TORRID NIGHT

3 Players - Average

Exhausted after a long ride, Conan and Valeria stop at the Shattered Shield Inn. Much good food and many mugs of beer are consumed, firing up the passions of the two heroes, who go up to their room, not hiding their intentions of what they're going to do next. After several hours of listening to the moans and cries of pleasure from our heroes, the other guests seek out the innkeeper to stop their erotic enjoyment. The two lovers ignore the innkeeper so he sets off to find the city watch.

The Captain of the Watch sends two of his men to the room of the Cimmerian and his mistress, to stop the disturbance. Getting no response except abuse and sighs, the two guards report to their Captain, who returns with backup, to break down the door. The two lovers, surprised in their love-making, have just enough time to grab their weapons and throw themselves at the intruders, with the firm intention of making them understand that they had intended to do better things this evening than fight!

For this scenario, you will need 11 door markers, 3 chests, 4 numbered markers, a reinforcement marker, as well as 2 Captain tiles, 3 Bossonian Guard tiles (red, blue and green), 1 Event tile, 12 Guard figures (4 each of red, blue and green), Captain, Conan, Valeria.

]Treasure: Life Potion, Parade Dagger, Shield.

Conan: Leather Armour, Battle Axe

Valeria: Sword

Life Marker for Captain

Objectives:

- To win, the heroes must force the unhappy guests to flee, as well as killing the Captain and all his men.

- To win, the Overlord must stop the heroes escaping. If the life points of a hero drop to zero, the hero is only unconcious, not dead.

- There is no limit to the turns in this scenario, but the more quickly the heroes win, the sooner they can get back to their nocturnal activities !

The Heros

The game begins with the Overlord's turn (put the turn counter on the first circle).

For this scenario we suggest you use :

- Conan (Battle Axe),
- Valéria (Sword),

The heroes start with 4 gems in their fatigue zones.

The Overlord:

The overlord starts with 12 gems, 5 of which are in the fatigue zone. He recovers 3 gems each turn.

Reinforcements :

- First activation of the tile : 4 points of reinforcement,

- -Second activation of the tile : if at the end of turn 10, the heroes have not scared 3 guests away, the Overlord adds to the end of the River, a new unit of 4 Guards (green). The Guards arrive at the reinforcement marker. If the heroes have scared 3 guests, then the event has no effect.

The Overlord place 4 markers (numbers down) on the board at the locations indicated to represent the unhappy guests.

Special Rules:

- Reinforcements: the reinforcement tile can only be used twice in the game. Once activated the second time, the Tile "rests" and pollutes the River. It can be removed at the cost of two gems.

- Scattered Clothing: in his ardor Conan tore off Valeria's clothes and threw his own armor into the room. Put 1 Leather Armor card in the two lovers' room. During his turn, Conan can spend two Gems in manipulation to pick up and retrieve his armor (a single expense of 2 Gems).

- Adrenaline: Conan and Valeria, having been surprised en flagrante delicto, are still under the effect of their pleasurable activities. During the first two rounds, they will not be able to become active.

- Stunning Beauty: Valeria is completely naked, her stunning body distracts the guards. As long as she remains undressed (that is, until she puts on the leather armor) the Guards fight with one less dice (the weakest). This rule also applies to the Overlord, who cannot use more than 1 to defend a Guard, when attacked by Valeria, but only if Conan is also in the same area. Due to his training and worldly experience, the Captain is not affected by Valeria's state of undress.

- Cry of Intimidation: to drive away the unhappy guests, Conan and Valeria scream their war cry, threatening and insulting them. When a Hero enters a guest's room they throw . If they get at least 1 damage, the guest gets scared and runs away without asking for a refund. The Cry of Intimidation does not cost any Gem expense. A Hero can only attempt a Cry once per turn per guest. If the Cry fails, the Hero does not have to leave and re-enter the room next turn. If one or more guards are with a guest, 1 extra damage (so 2 instead of 1) is needed to get the guest to run
away.

- Walls: all the walls located between two rooms of the same floor are smash-able (by a character with the skill "Wall Wrecker"). The walls of the hostel including those on the street, are not smash-able.

- Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains: Life Potion, Parade Dagger, Shield

- Doors: all the doors of the hostel are locked from the inside by the guests. The empty rooms were closed by the innkeeper, the Overlord troops cannot therefore not open them. For Heroes, opening a door is a complex manipulation of difficulty 1. They can also destroy it with 3 damage by attacking the door itself. An open or destroyed door is removed from the board. If Conan enters a guest's room by breaking a wall and he succeeds in his cry of intimidation, the guest opens the door and runs away. In this case, also remove the door marker from the board.

- Jumping / Climbing from the Railing: jumping from the railing inflicts (no defense) or if the character has the Jump skill. Climbing back to the balustrade cost 2 gems for a character with the Climbing skill

- Jumping / Climbing from the Stairs: jumping from the stairs inflicts (no defense) or if the character has the Jump skill. Climbing back to the balustrade cost 1 gem for a character with the Climbing skill

Version 2 - English Ver 2

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