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Game:	CONAN
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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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SETUP

One player is the **Overlord** and the other players are **heroes**. Choose a scenario and follow its setup instructions.

The Overlord sets up the **dashboard** (*The Book of Skelos*), places the indicated tiles in its **river**, and places their equipment, spell, and item cards faceup next to the dashboard. They place the number of red gems indicated by the scenario on the **reserve zone** and the **fatigue zones** on their dashboard.

The Overlord then places their models on the board, with any tokens and colored bases if necessary.

Each hero takes the **character sheet** and model of their chosen hero and places the model on the board as indicated by the scenario. Each hero also takes the **equipment**, **spell**, and **item** cards indicated by the scenario and places them faceup near their character sheet.

Each hero takes the number of blue gems indicated at the bottom left corner of their character card's **reserve zone** (green/left) and splits them between their reserve zone and their fatigue zone (red/middle) as specified by the scenario. Finally, each hero places a red gem on the recovery chart, on the **aggressive** ☀ icon.

The Overlord places the **turn track** near the Book of Skelos and places the **turn marker** on 0, as well as any **life point markers** as indicated by the scenario.

All players take note of the scenario's special rules, create an **asset deck** if required, and prepare any other components. Unless specified otherwise, all information in the scenario is known to the heroes and the Overlord.

GAME TURN

Heroes perform actions in any order, coordinating and alternating among themselves until they all agree to stop and end their turn. Then the Overlord may activate tiles to move and attack with their units. Sides alternate until one side completes their objectives.

HERO TURN

1 START PHASE

Each hero player moves all the gems they spent during the Overlord's turn to the fatigue zone on their hero sheet.

2 STANCE PHASE

Each hero player chooses their **stance** for the next action phase.

Aggressive stance: Place your stance marker on the ☀. Then move gems from your fatigue zone to your reserve zone: if no heroes have died, move 2 gems; if 1 hero has died, move 3 gems; and if 2 or more heroes have died, move 4 gems.

An aggressive hero can perform any action during the action phase as long as they can assign gems.

Cautious stance: Place your stance marker on the ☾. Then move gems from your fatigue zone to your reserve zone: if no heroes have died, move 5 gems; if 1 hero has died, move 6 gems; and if 2 or more heroes have died, move 7 gems.

A cautious hero can perform only guard and reroll actions and cannot perform melee attack, ranged attack, manipulation, and move actions, nor drop an object or cast a spell (unless it is a reaction spell).

3 ACTION PHASE

Heroes may perform the actions they are permitted to perform. They do not act according to a defined turn order, but instead freely coordinate each of their actions.

The phase ends when heroes cannot or choose not to perform any further actions. The available actions are:



Melee attack

Choose one enemy in your area (or, if appropriate, in an adjacent area) to attack, then assign 1 or more gems from your reserve zone to your **melee attack** space. You may choose to attack with one of your weapon cards with a **melee attack bonus**.

For each gem assigned, roll 1 die of the type shown on your melee attack space, plus the dice shown on the chosen card.

After resolving any rerolls, add up the number of symbols on the dice to determine your **attack power**.

If you perform a melee attack action without a weapon card, the attack is **unarmed: reduce your attack power by 2**. Attacks made by the Overlord's units are never unarmed.

You can perform the melee attack action more than once during the action phase to attack the same or different characters. However, you cannot assign gems to a space if this would raise the total number of gems on the space above its **exertion limit** (the red number in the space's lower left corner).



Ranged attack

Attack with one of your weapon cards that has a **ranged attack bonus**. Then assign 1 or more gems from your reserve zone to your **ranged attack** space, and choose 1 enemy in your **line of sight** (LOS) to attack.

To determine LOS, trace an imaginary line from the ☉ in your area to the ☉ in the chosen enemy's area. If this line crosses an obstacle on the board, the line is blocked and the target area is not in your LOS. Otherwise, you have LOS to the area. The distance between areas does not affect LOS. You always have LOS to your own area.

