



The blaring of trumpets broke the silence of pre-dawn morning followed by the rhythmic pounding of boots marching. Another wave of the assault was about to begin against an old ruined fort built at the base of Mount Golamira just as the sun was starting to rise over the rocky eastern peaks. Nemedian troops under the command of one of their captains had been attacking all night and all that remained of Conan's garrison were the heroes around him and Belit and a few of her honor guard. The Nemedians weren't going to stop until the pirate queen was dead.

"Prospero should be here soon," Conan grunted, "but not soon enough for my tastes. By Crom, we didn't fight all night just to die now. Fortify our positions and we'll beat these Nemedian dogs back again!" He wiped the sweat from his forehead and intently stared at the last of their fortifications, his blue eyes blazing from beneath his square cut black mane. As much to himself as to anyone else, he added "the bards will sing of today one way or the other."

"They have a wizard!" one of Belit's guards yelled down from a broken parapet.

Conan's sword sang as he ripped it from its scabbard and yelled, "Go stick an arrow in his black heart before he does something we regret!"

"But we don't have any bows," protested the guard.

"Then find one!" the Cimmerian bellowed. "To arms, let's give these dogs the death they deserve!"



## Objectives



To win the game, the Heroes must hold out for 8 turns when Prospero's troops arrive.



To win the game, the Overlord must Kill Belit.







The game begins with The heroes' turn

Heroes suggestions :

- Conan (Conan's Sword, Buckler)
- Belit (Ornamental Spear) Has 3 Guards
- Hadratus (Dagger et 3 spell(s) : Mitra's Halo, Energy Drain, Bori's Rage)
- Shevatas (Kriss, Throwing Knives)

 Each hero begins with 3 gem(s) in their fatigue zone.



 The Overlord begins with 11 gems in his reserve zone and 3 in his fatigue zone. He recovers 7 gems each turn.



## Events

Marching Boots : The Overlord receives 5 reinforcement points.

Dark Pact : Skulthus summons an Outer Dark Demon with 6 health. Using this ability removes 1 health or 1 spell of the Overlord's choice from Skulthus. The Outer Dark Demon's tile goes in the last spot in the river and the model may be placed anywhere on the board. This Event may only be performed once per game and Skulthus must be alive at the time of the Event.



6



5






Spells : Set's Bite, Set's Halo, Telekinesis

Starts with Set's Halo Cast


## Special rules

**Lines of Sight** : A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

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

**Chests** : During setup, the Overlord places X chests on the board as indicated by the setup diagram. The asset deck contains: Battle Axe, Crossbow, Explosive Orb, Leather Armor, and Life Potion

**Barricades** : The Heroes (including Belit's Guards) may spend 4 gems to build a barricade with 3 Life points. This may not be passed through or climbed (it can be flown over). A damaged barricade can be repaired at a cost of 1 gems per Life Point up to a maximum of 3. A maximum of three barricades may be in play at any time. Barricades block line of sight for ranged and spell attacks. Barricades only block areas if a model base can't move past the barricade and a wall or adjacent zone. The starting barricade, with rubble on either side, blocks movement into the fort. Removing rubble or the barricade allows character movement in and out of that area. Barricades at doorways may be attacked from the zone adjacent to the doorway.

**Rubble** : Rubble  around the ruins in the areas numbered ① ② ③ make an area impassable unless a character has the Climbing skill. With Climbing, it takes 2 additional movement points to move through an area with rubble. Skulthus' Telekinesis spell can be used to clear the rubble in addition to its normal usage. Additionally, the Overlord can spend 3 gems to clear rubble if units are in an adjacent space. Rubble does not block line of sight for ranged attacks or spells.

Clearing rubble counts as an action so movement after this act requires gems per normal rules but it does not prevent the units from attacking in the same round. Heroes may spend 3 gems to put rubble in spaces ① through ④ if they are standing on higher ground.

*James W*