4 YOGAH'S REBIRTH

The steep walls of the ancient fortress obscure the bottom of the valley. There, in the confines of the world known to Hyborians, where the legends surrounding the Black Kingdoms are born, a small group of intrepid adventurers dares to brave the dense vegetation that seems to be protecting the dark forgotten edifice.

Yag-Kosha guides his companions through this vegetal maze. The terrifying, yet peaceful extraterrestrial is searching for the magical gem that once belonged to his people, containing a world in which he can be reincarnated as Yogah of Yag.

After centuries of captivity, chained to the torture stand of the deplorable sorcerer Yara, his only wish is to end his days in peace as the last representative of his kind.

Accompanied by Hadrathus, who has come to help him perform the necessary ritual, the celestial being however knows that his time is running out. Conan, the seasoned mercenary from Cimmeria who escorts them, has discovered that they are being tracked down by a group of relentless and dangerous witch hunters, the Kushites. Being well-trained in the art of ensnaring their prey before slaying them without further ado, these witch hunters are determined to destroy the strange creature they believe to be a demon.



Winning the Game:

If Shubba dies (the Orb is linked to Shubba. Yogah cannot use it while Shubba is still alive), and Yogah of Yag has fled the fort with the Orb before the end of turn 8; the heroes win.

If Yogah dies before the end of turn 8; the Overlord wins.

In any other case, both sides lose at the end of turn 8.

The game starts with the heroes' turn.
The heroes start in the areas indicated by the setup diagram.

Suggestions for 3 heroes:
- Conan (Sword, Leather Armor),
- Hadrathus (Parrying Dagger, Bori's Rage, and Mind Control),
- Yogah of Yag (Ornamental Spear, Gift of Life, and Mitra's Healing).

After setup, each hero moves 6 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 7 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 5 reinforcement points .

Forced March: The Overlord can activate a Kushite unit tile without moving gems from their Reserve zone to their Fatigue zone. The activated Kushite unit tile is placed at the end of the River, after the event tile.



Shubba has Teleportation, Set's Possession, Lightning Storm and Energy Drain.



6 4 4 6

Special Rules:

Kushites: Afari, Shafiah, Ghayoor and Shubba are considered to be Kushite units.

Yag's Orb: Yag's Orb is represented by the Stygian Artifact equipment card. It has an encumbrance value of 8. It is made from a mysterious material of incredible density glinting with a strange blue light. A Hero with the Orb card cannot leap or fall. The Orb cannot be thrown.

Doors: A character other than a Hyena can move across a door as though it were a border by spending 1 additional movement point. After a character moves across a door, remove that door from the board.

Fleeing the Fort: A hero can flee the fort from one of the exit areas marked (1) by spending movement points as though the hero were moving across a border and removing the hero's model from the board. Once a hero has fled, the hero's model cannot be returned to the board.

Line of Sight: A character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

Leaping from Walls: A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls for falling damage. If the character has Leap, the character rolls instead.

Rock Slide: A character can move into a rock slide area from an adjacent area. The character must spend 2 extra movement points unless the character has Climb.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains 1 Stygian Artifact, 1 Life Potion, 1 Bossonian Bow, and 1 Tribal Mace.

Ben & Pepsi