5 AN APE, SEVERAL KEGS AND A GIRL

In the Khorshemish region, a small group of individuals climb steep slopes flanking a decrepit fortress. Conan the Cimmerian leads the way. He came to help his friend Pelias, the powerful mage of the Court of Koth. The latter is accompanied by his impetuous defender stamping his feet furiously, a young man from the Aquilonian province of Tauran. If the boy seems to be a nervous wreck, it is because he fell madly in love with a companion of the magus, but the latter was abducted by a vile mercenary known as Constantius. This brigand is in the habit, among other misdeeds, to supply the Zamorian brothels or the Turanian seraglios with the young women he succeeds in abducting.

Pelias knows that unfortunately he cannot solicit the King's help in this matter, for the monarch is a miser in terms of men and money and as such he has some consideration for Constantius who executes all his dirty works at the cheapest price possible. This is why the magician has decided to act by himself, to both help his faithful defender in finding his sweetheart and punish the human being trafficker.

As the group arrives at the gates of the citadel, he is tackled by a large gray ape, obviously trained by Constantius, who uses its superhuman strength to throw kegs filled with pitch at them.



Objectifs :

If Gitara flees the citadel before the end of turn 6; the heroes win the game.

If the Overlord prevents Gitara from fleeing the Citadel or if Gitara dies before the end of turn 6; the Overlord wins the game.

The game starts with the heroes' turn.

Suggested heroes and Equipment:
- Conan the General (Conan's Sword)
- Pelias (Dagger, Black Staff and 3 Spells: Set's Bite, Set's Halo and Eel Skin. Pelias starts the game with Set's Halo activated
- Bêlit (Ornamental Spear)
- Balthus (Zingarian Bow)

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

The Overlord starts with 6 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: 2 Reinforcement points (see special rules)



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Special Rules (part 1) :

Keg of Pitch: If the Gray Man-Ape is on the same area as a Keg of Pitch token, the Overlord may choose to replace his attack to throw the keg in an area in the Gray Man-Ape's line of sight. The Overlord follows the same rules for throwing an object as the heroes and rolls the Melee attack Value of the Gray Man-Ape to determine the distance of the throwing. The keg of pitch immediately explodes in the area it is thrown in.

If a model of the Overlord is in the same area as a Keg of Pitch token, the Overlord may choose to replace the model's Melee attack so that the keg explodes.

When a keg of pitch explodes, all the models in the area of the keg are the target of an area attack of . The usual defenses against the area attacks may be used. The Keg of Pitch token is then removed from play.

A hero in a keg of pitch's area may perform a simple manipulation to pick it up and transport it; the hero places the Keg of Pitch's token on their hero's sheet. A keg of pitch has an encumbrance of 6. If a hero suffers a wound while carrying a keg of pitch, they immediately put it down in the area where the hero is located, without the keg of pitch exploding.

Gitara's Cell: The door holding Gitara captive is reinforced. A hero in the area next to the door token may perform a complex Manipulation with a difficulty of 3 to remove that door from the board.

Gitara: During setup, the Overlord places Gitara's tile next to the board. As long as Gitara's door remains closed, Gitara cannot be attacked nor be wounded.



As soon as the door is removed from the board, the heroes take the Gitara tile who becomes an ally of the heroes and may be activated once per Heroes' turn. A hero with Leadership can activate Gitara by moving one gem from their Reserve zone to their Fatigue zone. Similarly, they may purchase additional Movement points for Gitara by moving gems from their Reserve zone to their Fatigue zone.

A hero in Gitara's area gains the Bodyguard skill. Only heroes with Bodyguard can spend gems to defend Gitara by using that skill.

Reinforcement: The Overlord may bring back reinforcements in any of the areas marked , 1 or 2. If the Overlord chooses to bring back reinforcement in the areas marked 1 or 2, they remove the corresponding token and replaces it with a Portcullis token . The portcullis is now considered lowered. The Overlord can no longer bring back reinforcements in that area and the heroes can no longer flee from that area.

Destroying a Portcullis: A hero in the area next to a Portcullis token and carrying a keg of pitch may perform a complex Manipulation with a difficulty of 3 to destroy the portcullis and remove that Portcullis token from the board. The explosion of the keg does not cause any damage to the models in that area and the Pitch of Keg token is discarded. The heroes can now flee from that area.