Friendly or enemy models do not block LOS but can hinder ranged attacks.

In general, only higher areas have LOS to lower areas; use your best judgment. **When a character attacks an enemy at a lower elevation using a ranged attack, the attacker rolls an extra** 🎲.

For each gem assigned, roll 1 die of the type shown on your ranged attack space, plus the dice shown on the chosen card.

After resolving any rerolls, add up the number of symbols on the dice to determine your **attack power**.

If the chosen weapon has 🗡 next to its ranged attack bonus, drop the weapon card in the defender's area after the attack.

You can perform the ranged attack action more than once during the action phase to attack the same or different characters. However, you cannot assign gems to a space if this would raise the total number of gems on the space above its **exertion limit**.



Guard

When you are attacked, after the attack power is determined, you may defend against the attack by performing a **guard** action.

Assign 1 or more gems from your reserve zone to your **guard** space. You may also choose to defend with one of your equipment cards that has a **guard bonus**.

If you defend with an equipment card, you are **parrying**; otherwise, you are **dodging**.

When defending against a ranged or area attack, you can only choose a shield.

For each gem assigned, roll 1 die of the type shown on your guard space, plus the dice shown on the chosen card.

Then determine the **defense power** by adding the number of symbols on the dice and your **armor**, if you have it.

Armor cards grant a minimum amount of defence that does not require the spending of energy. Whether you use a guard action or not, you still benefit from the armor bonus from one of your equipment cards when calculating your defense power. **You must declare whether or not you are guarding before using your armor.**

A guard action is only effective against a single attack unless specified otherwise.



Move

You must spend 1 movement point (MP) to move across a border from one area to an adjacent area (hindering and some terrain effects can increase the MPs required).

At the start of the action phase, if you are in aggressive stance you receive MPs equal to your **base movement value**. These are free; they do not require you to assign gems to the move action.

Each turn, when you stop moving to perform an action other than a move, you lose all of your remaining MPs. However, you can still perform a move action to gain MPs that turn: assign 1 or more gems from your reserve zone to your **move** space. For each gem assigned, you receive 1 MP that must be spent immediately.

You cannot assign gems to a space if doing so would raise the total number of gems on the space above its **exertion limit**.

At the end of the action phase, all unspent MPs are lost.



Manipulation

To perform a **simple manipulation** (pick up, give, take, or catch an object such as an item or equipment card), assign 1 gem from your reserve zone to your **manipulation** space (do not roll any dice).

When a hero wants to give an object to another hero, one of them performs a simple manipulation, and that object is immediately equipped by the hero who takes it.

To perform a **complex manipulation**, assign 1 or more gems from your reserve zone to your manipulation space and choose one of your equipment cards with a **manipulation bonus**.

For each gem assigned, roll 1 die of the type shown on your manipulation space, plus the dice shown on the chosen card.

Determine the **manipulation power** by adding up the number of symbols on the dice.

If the manipulation power is equal to or higher than the manipulation's difficulty, you succeed at the manipulation. Complex manipulations have a difficulty defined by the scenario.

You can perform the manipulation action more than once during the action phase. However, you cannot assign gems to a space if this would raise the total number of gems on the space above its **exertion limit**.

Throwing and catching an object

To throw an object, choose one of your objects that has an encumbrance value of 3 or less, and an area in your LOS.

Then perform a **complex manipulation with a difficulty equal to the distance from you to the chosen area**. If you succeed, you drop the object in the chosen area. If you fail, you drop the object a number of areas away equal to the manipulation power, following the LOS to the chosen area. When the object is dropped in an area, 1 hero in that area may immediately perform a simple manipulation to catch the object or pick it up.

Dropping an object

You can drop one of your objects in your area as a **free action** (without assigning gems). If an object with an area effect is dropped, resolve the effect as if it had been thrown.

Opening a chest

To open a chest, pick the lock by performing a **complex manipulation with a difficulty of 2** (unless the scenario specifies otherwise) in same area as the chest. If you succeed, remove the chest from the board and place the top card of the **asset deck** next to your hero sheet.

