3 WHERE THE THUNDER RUMBLES

Conan and his men have journeyed for several hours from Velitrium, the raw, turbulent frontier town situated on the banks of Thunder River. There, on the western border of the kingdom of Aquilonia, the Cimmerian thinks back to the time of the end of Conajohara. This province was slowly conquered from wild Pictish territory, whose people were pushed back beyond the Black River in a succession of bloody massacres.

Returning to Aquilonia after many years of adventure, Conan has been given a command position in King Numedides' army. He has not forgotten Zogar Sag, the sinister shaman who unified the tribes and enabled the lost territory to be reclaimed. Fort Tuscelan, then the most western fortress of Aquilonia, was wiped off the map, and many settlers and soldiers perished at the hands of the Picts who were drunk with revenge and fury.

If General Conan and a company of Bossonian infantry patrol the border today, it is because the Picts are once again restless and the Cimmerian has wanted to come and inspect the zones on the banks of the Thunder himself. As the company stops in the ruins of a village once destroyed by the Picts, warriors wearing war paint suddenly appear and fall upon the soldiers who have neither seen nor heard them emerge from the age-old forest.

Suddenly the blood of the Cimmerian freezes as the incarnation of a nightmarish legend with its spectral-hued coat pads into the village. A creature almost as big as a bear and with demonic ferocity... a sabertooth tiger.



Winning the Game:

If at least 1 Bossonian Guard is left on the board by the end of turn 7; the heroes win the game.

If all the Bossonian Guards are killed before the end of turn 7; the Overlord wins the game.

Suggestions for 2 heroes:
• Conan the General (Conan's Sword and Chain Mail) and 8 Bossonian Guards.
• Balthus (Bossonian Bow and Parrying Dagger) and Slasher.

After setup, each hero moves 3 gems from their Reserve zone to their Fatigue zone.

The game starts with the Overlord's turn.

The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



Reinforcement: 3 reinforcement points .

Forced March: The Overlord chooses a unit tile of Pict Hunters, Pict Archers or Pict Warriors. All the models of that tile can move according to their movement value. The Overlord can use the Movement benefit.



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Special Rules:

Bossonian Guard: Only Conan the General can use Leadership to activate the Bossonian Guards. For this scenario, Conan the General and Balthus cannot spend gems to defend the Bossonian Guards.

Slasher: Only Balthus can use Leadership to activate Slasher.

Water: A character must spend 1 extra movement point to move out of a water area. A character can move from a water area to an adjacent wood area by spending 2 extra movement points.

Leap: Leaping over the water area around the altar in a single movement is not possible. The character must stop in the altar area before performing a second leap.

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

Tony Bezard

