure tells tales, and soon the story of Conan's new-found riches is on the tongue of every mercenary, rogue and rebel in the west. By the time the companions cross into Aquilonia, they find themselves leading an army.

Some are old comrades seeking new wars, others sell-swords paid handsomely for their service, but the ranks are swelled by ordinary Aquilonians, seeking a chance to end the cruel king's reign.

Many nobles declare for Numedides, and the nation rapidly finds itself in civil war, but Conan encounters surprisingly little resistance as his forces sweep eastwards

towards Tarantia; the King has drawn the bulk of his forces back to defend the capital, afraid to face the barbarian in the open.

Outside the city, the forces get their first sight of each other; the King has arrayed his shining troops before the city walls. Numedides' forces outnumber the rebels, but if Conan's army can get their ram to the gates, the city will fall nonetheless.

On the front lines, General Conan raises his arm in the silent air, addressing his troops simply.

"Hell or glory, men!"


OBJECTIVE

To win the game, the front of Battering Ram must be moved to the city gates, in zone 6. The Heroes lose if all Heroes die or the Battering Ram is destroyed.

SETUP

The game starts with the Overlord's turn. For this scenario, the Warrior is Conan the General.

Once the board is set up, place the Battering Ram tile on top of zones 1 and 2, facing towards the city, and set up the Pirates on the Battering Ram tile as shown.




The Heroes start in the zone marked .



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

EVENTS

Event 1: Reinforce one Bossonian Guard of each tile to zone 6, and return one dead Bossonian Archer to its starting point on the city walls.


Event 2: The defenders fire flaming artillery at the Battering Ram. Place a  token on top of the Battering Ram, and every miniature on the Battering Ram tile suffers a Ranged Attack of  . Roll separately for each target.

SPECIAL RULES



Pirates: Pirates are allies, representing Conan's mercenary army, and use this tile, regardless of their base color. Any Hero with the Leadership skill may spend 1 gem to activate all Pirates of one base color. Instead of Attacking, their Melee value may alternatively be used for Manipulation (see below).



Battering Ram: The Battering Ram tile is placed on top of the map tiles, initially covering zones 1 and 2. The Battering Ram may be moved, 1 zone at a time, along the numbered




path to the city gates (zone 6). Heroes and Allies may pool dice to attempt a complex Manipulation to move the Battering Ram tile; the difficulty is 4, plus 1 for each fire token  on the tile. Any Heroes or Allies making the attempt must spend the required gems to do so before any dice are rolled. The Battering Ram can't move if there are any Overlord units on the tile, or if there are any miniatures in the zone into which the Battering Ram would move. If the roll is successful, slide the tile 1 zone forward, keeping any miniatures in their zones on tile.

While on the Battering Ram Tile, miniatures gain the Untouchable skill, if they didn't have it already.

Burning Ram: If there are any  tokens on the Battering Ram at the start of the Overlord Turn, add another one, as the fire spreads. If there are ever 5 tokens on it, the Battering Ram is destroyed and the Heroes lose the scenario. Heroes and Allies may attempt to quench the flames by making a complex Manipulation of difficulty 2 to remove a  token.

Battle Fury: All Overlord Units and Allies are considered to have the Precision Strike skill, if they don't have it already.

Terrain: The terrain is a mixture of marsh and low-lying scrub, which doesn't block Line of Sight, however miniatures may NOT move diagonally from corner to corner on square shaped zones.

Catapults: Catapults, marked  may be Loaded and Fired during the battle. Loading a Catapult requires a complex Manipulation of difficulty 2, which may be combined by Heroes and Allies as described above. Place a red gem on a Catapult to show it is loaded. To fire, a complex Manipulation of difficulty 1 is required; remove the red gem when fired, whether it succeeds or not. A successfully fired Catapult provides a Ranged Attack of   against each miniature in the target zone, rolled separately for each target.

Bossonian Archers: Bossonian Archers never move, and Target the closest Ally. If there are no Allies remaining, they Target the Strongest Hero. As they are on the city walls, they gain the elevation bonus.

