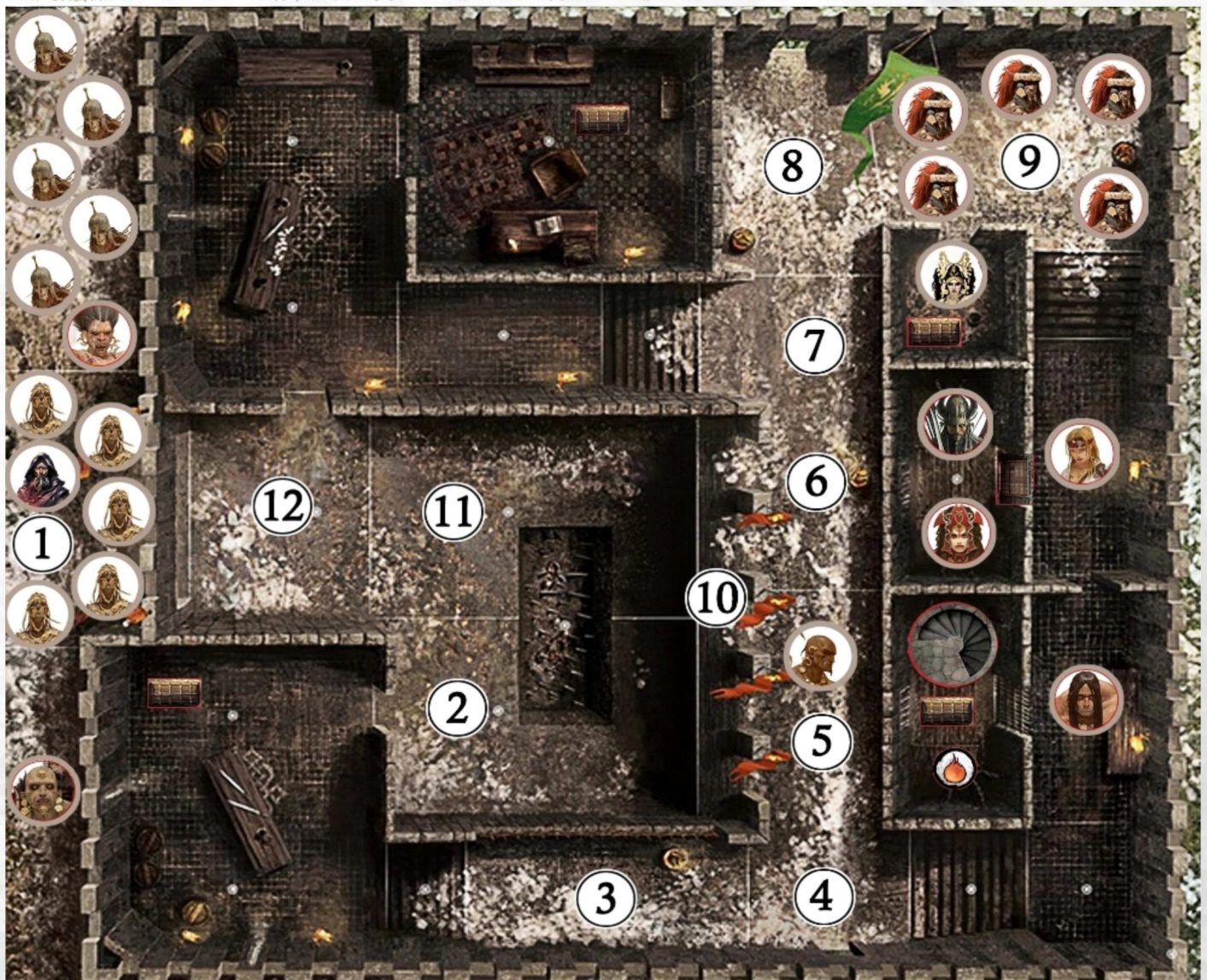




Mercenaries of the Kush Kingdom has kidnapped Kerim Shah, the chief Army advisor of the Kingdom of Argos. Their mission: to extract from him all the details of the invasion plan that will allow Argos to regain control of Kush. But the operation went wrong. Pursued by the 6th Army of Argos, the kidnappers with their hostage must take refuge in the fortress of Aygalum. This imposing building is surrounded by a halo of protection, preventing any human being who is not initiated in the magical arts from entering. Siege engines are prepared and surrounds the fort; they wait for the signal to bury it under a rain of stones.

