



During all this time locked up by Nabodinus, Thak had copied the wrong human! Left for dead after his fight against Conan, he decided to adopt the lifestyle of the barbarian, the only being that was able to lay him down. After having experienced numerous adventures filled with fermented coco milk binge drinking and nights spent running after female monkeys, Thak finally settled with the sweet silver-fur Zira.

His break did not last long unfortunately, as humans came again to turn his life upside down. A hunter and his party snatched Zira to bring her to civilization in a cage to display her as a freak show.

Know then, O Prince, that this is his revenge story...



Objectives:



Thak must rescue Zira, but also has to dismember the hunter who captured the beautiful Zira. A draw is possible if only one of these two objectives are met.



To win, the Overlord must eliminate Thak before Zira leaves the board. There is no time limit, but the faster the objectives are met, the sooner Thak and Zira will be able to go back to their activities.



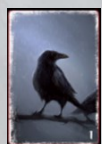
The game starts with the Hero's turn. We suggest the following Heroes:

- Thak (dagger, dagger, leather armor)

Thak starts with 3 gems in Fatigue.



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



Fire at will: all the Overlord's units can make a free range attack if they can do so.



Special rules:

- ◇ Watch out for the gorilla: the menacing presence of Thak makes him a priority target for the Overlord's units. They have to target him with their range attacks when they have a line of sight, and with their melee attacks when he is in their area. Zira's movement is not hindered when she leaves an area occupied by Thak.
- ◇ Implacable revenge: it is not about revenge only, but also showing to everybody what happens to those that attack Thak or his friends. Thak must confront the Kothian archer with his bare hands and break all his bones in a brutish grip. The skill Sacrifice cannot be used to deflect this attack. After the Kothian archer's horrible death, the scared Overlord's units will not be able to reroll when they target Thak.
- ◇ This is not a princess: Zira may need help to break out of her cage but for the rest she can manage on her own. She does not need to be carried and the pink monkeys without hair who would try to stop her might regret it. Zira has 3 life points and is represented by the Man-Ape figure and the corresponding tile. She can be activated once by Thak during his turn. She can move with her free movement and attack once. To leave the board she must make one move from Thak's deployment area.
- ◇ Doors: simple doors cost 1 additional movement point the first time they are crossed. They are then removed from the board. Hyenas cannot cross a closed door. The reinforced door (the red one) of Zira's cage can only be destroyed. It has a passive defense of 2 and 4 life points. Zira can also try to destroy it using her normal attack.
- ◇ Lines of sight: from the walls the units have a line of sight to all the courtyard areas. Only the areas directly adjacent to the towers share a line of sight with the interior area.
- ◇ Jumping/climbing walls: jumping down from the walls inflicts without possible defense and if the character has the Jumping skill. Climbing back up to the walls is not possible.
- ◇ Fallen rocks: entering a fallen rocks area costs 2 additional movement points, 0 if the character has the Climbing skill.

Bawon Samedi

Translated by Mathieu Platt