Moat: The blue shaded area outside the city walls is a moat which is inaccessible to all characters.

OPTIONS

Non-campaign Mode

In Non-campaign Mode, players may play as one of each of the three Archetypes; the Warrior does not have to be Conan the General, but it is strongly recommended that you pick at least one Hero with the Leadership skill.

Cache: Battle Axe, Buckler, Chainmail, Dagger x 2, Leather Armour, Parrying Dagger, Sorcerer's Scepter, Sword, Throwing Knives, Tribal Shield, Zingaran Bow

Spells: Bel's Hand, Bori's Rage, Fleet Runner, Life Transfer, Mitra's Healing, Recall, Set's Halo, Withering

Substitutions

Army of the North: Replace the Yellow Pirates with Aesir Warriors, and the Red Pirates with Vanir Warriors.

Mercenary Defenders: Replace the Green Bossonian Guards with Honor Guards, and the Blue Bossonian Guards with Belit's Guards.





Hero Victory:

If the Heroes win, they are awarded 1 Victory Point per surviving Hero and may add the Scale Mail, Crossbow and the Kiss of Death spell to their Cache.

Hero Defeat:

If this scenario results in a Defeat, lose 1 Victory point. The Heroes may choose 1 of these items to add to their Cache: Scale Mail, Crossbow or the Kiss of Death spell.

Conan's march on the palace is, to his surprise, accompanied by the sound of cheers. The normally empty streets throng with Tarantians, hailing the invading army and singing songs of the Cimmerian they are calling *The Liberator*. Yet Aquilonia is not yet free, not while Numedides skulks in his palace.

An old companion, General Prospero, hails Conan near the edge of the old city, greeting the barbarian with a smile and a clasp of arms.

"Gods, but am I glad to see you," the Pointainian exclaims with a tired look in his eyes, "the tyrant's madness has only grown in your absence."

"The day he slaughtered your men, he locked himself away with an eastern sorcerer, determined to find a way to defeat death itself. Since then the unholy lights and sounds emanating from the palace have driven men mad."

Conan's companion familiar with the mystical ways is troubled deeply by this news. "Such power can only be sourced from the Outer Dark, and drawing so much from those demonic hell-scapes can tear holes in reality."

All eyes turn to Conan, who has an unreadable look on his scarred face. Eventually, Prospero breaks the silence.

"It's time we had a new king."

OBJECTIVE


To win the game, Numedides must die.

SETUP

The game starts with the Heroes' turn. For this scenario, the Warrior is Conan the Warlord.

Set up the Palace Room tiles as shown. Place Stairway tokens, of the types shown, on the zones shown on the Citadel map and Palace Rooms.

Place the tokens numbered 1-8 face down on the Fatigue area of the Book of Skelos. These are not used to activate units, but to choose which units to spawn and where to place them.

The Heroes start in the zone marked .



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

ASSET DECK

Chests require a simple Manipulation to open. The asset deck contains Explosive Orb, Life Potion and Spellbook (Dagon's Attack, Mitra's Halo).

In addition, set aside the Elixir, Phial and Potion, as you will need them during the scenario.

SPECIAL RULES

This scenario works differently than most Solo/Coop scenarios. Activation tokens are not used to activate units, but rather to randomly choose which units spawn, and where to place them. The number of activations does not depend on how many Heroes are on the board. The Overlord turn always goes as follows:

Overlord Turn Sequence

1. Activate all enemy units. Players choose the order in which to activate them.
2. If the Warlock is alive, Spawn new units (see Spawning rules below)

Numedides: Use the Hyperborean Primitive tile and miniature to represent Numedides.

Numedides cannot be harmed while the Warlock is alive, and targets the Strongest Hero.



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Warlock: The Warlock only activates once the Mystic Barrier has been destroyed. When activating, he will move towards the Target Hero and cast Pestilential Swarm. If the Warlock is killed, units will no longer Spawn.

