



# BALTHUS' GRIEF



*Amidst the heat of combat, Balthus was separated from his companion Slasher, hero of the Black River banks. Distraught by the loss of his faithful friend, he asks his companion Conan to help save him from the Pict's clutches. Joined by Taurus, who is always looking for exploits worthy of his talents, our heroes arrive at the pict's village and realize that Zogar Sag, servant of Jhebbal Sag, has managed to take control of Slasher's mind...*



## Objectives:



The heroes win by exiting Slasher and Balthus through the heroes' entry point before the end of turn 8.



The Overlord wins by preventing Slasher and Balthus from exiting the village until the end of turn 8.





## Heroes setup:

The game starts with the heroes' turn

- \* Conan the wanderer (Sword)
- \* Taurus (Yuetshi knife)
- \* Balthus (Bossonian bow, chainmail)



All the heroes begin with 5 gems in their fatigue area.



## Overlord setup:



The Overlord has 11 gems in total, starts with 6 in fatigue, and recovers 5 per turn.

## Event tile



**Reinforcements:** 4 points


**Jhebbal Sag's favor:** The giant scorpion or the giant spider is sent to help Zogar Sag. Place either the scorpion or the spider in a reinforcement area. Immediately resolve the ranged attack (poison for the scorpion, web projection for the spider). The corresponding tile is placed in the river at the position of the event tile when it was activated. When both the giant scorpion and the giant spider have been put in play, remove the event tile from the river.



Slasher, the giant spider and the giant scorpion have 1 life point. Zogar Sag has 9 life points.



## Special rules:

- ◇ Each one in is home - In addition to the figures shown on the map, the Overlord has 12 picts to place in the huts as he wishes during set up. He must make 4 groups of 3 picts using the following: 5 hunters, 5 archers and 2 warriors.
- ◇ Nice dog - Slasher has been charmed by the shamanistic magic of Zogar Zag. He is controlled by the Overlord until the heroes free him, or until the end of the game. The Overlord's minions cannot inflict wounds to Slasher as long as he is under his control. Nevertheless, the special attacks by the giant scorpion or the giant spider can inflict damage to Slasher. Slasher cannot leave the village and cannot use his sacrifice skill as long as he is controlled by the Overlord.
- ◇ Freeing Slasher - The heroes can free Slasher from the spell by killing Zogar Zag or if Balthus gives him a life potion (1 gem, simple manipulation). Slasher's tile is immediately removed from the river and given to Balthus. Slasher cannot be activated until the heroes' next turn.
- ◇ Call to Jhebbal Sag - Play the Zogar Sag's tile and apply the same effects as the event "Jhebbal Sag's favor".
- ◇ Incapacitating poison (giant scorpion) - With its poison ability, the giant scorpion can replace its normal attack by poison projection, which is considered a range attack with three red die . If the attack is superior to the defense, no wound is inflicted but the target is slowed down: his base movement is reduced to 2 until the end of the game.
- ◇ Chests and crates - 4 chests and 4 crates are placed by the Overlord in the huts (one in each hut). The 4 chests contain 2 empty chests, 2 life potions. The 4 crates contain 1 pict liquor, 1 javelin, 1 battle axe, 1 shield.
- ◇ Pict liquor - A hero can drink it to move up to 4 gems from his fatigue area to his available energy, by suffering one wound. The liquor can also cancel the effects of the giant scorpion poison. However Slasher will never drink such a foul drink.
- ◇ Leaving the village - A hero can leave the board with 1 movement from an area on the edge. If he leaves he cannot return.
- ◇ Hut flaps - Entering or exiting a hut requires an additional movement point.
- ◇ Wood huts - The wood walls can be destroyed with the wall breaking ability.
- ◇ Climbing - Moving through the rock tokens require the climbing skill and 2 additional movement points.

*Beeceet*

*Translated by Mathieu Hatt*