When you open a chest, you can choose not to claim its contents. Place the top card of the asset deck in the same area as the chest; it can be picked up later by performing a simple manipulation.



Reroll

You can perform reroll actions after rolling dice but before finalizing the roll results. Assign 1 or more gems from your reserve zone to your **reroll** space. Then reroll that many dice.

You can perform the reroll action multiple times and may reroll the same dice or different dice each time.

Casting a spell

Place your spell cards faceup near your hero sheet. To cast a spell, assign gems equal to the spell's **cost** from your reserve zone to that card. The number of gems placed cannot exceed the spell's **exertion limit**.

In the end phase, each player moves all gems from their spell cards to their fatigue zone. Some spells function as attacks: determine the **attack power** by adding up the number of symbols on the dice. Characters defend against, and suffer damage from, spell attacks as they would against other attacks.

4 END PHASE

Once all heroes have finished performing actions, each hero moves all gems from their action spaces, ally tiles, spell cards to their fatigue zone. Then proceed to the Overlord's turn.

OVERLORD TURN

1 RECOVERY PHASE

The Overlord moves all the gems they spent during the heroes' turn to their fatigue (red/middle) zone. Then they move a number of gems from their fatigue zone to their reserve (green/left) zone equal to their **recovery value** (on the recovery value tile specified by the scenario).

2 ADVANCE TURN MARKER

The Overlord advances the **turn marker** 1 space on the **turn track**.

3 ACTIVATION PHASE

The Overlord can activate 0, 1 or 2 tiles in the river. To activate a tile, move a number of gems from your reserve zone to your fatigue zone equal to the tile's **activation cost** (on the token above the tile).

Then remove the activated tile from the river, sliding the remaining tiles to the left, and place the tile at the end of the river. You can also activate a dead unit tile.

If the activated tile is a unit, activate all units in the group, spending any number of their MPs to move them. Each unit can perform 1 attack during its activation. **When a unit attacks, all units in that group lose their remaining MPs.** You can activate the same tile twice, but the second time you must move gems equal to the tile's new activation cost.

A unit tile may correspond to a single character or a group of minions. Unless specified otherwise in the scenario, the number of characters corresponding to a tile cannot exceed the number indicated at the start of the scenario. A single character may also be represented by more than 1 unit tile.

If the activated tile is an event tile, resolve events as described by the scenario.

4 END PHASE

The Overlord moves all gems spent during their turn (including those placed on spell cards) to their fatigue zone.

HINDERING

A character may be affected by **hindering** when moving, making a ranged attack, or performing a complex manipulation in an area where the total number of enemy characters is *equal to or higher* than the total number of friendly characters.

These actions are affected by hindering: movement, ranged attacks, and complex manipulations.

These actions are *not* affected by hindering: melee attacks, guard, rerolls, spell casting, and simple manipulations.

Movement: To move out of an area, you must **spend 1 extra MP** for every enemy character that isn't 'cancelled out' by the presence of another friendly character in the area.

Movement of Overlord characters is also affected by hindering.

Dice rolling: When rolling dice for an action affected by hindering, **ignore 1 symbol** on the dice for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.

REROLLS

Once, after you roll a die indicated by a **reroll icon**, you may reroll 1 die of the matching type for free (without performing a reroll action). Certain skills allow players to reroll a die for free even if that die has already been rerolled.

SKILLS AND ENCUMBRANCE

The icon to the left of a hero's skills is that hero's **maximum encumbrance value**.

If your encumbrance level ever exceeds your maximum encumbrance value, you must immediately drop 1 or more objects to reduce your encumbrance level to equal to or less than your maximum encumbrance value.

The red number in the lower-right corner of each skill icon is the skill's **encumbrance limit**.

The total of the encumbrance values of all of your objects is your **encumbrance level**. If your encumbrance level is equal to or higher than a skill's encumbrance limit, the skill cannot be used.