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Mystic Barrier: The  is a Mystic Barrier which blocks line of sight and movement. It can be destroyed by throwing the Elixir, Phial and Potion into the Pit marked .

Palace Rooms: The 3 Palace Room tiles represent different areas of the palace, which can be accessed via stairways. When in a zone with a Stairway, a Hero or unit may spend 2 Movement points to move between the Citadel and a zone in a Palace Room with a matching Stairway.

Each Palace Room contains a Monster; they will only activate if there is a Hero in their Palace Room, and will never leave the tile. When a Palace Room Monster is killed, it will drop one of the Elixir, Phial or Potion; it doesn't matter which.



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Poison: A Hero who takes damage from a unit with the Poison Skill must take a Cautious Stance next turn.

Spawning: To Spawn enemies, draw an Activation Token from the Reserve zone of the Book of Skelos, but do not activate that tile. Instead, you will add the miniature(s) corresponding to that tile to the board. If all miniatures for that tile are already on the board, draw another token. If all miniatures from the tiles on the Book of Skelos are already on the board, do not Spawn. To select where to Spawn, draw another Activation token, and place the Spawned miniature(s) on the board in the numbered zone matching the drawn token. Once all Activation tokens are in the Fatigue zone, flip and shuffle them as usual, returning them to the Reserve Zone.

When Spawning Tentacles, Activation token **6** Spawns 1 Tentacle, token **7** Spawns 2 Tentacles, and token **8** Spawns 3 Tentacles. Place all Tentacles Spawned at the same time in the same zone.

Tentacles: For this Scenario, Tentacles are considered to have a Movement speed of 1.



OPTIONS

Non-campaign Mode

In Non-campaign Mode, players may play as one of each of the three Archetypes; the Warrior does not have to be Conan the Warlord.

Cache: Battle Axe, Buckler, Chainmail, Crossbow, Dagger x 2, Leather Armour, Parrying Dagger, Sorcerer's Scepter, Scale Mail, Sword, Throwing Knives, Tribal Shield, Zingaran Bow

Spells: Bel's Hand, Bori's Rage, Fleet Runner, Kiss of Death, Mitra's Healing, Set's Halo, Withering

