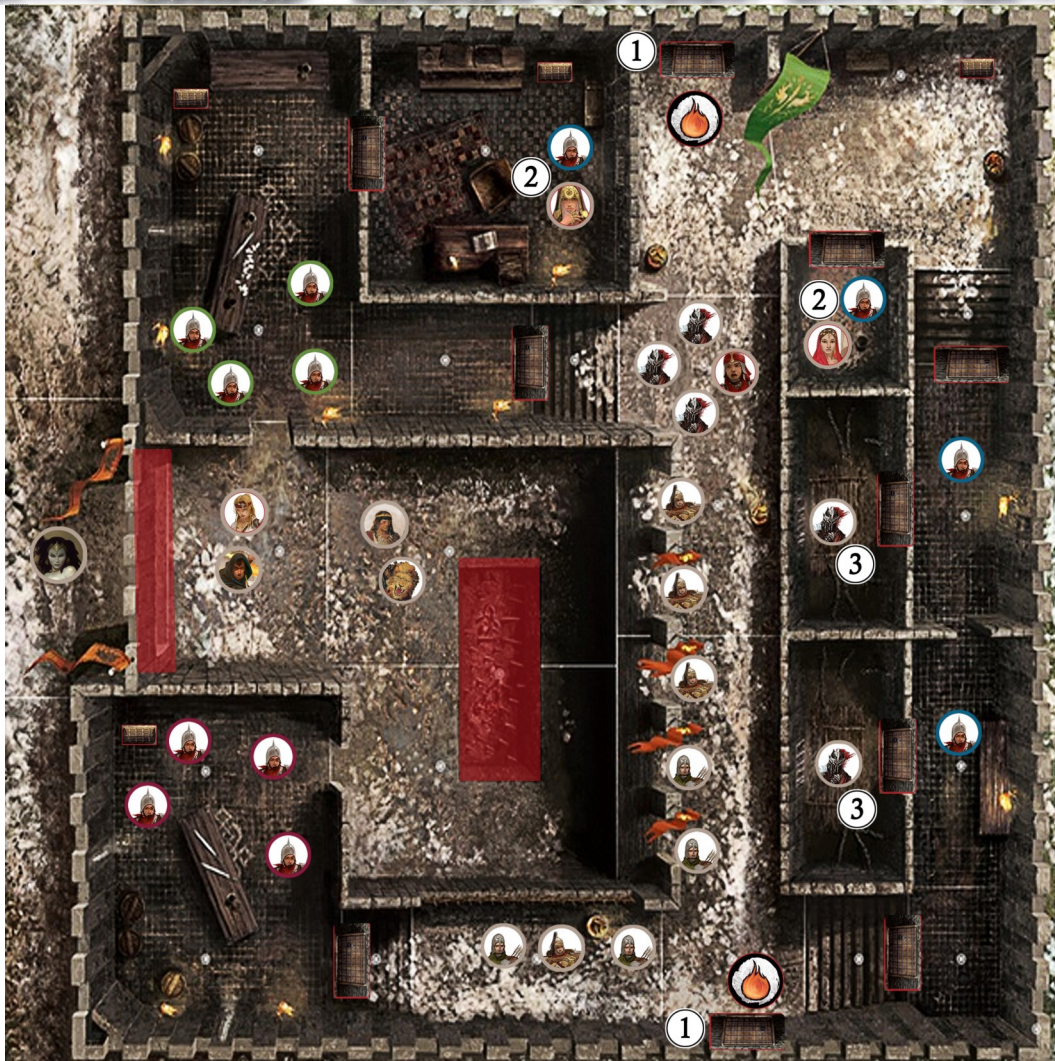




King Conan and his friends are visiting the northern lands of Aquilonia, and wish to spend the night in a nearby stronghold of the Aquilonian army. They ignore that the garrison Captain has betrayed his King, seduced by an old enemy's promises of riches and lust. The traitor has poured a drug in the food of his garrison, depriving them of reasoning, forcing them to obey him blindly. Only two elite guards resisted the drug and were thrown in jail. The captain has also ordered the daughter of a nearby village (as well as her faithful servant) to be captured as hostages, to prevent the loyal subjects of the King to foment any uprising. Informed by scouts that Conan is coming, he decides to ambush him. Unsuspecting, Conan and his friends enter the fort. As soon as they pass the gate, the portcullis closes behind them with a sinister noise. They are trapped between soldiers suddenly rushing from both sides, and archers appearing above them behind battlements. The captain yells "bring me the head of the old Lion!". Fortunately, Belit was delayed and arrives just after the portcullis has been closed. Perhaps will she be able to help her friends out of this perilous situation by entering stealthy into the fort?