Encumbrance also affects movement. The icon to the right of your skills is your movement and has 2 encumbrance limits. During the action phase, if your encumbrance value is equal to or higher than either encumbrance limit, you receive fewer MPs from your movement value based on the highest exceeded limit (as indicated under the limit).

One-handed and two-handed weapons

A weapon with an encumbrance value of 2 or less is a **one-handed weapon**.

A weapon with an encumbrance value of 3 or more is a **two-handed weapon** (a character with such a weapon cannot use another weapon for a single attack).

HERO DAMAGE

Each time a hero suffers damage, move that many gems from their fatigue zone to their wound zone. If there is still more damage to suffer, move gems from their action spaces, spell cards, and ally tiles. If there is still more, remove gems from their reserve zone.

When all of a hero's gems are in their wound zone, that hero dies. Drop their weapon and item cards in their area on the board and remove their model from the board.

FALLING DAMAGE

When a hero falls, roll dice as instructed by the scenario. You cannot defend against falling (the guard action, and armor, do not prevent the damage), but can perform reroll actions to reroll the dice. Falling does not cause you to lose any remaining base MPs.

If a falling character is carrying another character, both suffer the same damage but the player controlling the carrying character is the only one who can perform reroll actions.

AREA ATTACKS

✱ indicates that an effect is an **area attack**. A character attacking an area attacks *each* character in that area. The dice for an area attack are rolled once and apply to each attack. The attacker resolves the attacks in the order of their choice.

Guard bonuses from weapon cards cannot be used to defend against area attacks, but dodging, armor, and guard bonuses from shields work as usual. Assets with the area attack icon are discarded after use.

OCCUPIED AREAS

A character cannot end its movement or move across an area if the model's base could not fit entirely in that area; that area is an **occupied** area. Occupied areas are considered to be within melee range of all adjacent areas. However, it is not possible to perform a melee attack from an occupied area to an adjacent area.

ACTIVATING ALLIES

A hero with the *Leadership* skill can give orders to any ally on the battlefield unless specified otherwise in the scenario. When instructed, place the corresponding ally tile next to the sheet of the hero with the Leadership skill.

During the action phase, if they are in an aggressive stance, the hero may activate the ally's models by assigning gems from their reserve zone to the ally tile:

- Assigning 1 gem activates an ally model. Each ally model can only be activated once per action phase. An ally loses its remaining points from its base movement value when it attacks.
- The hero can assign additional gems to gain additional MPs (1 gem = 1 MP for 1 ally model) after they spent their base movement or after they attacked. A hero cannot gain more MPs than the ally's base movement value.

An aggressive or cautious hero can also perform a guard action with an ally by assigning gems. For each gem assigned, the hero rolls .

An aggressive or cautious hero may reroll an ally's dice by assigning 1 gem per rerolled die.

Unless specified otherwise, **an ally has only 1 life point (LP)**.

At the end of the action phase, gems on ally tiles are moved to the hero's fatigue zone. If all the heroes with the *Leadership* skill die, allies are immediately removed from the game.

OVERLORD TILE ATTRIBUTES



Armor

The amount of damage automatically absorbed by the unit's armor each time a unit represented by that unit tile is attacked. **Subtract the unit's armor value from the attack power** to determine the amount of damage suffered by that unit for each attack against that unit.



Base movement

The number of free MPs available to each unit represented by the unit tile. These points can be spent only before any unit from the same unit tile attacks.

When a unit attacks, all units in that group lose their remaining MPs. Extra MPs can be gained by using the movement benefit.



Melee attack

The number and type of dice that each unit represented by the unit tile rolls when performing a melee attack.

The results of these dice may be rerolled, but their number and type cannot be changed.



Ranged attack

The number and type of dice that each unit represented by the unit tile rolls when performing a ranged attack.

The results of these dice may be rerolled, but their number and type cannot be changed.



Skills

Skills are represented by icons.



Event tiles

When an **event tile** is activated, the Overlord must perform one of the events described by the scenario.

Sometimes the event tile is used to resolve more than one event each time it is activated.

