



The red Night



The fury of Pict clans falls down like a storm of blood and fire on Bossonia, sweeping away everything in its path, ravaging strongholds and piercing through the lines of 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 dig in behind the walls of the still smoking ruins of a stronghold. As they raise makeshift 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...

Although this scenario can be played with 3 players, it is recommended to play it with 2 players, the hero player controlling both Conan Warlord and Balthus. This scenario uses the corebox, the add-on giant wolves (could be replaced by hyenas), and the following stretch goals from the KS: the pict archers, the forest demon, the Heroes Balthus and Conan Warlord, and the cards axe, halberd, Zingarian box and Zingarian armor.



Objectives:



The heroes must maintain Balthus and at least one ally alive until the end of turn 10 when the reinforcement Aquilonian army arrives. Conan is not considered an ally and can die in this scenario, which is not a defeat condition for the heroes.



The Overlord wins if either Balthus or all the allies are killed before the end of turn 10.



The game starts with the heroes' turn at turn 0.



heroes setup:

* Conan Warlord (axe, Zingarian armor)

* Balthus (Zingarian bow, leather armor)



All the heroes begin with 5 gems in their fatigue.



Overlord setup:



The Overlord has 10 gems in total, 4 in fatigue, and recovers 7 per turn.



Zogar Zag has 6 life points, the spells Set's bite, Set's halo (cast at the start). The demon has 8 life points.

Event tile:



6



8



here they come! : 6 reinforcement points.

Death to the white man! : The Overlord chooses any tile except giant wolves. All figures attack with an orange dice bonus the heroes or allies in their area. Can be played only once per turn.

Swift as a wolf! : The Overlord chooses any 1 or 2 tile(s) except giant wolves. All figures can perform a free move equal to their normal move. Can be played only once per turn.

Unholy summoning! : Zogar Zag summons the forest demon, who appears in his area. If Zogar Zag dies, so does the demon. Can be played only once, and only if Zogar Zag is alive.



Special rules:

- ◇ By Mitral here they come! - At setup before the game starts, 5 pict hunters, 5 pict archers, 5 pict warriors and 5 giant wolves are placed by the Overlord in any area indicated by a reinforcement token. Zogar Zag appears in any of the same areas but only at the beginning of turn 1 after the Overlord has moved the turn counter token.
- ◇ By Crom! Let's welcome these dogs! - During turn 0 at the beginning of heroes' turn, Balthus can place on any area within the fort (including walls) one or several allies by spending a gem for each figure moved. Balthus can also be placed in this way. Conan cannot be moved.
- ◇ Makeshift barricades - The 3 barricades tokens cannot be crossed and block lines of sight. Place them in a pile starting with the one numbered 1, then the one numbered 2 and finally the one numbered 3. To remove the first token, one or several figures must inflict a total of 3 damage points. To remove the second and third tokens, 2 and 1 point of damage must be inflicted respectively. Only one token can be removed per turn. The giant wolves, the Pict archers and Set's bite cannot inflict damage.
- ◇ 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 current turn.
- ◇ Lines of sight - From the top of the walls the figures have line of sight on all the courtyard area as well as the areas inside the fort that are directly adjacent to the area of the wall considered. Only the areas directly adjacent to the towers share a line of sight with the area inside. Characters outside the walls of the fort have a line of sight with the area of the top of the wall directly adjacent to theirs. Ranged attacks from the top of the walls to areas below in the courtyard or outside the fort gain the bonus .
- ◇ Jumping from the walls - A character jumping from the walls suffers  and  damage without defense. If he has the jumping skill he only suffers .
- ◇ Climbing - Picts, Zogar Zag and the forest demon can climb the walls by spending all their move and actions. Conan can also climb the walls by spending 2 gems, all of his moves and his actions.
- ◇ Scree - The scree areas are considered like stairs but cost 2 additional movement points (no additional points if the character has the climbing skill).
- ◇ Chests - There are 5 chests. Open them requires a complex handling maneuver with two successes. The asset deck contains: 2 life potions, 1 shield, 1 battle axe and 1 halberd.

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