2 THE PRICE OF SUCCESS

Captain Zaporavo exults! He, the mercenary hired by the king of Zingara, succeeded in capturing a general of the Aquilonian army. Constantly fomenting upheavals in the province of Poitain, so as to engender a diplomatic incident with the powerful Aquilonia; Zaporavo succeeded in worrying King Numedides. The latter knows all too well that Zingara has been trying for a long time to win over him the control of this rich region, without daring to launch into an open war.

To put an end to the threat, the Aquilonian king decided to send an army corps with at its head the barbarian of the North who underwent a dazzling ascent in his troops. However, the king underestimated the gravity of the threat, thinking only to be dealing with a group of cut-throats led by a renegade in search of redemption. Unless he took umbrage at the recent popularity of General Conan. His choice to solely send a small contingent ended in failure. His soldiers, fallen in a trap, were cut to pieces by the mercenaries, and Conan was captured.

Since Numedides was not willing to pay any ransom for this general who had become too cumbersome, some loyal of Conan decided to go to the fortress where he was detained. But Zaporavo had anticipated such a reaction, and had provided for a warning system so as to be able to gather the Zingarian troops stationed not far from his lair.



Winning the Game:

If Zaporavo sounds the alarm before the end of round 6 or prevents Conan from being freed before the end of turn 6; the hero wins the game.

If the Overlord frees Conan or kills Zaporavo before the end of round 6; the Overlord wins the game.

The game starts with the hero's turn.

Suggestion:

• Zaporavo: (Zingarian Breastplate, Pirate Saber and Cape) with Amboola, Kothian Archer and 10 Pirates



After setup, the hero moves no gem from their Reserve zone to their Fatigue zone.

The Overlord starts with 6 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 3 reinforcement points .

Return of the Dragons: 3 Black Dragons come into play as reinforcements.

New Energy: The Overlord immediately activates Valeria, Balthus or Pallantides (without moving the corresponding tile in the river).



4 4 4

Special Rules:

Warning Fire: During setup, the Overlord places 3 Warning Fire tokens (1), (2), (3) as indicated by the setup diagram. The hero in a Warning Fire token's area may perform a complex Manipulation with a difficulty of 2 to light the fire. When a warning fire is lit, the hero removes the corresponding token from the board.

Activating Levers: During setup, the Overlord places 3 Lever tokens as indicated by the setup diagram. At the end of the Overlord's turn, if there are more models of the Overlord's side than models of the hero's side in an area with a Lever token, then that lever is activated and the Overlord removes that Lever token from the board.

Sounding the Alarm: The hero sounds the alarm when the 3 Warning Fires are lit.

Freeing Conan: Conan is freed when the 3 levers have been activated.

Pirates: When the Hero uses Zaporavo's Leadership skill to activate Pirates by spending one gem, they activate a Pirate model plus one model per lit Warning Fire instead of a single one. They must move all the activated Pirate models and then perform their attacks. Each Pirate can only be activated once per hero's turn. Regarding the purchase of Rerolls, Guard and Movement Points, Pirates follow the usual rules of the Allies.

Leadership Cape: During setup, the hero places 3 red gems on the Cape card. The hero can use the gems placed on the Cape card only to activate Pirates. When the hero with the Cape wants to use these red gems to activate Pirates, they transfer the red gems from the Cape card to the Pirates tile. The hero may use both red gems and his own energy gems to activate the Pirates. During the Hero's End/Start Phases, the hero with the Cape transfers the red gems placed on the Pirates tile to the Cape card. The red gems are never taken into account when calculating a hero's life points.

Leaping from/Climbing a Balcony: A character can move across a railing from a balcony area to a ground floor area as though it were a border. The character rolls for falling damage with no possible defense. If the character has Leap, the character rolls instead. A character with Climb can move across a railing from a ground floor area to a balcony area by spending 1 extra Movement point.

Pit: A character must spend 1 extra Movement point to move out of the pit area.

Chests: During setup, the Overlord places 3 chests on the board as indicated by the setup diagram. The asset deck contains 1 Life Potion, 1 Shield and 1 Turanian Sword.

Tony Bezard