



Looking for the legendary Treasure of Tranicos the bloodthirsty, the expedition conducted by Savage Bêlit and her formidable Cimmerian lover has ended in disaster. Their ship has washed up on the pictish shores and most of the survivors have been slaughtered by the savage painted warriors. Conan, whose resilience and stamina have been nurtured by his rude and wild life, manages to lead Bêlit and N'Gora into a sacred sanctuary. Or so he thinks, for the pictish warriors have ceased to chase them...

Conan and his companions are now enjoying a moment of rest, and they are deliberating on which path to follow. They are amazed by the surrounding silence. Not a single noise. Not a birdsong... Suddenly, a snap coming from the neighbouring bushes makes them jump with surprise. A strange woman comes out of the wild, bare feet, dishevelled. She stares at them with a deep and mysterious gaze. Without a word, she comes closer to Conan, puts her gnarled hand on his muscular forearm, and whispers a few words into his ears. Conan quivers.

His eyes lit up with excitement after hearing those words, Conan feels that there are superior forces at stake. He thus decides to accompany the mysterious woman. However, his savage companion and her faithful lieutenant refuse to blindly follow an unknown woman who appeared from nowhere. With half-a-smile, Zelata gives the price for her help. She can take the party through the last territory standing between them and civilisation. As a payment, she asks for an unusual favour: Conan and his companions have to free a path for a few members of her wolf-pack, who have been trapped in the middle of Pict Lands. Enclaved and trapped by the tribe of the Shaman of the Eagles Clan, they are due to meet their fate.

Our Heroes are now dragged into a peculiar quest: following a stranger and risking their lives for a group of wolves... The mysterious words of the strange woman still echo in Conan's mind "Follow me Cimmerian, what you will achieve today will be returned to you... King Conan".





## Objectifs



Help the wolves to cross the village before the end of turn 10. At least one member of the pack should be able to exit the map from area (3).



Prevent all wolves to exit the map by the end of turn 10.



La partie débute par le tour des Héros.

- \* Conan le Vagabond (Hache) Conan de Wanderer - Axe
  - \* Belit la Tigresse (Dague) Savage Belit - Dagger
  - \* Ngora (Dague sacrificielle) N'Gora - Sacrificial Dagger
  - \* Zelata (Baton de Mitra et 4 sort(s) : Larmes de Dagon, Inversion, Téléportation, Blocage magique) Zelata - Mitra's staff.
- Zelata starts with the following spells: Tears of Dagon, Magic Block, Teleportation, and Inversion.



Les Héros débutent avec 5 gemmes en zone de fatigue.



L'overlord commence avec 5 gemmes en zone d'énergie disponible et 6 en zone de fatigue. Il récupère 7 gemmes par tour.



## Événements

**Reinforcement** : 8 Reinforcement points



Commence avec immortal points de vie


Avec les sorts : Retour des braves, Contrôle mental, Possession de Set



Zogar Sag cannot move, cannot be attacked nor killed. His hut cannot be set on fire and nobody can enter his hut. Only Picts called by \"Return of the Brave\" can exit the hut. Zogar Sag's spells do not require a line of sight (as per spells' description). Zogar Sag starts with the following spells: Return of the Brave, Set's Possession, Mind Control.



## Règles Spéciales



**The wolf-pack** : Each wolf has 1 life points and 0 in defence. They cannot attack nor defend. Place 5 wolves in area (1) if after the heroes' turn there are no Picts left on the areas marked with arrows. However, if this condition could not be fulfilled before turn 7, place the wolf-pack in area 1 at the beginning of turn 7.


The wolves move along the arrowed path towards area (2). Before the heroes' turn, the wolves take a 2 points movement action. They do not move if an Overlord unit is in their area. Likewise, they stop their movement if an Overlord unit is in the next area that they should enter in.

**The Fire's war** : The heroes can pick up a torch on ③. This requires a simple Manipulation 1 . They can move with the torch and keep it for several turns. At the end of the heroes' turn, each hero who is next to one of the wooden hut can set it on fire.


This is a free action. Roll   (no reroll possible) and place a fire marker of the corresponding amount in the hut. Any unit or character already in the hut takes an equivalent amount of fire damage. The torch carried by the hero goes out.

**Alchemy** : Thanks to her competence Alchemy, Zelata can reroll her   while she attempts to set a hut on fire.

**Extinguish flaming huts** : For each fire marker resulting from  , the Overlord should immediately place a Pict from an adjacent area (or already inside) into the hut. This/these pict(s) will not be able to act in the next Overlord turn. If there are less Picts models than fire markers in any flaming hut, the Overlord can move some additional units during his turn into adjacent areas. The Overlord then allocates the number of models they wish to use into the hut without any additional cost.

Consequences of fire: at the end of the Overlord turn, remove immediately 1  from the Book of Skelos per fire marker ignored by the Picts. This represents Zogar Sag's loss of magical power when his village gets burned. Then, remove all fire markers from the flaming huts. (Fire fighter) Picts will be available to act in the next turn.

**Bloodlust** : When Picts shed blood, the magical power of Zogar Sag is restored. The Overlord re-gain 1  gem for each hero or each wolf slain. They place the re-gained gem in their Fatigue zone. The Overlord cannot have more than 11 gems.

**Barrels** : The asset deck contains: 2 Leather Armours, 1 Javelin, 1 Parrying Dagger, 1 Pirate Saber, 1 Zingaran Breastplate, and 1 Shield . Opening and searching barrels require a complex Manipulation and a difficulty of 1. If a hut has 3 fire markers or more at any point, the barrel placed in this hut is removed.

**The Fool** : There is a rather fresh corpse lying on the ground in area (4). He was equipped with a Buckler and a Javelin when he was slain by the Picts. Heroes can pick up both items using a simple Manipulation.

**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 the extra movement point.

**Wooden Huts** : Wooden walls can be destroyed by a character or unit with the competence "Wall Wrecker". It costs them 2 extra movement points.

**Climbing** : A character with "Climb" can move across boulders (boulder token icon) as though they were a border by spending 2 extra movement points.

**Zogar Sag's ritua** : Zogar Sag has isolated himself in a magical shell. Zogar Sag cannot move, cannot be attacked nor killed. His hut cannot be set on fire and nobody can enter his hut. Only Picts called by "Return of the Braves" can exit the hut. Zogar Sag's spells do not require a line of sight (as per spells' description).