Substitutions

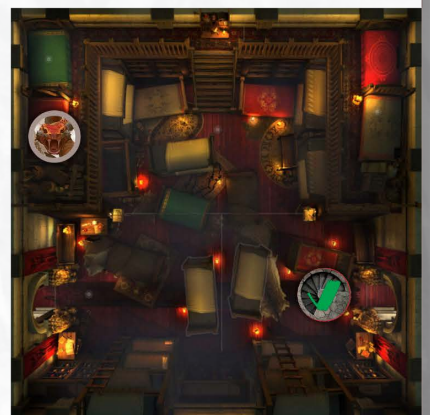
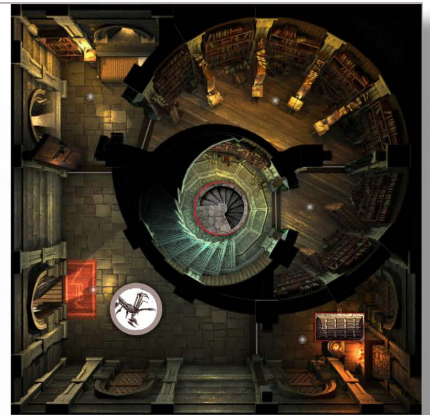
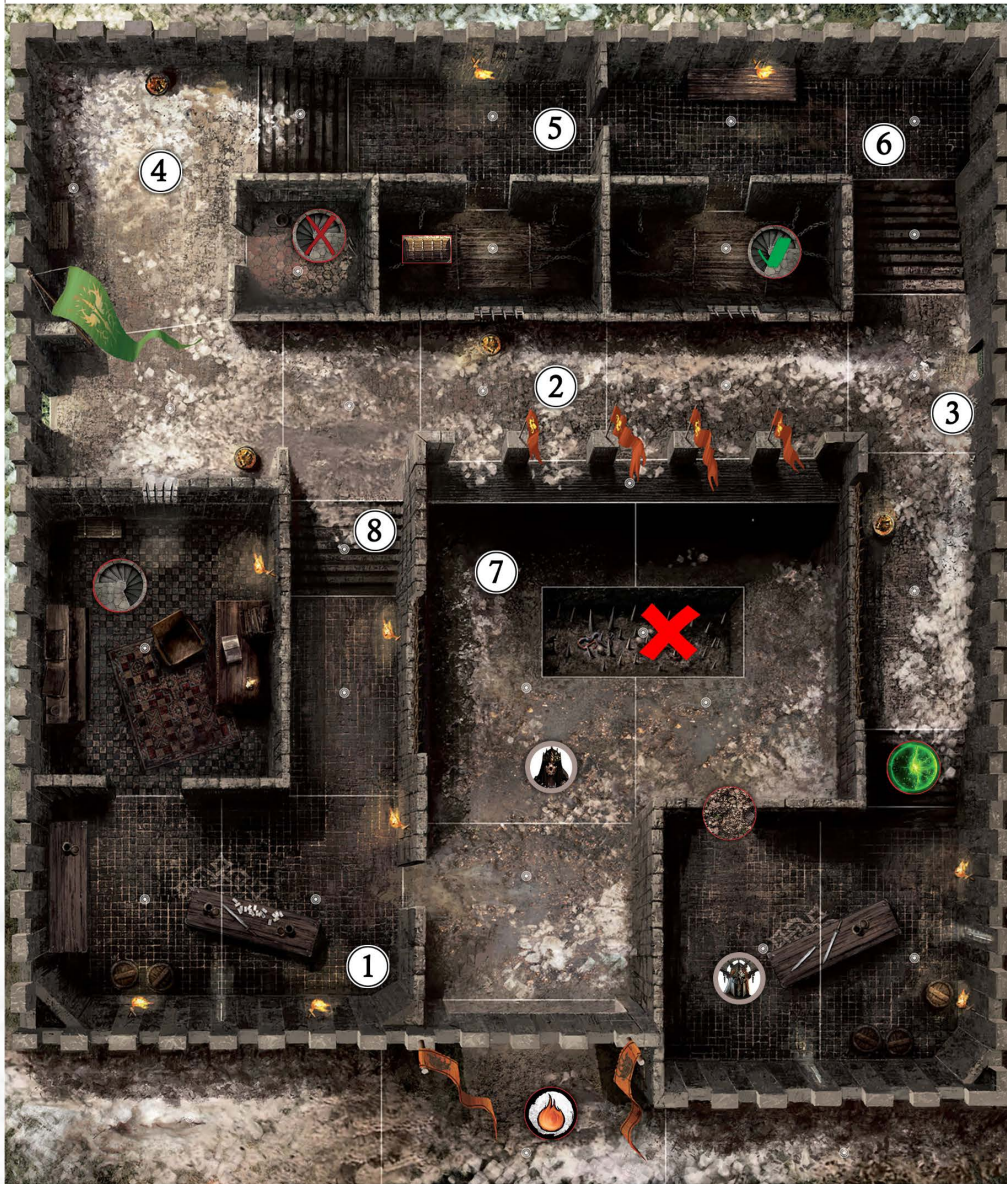
Son of Set may substitute for Giant Snake

Scorpion Broodmother may substitute for Giant Scorpion

Demon of the Earth may substitute for Gray Man-Ape

Easier: The Warrior is Conan the Conqueror

Harder: Spawned Monsters have 3 Life points.



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x1

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x3

Hero Victory:

If the Heroes win, they are awarded 1 Victory Point per surviving Hero. If Conan killed Numedides, gain an extra Victory Point. Consult the Victory Chart on page 3 to see how history remembers Conan.

Hero Defeat:

If this scenario results in a Defeat, lose 1 Victory point. Consult the Victory Chart on page 3 to see how history remembers Conan.

THIS ENDS
CONAN
THE LIBERATOR

