5 THE ZAMBOULA STRANGLER

In the past Zamboula was but a small trading-town, lying amidst a ring of oases. It was conquered by the Stygians and they built it into a city; the ceaseless caravans crossing the Kharamun desert brought it riches. Then Turanian invaders galloped out of the East to thrust back the boundaries of Stygia.

Today, a burning sun glares down with its relentless heat upon the exotic streets of the city. For a generation now the noisy and colourful Zamboula has been Turan's westernmost outpost, ruled by the Turanian satrap Jungir Khan.

As he wanders through the streets in the shade of the towers and minarets, Conan wipes the sweat away from his eyes. He curses the contract that causes him to wear armor in such conditions, but he has little choice because the mission is a dangerous one. The Cimmerian mercenary is continuing the quest of Pelias the sorcerer, who came to find the Star of Khorala, a jewel of inestimable value stolen from the Queen of Ophir.

The information gathered by the sorcerer has led the small group here where they are to meet a certain Jamal. Unfortunately for them, this Turanian captain has been imprisoned, having had the bad idea to aggravate Totrasmek, the sinister priest of Hanuman who is feared as much by the priests of Set as by the Turanians, and it is said that even the Satrap avoids him.

The mercenaries have no choice but to try to get the captain out of the citadel where he is being held by Totrasmek's evil servant, the lethal and colossal strangler known as Baal Pteor.



Winning the Game:

If the heroes help the Captain flee the citadel before the end of turn 8; the heroes win the game.

If the Overlord prevents the Captain from fleeing the citadel by the end of turn 8; the Overlord wins the game.

The game starts with the heroes' turn.

Suggestions for 4 heroes:

- Conan Mercenary (Conan's Sword).
- Amboola (Pirate Saber).
- Taurus (Parrying Dagger and Throwing Knives).
- Pelias (Ring, Hand of Death, Lightning Storm, Set's Bite and Bori's Rage).

After setup, each hero moves 5 gems from their Reserve zone to their Fatigue zone.

The Overlord starts with 9 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.



Reinforcement: 3 reinforcement points .



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Special Rules:

Ring: During setup 4 red gems are placed on the Ring card. These gems can be used by the hero carrying the Ring only to cast spells. When the hero carrying the Ring wants to use these red gems to cast a spell, they move them from the Ring card to the spell card. The gems used in this way must not raise the total number of gems on the spell card above its exertion limit. A hero can combine the red gems with their own gems from their Reserve zone to cast a spell. During the start phase and the end phase of each heroes' turn, the carrier of the ring moves the red gems from the spell cards to the Ring card. The red gems of the Ring card are never counted when calculating the life points of a hero.

Baal Pteor : When he dies, the key he is carrying falls to the ground, the Overlord then places the Key equipment card on the area where Baal-pteor was. A hero can then pick it up by performing a simple Manipulation.

Doors: A hero in an area adjacent to a door can perform a complex Manipulation with a difficulty of 4 to pick the lock. If the hero succeeds, the door is removed from the board. A hero carrying the key can open the doors by performing a simple Manipulation. Overlord units can pass doors freely. If an Overlord unit passes through a door, the door is removed from the board.



Bossonian Guards and Captain: During setup, the heroes place 2 Bossonian Guard models without their colored base and the Captain model as well as their corresponding tiles beside the board. The Overlord places the Captain's life point token on space 4 of the turn track.

Cells: During setup, the Overlord randomly places the 3 tokens numbered 1 to 3 on the board as indicated by the setup diagram. These tokens represent the prison cells holding the Captain and the two Bossonian Guards. When a hero has line of sight to an area containing a Cell token, the hero flips that token faceup. If a token numbered 2 or 3 is revealed, the Cell token is replaced by a Bossonian Guard model without a colored base. If a token with the number 1 is revealed, the Cell token is replaced by the Captain model. The Bossonian Guard and Captain models are considered as heroes' allies. The heroes can activate them using their Leadership skill.

Fleeing the citadel: A hero or an ally can flee the citadel from an area outside the citadel to the west of the board indicated by (1) on the diagram, by spending movement points as though they were moving across a border. The model is then removed from the board. Once a hero or an ally has fled, they cannot be returned to the board. The Overlord units cannot flee the citadel.

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. 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.

Cellar windows: The cellar windows do not block line of sight.

Chests: During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Explosive Orb, 1 Axe, 1 Zingarian Breastplate, and 1 Life Potion.

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