

Learning that the wife of a settler gave birth to a child after sleeping in a sacred wood of Jhebbal-Sag God, Zogar chose three from his best warriors to abduct the newborn under cover of darkness. He is however unaware that Conan, escorted by a mage and some brave men, halted in the hamlet in the course of a patrol nearby the Thunder River.

Night falls, while the Picts wait in the woods close to the village. When he deems the darkness deep enough, the Sorcerer beckons his men to move forward, and all three, quiet as wolves, progress towards the sleepy huts. But the clouds tear open, unveiling a pallid moon, whose ivory beams suddenly reveal the silhouettes of the night watch. Zogar now understands that taking the child away will not be as easy as he expected!



Winning th game :

Zogar Sag shall carry the child out of the board before the end of Round 8 to win the game.

The Overlord shall keep the child on the board until the end of Round 8 to win the game.

Heroes

The game starts with the heroes' turn. The heroes start in the areas indicated by the setup diagram. Zogar Sag starts with Ser's Halo cast.

Suggestion for 1 hero:

- Zogar Sag (tribal mace, tribal shield, Ser's Halo, Inversion, Return of the Brave, Bori's Rage; Zogar Sag is escorted by 3 Pict Warriors as his allies.

Overlord

The Overlord starts with 4 gems in their Reserve zone and 5 gems in their Fatigue zone, and places the recovery token showing a recovery value of "3" in the Book of Skelos.



Reinforcement: 5 reinforcement points

Alarm! all the Overlord characters from one tile unit can move as allowed by their movement points (the Overlord can spend additional gems to increase movement, as for a standard activation). Tile is not moved at the end of the River.

Light sleeper: the Overlord reveals either the Token #1 or the Token #2, as well as another Token of his choice (which is not #1 or #2). The revealed Token (#1 or #2) is replaced by the corresponding character and the associated file is placed at the end of the River. This event can only be used once.

Unclear shadows: the Overlord switches 2 hidden Tokens of his choice (they remain hidden). This event can only be used once.



Hadratus has 4 Life Points and the following spells: Teleportation, Hand of the Death, Energy Drain (can only be used on Zogar Sag) and Deceleration.

Special Rules

Sleeping village: during setup, the Overlord secretly places the Tokens numbered #1 to #8.

Token #1 corresponds to Conan (8 Life Points) ;

Token #2 corresponds to Balthus (6 Life Points) ;

Token #3 corresponds to Jhebal-Sag's children.

The other tokens (#4 to #8) are villagers.

The number of the token is revealed when Zogar Sag or one of his allies enters a hut. If it is Token #1 or #2, the corresponding character replaces the Token in the area and the corresponding tile is placed at the 1st place of the River (all the other tiles are then shifted consequently).

If it is Token #3, it remains in the area, on its visible side.

If it is a Villager Token (#4 to #8), it remains in the area, on its visible side. A Villager Token counts as one enemy character for hindering (only for Zogar Sag and his allies) but cannot be activated, moved nor be defended by the Overlord. They can be killed by an attack power of 2 (no possible defense).

Carrying the child: Zogar Sag can grab the children by performing a complex manipulation with a difficulty of 2. If Zogar Sag succeeds, the token is placed on his sheet and counts as an object with an encumbrance value of 2.

Hut flaps: A character must spend 1 extra movement point to move across a border into or out of a hut. Hut flaps block line of sight.

Leaving the board: Zogar Sag can flee the village from an area at the edge of the board by spending movement points as though he were moving across a border. Pict warriors can be left behind. Once he has fled, Zogar Sag's model cannot be returned to the board.

Chests: during setup, the Overlord places 6 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potion, 2 Explosive Orbs, 1 javelin, 1 Pict alcohol (allows to move 4 gems from Fatigue zone to Reserve zone, but also moves 1 gem in Wound zone without possible defense; then Pict alcohol card is discarded). Chests can be opened with a complex manipulation (affected by hindering) of difficulty 1.

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