Objectives:



To win, the heroes must defeat the captain with at least one hostage alive before the end of turn 8.



To win, the Overlord must kill either Conan or both hostages, or keep the Captain alive until the end of turn 8.



The game starts with the Overlord's turn at turn 1 (no turn 0). We suggest the following heroes:

- Amra the lion (axe, shield, chainmail, Conan's lion). The lion obeys to Conan only.
- Hadrathus (dagger, life potion, spells: Mitra's halo (not activated), Mitra's healing, hand of death, Bori's rage)
- Valeria (sword, parrying dagger, leather armor)
- Belit queen of the black coast (pirate saber, dirk)

Mitra's halo of Hadrathus is not activated. All Heroes start with 2 gems in Fatigue.



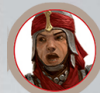
The Overlord starts with 7 gems in his Reserve and 7 in Fatigue. He recovers 5 gems per turn.



The Captain grow impatient: can be played only once, at turn 2 or after. If Conan has less than 5 wounds, the Overlord can immediately activate for free 2 tiles (except event) with a cost of 4 or less.

« Execute the hostages! »: can be played only once, at turn 2 or after, and only if the two hostages are still captive. The Captain yells the order to execute the hostages. The heroes have until the end of their next activation to rescue them. After this, they are automatically executed (the Overlord does not need to activate the guards).

Patrols are back: can be played only once and only at turn 4 or after. The Overlord gets 6 reinforcement points and the event tile can from now on be used to get 4 reinforcement points.



6 The Captain has 6 life points and a Turanian sword.

Special rules:

- ♦ Stealth: Belit can reach doors ① with 3 moves. She starts as *stealthy*, cannot be *stealthy* if another Hero, ally or hostage is in her area, and she can decide not to be *stealthy*. While *stealthy*, she cannot be attacked, hindered or blocked, and has the skill lock-picking. She can sneak attack an enemy if he is alone in her area, ignoring passive armor. The Overlord can defend but uses yellow die. If the target is not eliminated in a single attack, Belit loses *stealthy*. Each time Belit enters or leaves an area containing enemies, she must succeeds at a complex maneuver of difficulty 1+number of enemies, to remain *stealthy*. After being spotted a first time, she can become *stealthy* again if she eliminates all those who spotted her. The difficulty to remain *stealthy* after that is 1+twice the number of enemies. If she is spotted again, she cannot be *stealthy* anymore.
- ♦ The hostages: both ② are watched by a guard that the Overlord cannot move as long as the hostage is alive. He cannot move other units in these rooms or attack them as long as they are captive. As soon as the door is opened or destroyed, the Heroes must kill the guard, or he executes the hostage automatically. Once rescued the hostages can be attacked by the Overlord's units. They have no armor and a single life point, but benefit from the skill under protection. They cannot move unless a Hero or Ally takes them with him.
- ♦ The black dragons: The two imprisoned black dragons ③ are not controlled by the Overlord, contrary to the 3 others. When a Hero opens or destroys the cell door, he takes a black dragon tile and can command the freed black dragon as if he had the leadership skill. Conan can also always command them.
- ♦ Doors: they are locked. The Overlord's units ignore them. The Heroes can pick the locks (difficulty 2, except 3 for cells) or destroy them in one or several attacks (no armor, 4 life points, 6 for cells).
- ♦ Chests and pit: 4 chests are placed as shown on the map. The deck contains a short sword, a scale mail, a Bossonian bow, a battle axe. The pit is considered closed.
- ♦ Walls: areas in the courtyard have lines of sight with the walls and reciprocally. Characters on top have 1 additional point of passive armor. Jumping down the walls inflicts 🎲 without defense (except with the skill jumping).

Mathieu Platt