Time is running out. Kerim Shah's sister, an influential person of the Argos Grand Council, is setting up a rescue operation to pull her brother out of the fortress before it's too late. She knows that the Grand Council will not take the risk that secret information will falls into the hands of the enemy. The life of her brother means little in matters of State interest. The Wizard's Guild has put 3 of their wizards to its service. Night has fallen and our 3 heroes are aware that they may not survive. Shortly before, the captain-in-chief of the catapults was clear: "You have until moonrise. Once the area is brightened by moonlight, my machines will come into action. We cannot take the risk that the they escape with Kerim Shah, so I hope you will come out in time. Fare well!"



Objectives:



In order to win, the Heroes must save Kerim Shah. He must get out of the fortress and leave the gameboard before the end of the turn 10. After this turn they are buried under the rubble, crushed under a rain of stone. Now in the kingdom of Argos, a sister is mourning her brother...



To win, the Overlord must prevent the Heroes from saving Kerim Shah before the end of turn 10. After this turn, we will not find the mercenaries' bodies in the rubble. Did they go out on time? ...



The game begins with the Heroes' turn. Use the following heroes and equipment:

- Skultus (Ornamental Spear and 1 spell: Bori's Rage)
- Pelias (Dagger and 1 spell: Yajur's Awakening). Associate him in ally with the Mummies tile.
- Zogar Sag (Tribal Mace and 2 spells: Pestilential Swarm and Return of the Brave). Associate him in ally with the Skeletons tile.

◆ All heroes start the game with 5 gems in the Fatigue zone.



◀ Pelias' allies



Zogar Sag's allies ▶



The Overlord starts with 7 gems in the Reserve Zone and 5 gems in the Fatigue Zone. He recovers 5 gems per turn. The OL can perform up to 3 activations instead of the usual 2. Akivasha has the following 3 spells: Hand of Death, Putrescence and Set's Bite.

The Overlord applies the following events each time a tile is activated, they are optional:



Reinforcements: 5 reinforcement points.

The other Bêlit's guards, who are looking for an exit through an underground network under the fortress, come in by reinforcement via a secret stairway discovered in one of the cells.

Hellfire: Applicable from Round 3, use the moonlight special rule to trigger a catapult shot.

The Hellfire shot is independent and in addition to the catapult shot at the beginning of the turn.



5



6



5



5



4



Special rules:

Moonlight: From the 3rd turn, the moon appears on the horizon. The signal is given and the catapults are throwing a flood of stones. To find out where the projectiles fall, roll 4 red dice , add the numbers, it will give you the number of the hit area. Apply 2 red dice for zone damage for all figures in that area. To be applied at the beginning of each turn, starting from turn 3 onwards.

Jumping/Climbing from the Balcony: Only Mummies and skeletons can climb the balcony at the cost of 1 additional movement point. (Note: the balcony is area # 10). Jumping from the balcony inflicts 1 undefended red die , regardless of character and skill.

Chests: 4 chests are placed as shown on the map. The equipment deck is composed of 2 Life Potions, 2 Explosive Orbs, 1 Crossbow, 1 Leather Armor (so, a maximum 4 objects can be found out of 6).

Cell Doors: For heroes, opening a cell door is a Complex Manipulation with a difficulty of 3. The door can be destroyed with 2 symbols on a Melee Attack. Once opened or destroyed by the heroes, the doortile is removed from the board. The figures of the Overlord can open and close the doors for free.

Mental control over Kerim Shah: Pressed by time, Akivasha uses a mental control spell to extract as much information as possible from Kerim Shah. Under the influence of the enchantress, he is no longer in control of himself. The heroes can bear him, to get him out of the fortress; he has an encumbrance of 6. If Akivasha's life falls to 1, she no longer has the psychic strength to control Kerim Shah, he regains his means, despite great fatigue, and is equipped with his Bossonian bow that had been imprudently left in the cell. Take Kerim Shah's hero sheet with 7 gems in the Fatigue Zone and 3 gems in the Active zone, equipped with his Bossonian bow. He is now controlled by the camp of heroes in the same way as the 3 wizards. Mental control is still active if Akivasha leaves the cell. Only reducing her life to 1 or eliminating her will cut the psychic link which ties her with Kerim Shah (and the heroes to take control of him).

Mummy & Skeleton Control: Zogar Zag can only control and use his Return of the Brave spell on Skeletons they are removed from the board if Zogar Zag is eliminated. Pelias can only control and use his Yajur's Awakening spell on Mummies; they are removed from the board if Pelias is eliminated. Each time a mummy or a skeleton is eliminated, the figurine is put back on area 1 at the entrance of the fortress, regenerated by the power of wizards. This means that there are always 5 mummies and 5 skeletons on the board, as long as the wizards controlling them are alive.