



The fury of Pict clans is unleashed like a storm of blood and fire on The Bossonian Marches, sweeping away everything in its path, ravaging strongholds and piercing through the lines of the defenders. At this time, Conan is the leader of a group of mercenaries, and he fights an unbalanced struggle alongside the regular army of the Marches. When a Bossonian general and his commander fall under the Picts' axes, the soldiers naturally look to him as their new leader and name him general of what is left of the Bossonian forces. Despite audacious and bloody assaults, Conan's army is no match and his men are cut down to pieces. Surrounded and forced to retreat, the mercenary leader and a handful of brave fighters guided by the Aquilonian scout Balthus protect themselves behind the walls of the still smoking ruins of a stronghold. As they build improvised barriers, Pict drums resonate in the darkness and the savage enemy relentlessly draws near. Soon, the walls of the fort will be stained with red...

This scenario is for 2 heroes. However, Balthus has a very defensive (and static) role, so it is advised that only 1 player handles both heroes.



Objectives



If Balthus and at least one of his allies are still alive at the end of Round 10 when the Aquilonian reinforcement army arrives, the heroes win the game. Conan is not considered an ally and can die in this scenario, which is not a defeat condition for the heroes.




If either Balthus or all the allies are killed before the end of turn 10, the Overlord wins the game.




The game begins with The heroes' turn

Heroes suggestions :

- Warlord Conan (Axe, Zingaran Breastplate)
- Balthus (Zingaran Bow, Leather armor)

 Each hero begins with 5 gem(s) in their fatigue zone..




 The Overlord begins with 6 gems in his reserve zone and 4 in his fatigue zone. He recovers 7 gems each turn..



Events

Here they come! : 6 reinforcement points .

Death to the White Man! : All the units from a tile chosen by the Overlord (except the Giant Wolves and the Demon) immediately gets one free attack each, with an additional  bonus to be used against any heroes or allies in their area. This event can be used only once per Round.

Swift as a Wolf! : All the units from up to 2 tiles chosen by the Overlord (except Giant Wolves and Demon) immediately benefits from a free move equal to their base movement points. This event can be used only once per Round.

Unholy Summoning! : Zogar Sag (if alive) summons the Forest Demon in his area. If Zogar Sag dies, the Demon is removed from the board. The Forest Demon has 8 LP.



Spells : Set's Halo, Set's Bite

He starts with Set's Halo cast.

Special rules




By Mitra! Here they Come! : After setup, 5 Pict Hunters, 5 Pict Archers, 5 Pict Warriors and 5 Giant Wolves are placed by the Overlord in any area with a Reinforcement token. Zogar Sag appears in any Reinforcement area at the beginning of Round 1, after the Overlord has moved the Turn Marker.

By Crom! Let's Welcome these Dogs! : At the beginning of Round 0, Balthus can move one or more allies on any area within the fort (including walls) by spending one gem for each ally moved. Balthus can also be moved in this way. Conan cannot be moved.

Improvised Barricades : The 3 barricades tokens cannot be crossed and block lines of sight. Pile them up in order, starting with number 1. To remove the first token it must receive a total of 3 damage points. To remove the second and third tokens, they must receive 2 and 1 point of damage respectively. Only one token can be removed per turn. Giant Wolves, Pict Archers and Set's Bite cannot damage the barricades.

Glory of the Clans! : After the Overlord's activation phase and before the heroes' turn, the Overlord can use a number of Reinforcement points equal to the value of the Turn Marker.

Line of Sight : A character in a wall area has line of sight to each ground area within the fortress wall (elevation bonus applies). An area in a tower and an area outside that tower are within each other's line of sight only if the wall areas are adjacent to or in the tower. Characters outside the fort walls have a line of sight with adjacent to or in the tower. Characters outside the fort walls have a line of sight with adjacent wall areas.

Leaping from walls : A character can move across a parapet from a wall area to ground area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead.

Climbing : Picts, Zogar Sag and the Forest Demon can climb the walls when activated, but no other actions can be performed during this turn. Conan (if active) can also climb the walls by spending 2 gems, but no other actions can be performed during this turn. Climbing walls does not require a dice roll.

Rock Slides : A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.

Chests : During setup, the Overlord places 5 chests on the board as indicated by the setup diagram. The asset deck contains: 2 life Potions, 1 Buckler, 1 Battle Axe and 1 Hallberd.

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