OVERLORD BENEFITS

The Overlord can use **benefits** to temporarily improve a single unit.



Movement

After spending the points from a unit's base movement, you may use the movement benefit to **gain extra MPs**.

Assign 1 or more gems from your reserve zone to the **movement benefit** space. Each gem assigned grants 1 extra MP to a single unit from the activated unit tile.

A unit can gain at most a number of extra MPs equal to its base movement value during each activation. You can use this benefit before or after an attack. This is the only way for a unit to move after attacking. The movement benefit can be used only during the Overlord's turn.



Guard

Use to defend against an attack. Assign 1 or more gems from your reserve zone to the **guard benefit** space.

Roll  for each gem assigned, then determine the defense power by adding the number of symbols on the dice to the unit's armor value.

Only 1 guard action can be performed per attack. You must choose the number of gems to assign before rolling the dice, after which you can no longer add dice.



Reroll

Use to reroll dice before the results of the roll are determined. Assign 1 or more gems from your reserve zone to the **reroll benefit** space.

For each gem assigned, you may reroll 1 die of your choice. You can use this benefit at any time, including during the heroes' turn.

LIFE POINTS AND DEAD UNIT TILES

Minions have only 1 LP. Lieutenants and monsters have several LPs, represented by a **life point marker** placed on the turn track.

When a unit reaches 0 LPs, it is dead and its model is removed from the board.

When all units from the same unit tile are dead, that unit tile is considered **dead**. The Overlord removes that unit tile from the river, slides the remaining tiles to the left, places the dead unit tile at the end of the river, and flips it to its **bloodied** side.

The dead unit tile continues moving normally in the river. If one or more characters from that dead unit tile return as reinforcements, that tile is immediately flipped faceup and remains in its current position in the river.

The Overlord may activate a dead unit tile; this still counts as one of the 2 tiles the Overlord can activate during their activation phase. In this case, the Overlord does not activate any models and simply moves the unit tile to the end of the river.

DREDGING THE RIVER

At any time during their turn, the Overlord may **dredge the river** by removing 1 or more dead unit tiles from the game.

To do so, the Overlord must permanently return 2 gems from their fatigue zone to the game box. If there are not enough gems in their fatigue zone, the Overlord can return gems from their benefit zones or spell cards. If those are also empty, the Overlord can return gems from their reserve zone.

The dead unit tile is then permanently removed from the river and returned to the game box, and the remaining tiles are slid to the left. Dredging the river does not count as an activation and there is no limit to the number of tiles that can be removed from the Book of Skelos, as long as the Overlord can and wants to pay for them.

Units from a removed dead unit tile can no longer return to play (including as reinforcements).

REINFORCEMENT COST

This is the number of **reinforcement points** the Overlord must spend to return 1 model represented by that unit tile to the board. If a unit tile does not have a reinforcement cost, it cannot be reinforced.

During the game, the Overlord gains reinforcement points by activating the event tile. They may then immediately spend these points to return models to the board.



Reinforcements are placed in any of the **reinforcement areas** (indicated by reinforcement tokens).

If a reinforcement area is occupied, the Overlord can choose to place the reinforced models in an adjacent area. If the adjacent area is also occupied, reinforced models cannot be placed in this area.

Unless specified otherwise, the Overlord can spend reinforcement points only to return to the board models that have been killed during the scenario.

If one or more models from a dead unit tile are returned to the board as reinforcement(s), the unit tile is flipped faceup and remains in its current position in the river.

OVERLORD UNIT SPELL CASTING

To cast a spell, the Overlord must first activate the unit tile of the unit with the *Spellcaster* skill who has that spell. The Overlord can then cast the spell in addition to moving and attacking with that character.

A spell's cost can be fixed or variable depending on the spell. When the spell is cast, the Overlord assigns a number of gems from their reserve zone to the spell card equal to the spell's cost and resolves the spell's effects as described on the card.

The  icon on a spell card indicates that the spell is a **reaction spell** that can be cast anytime. When casting a reaction spell during the heroes' turn, it is not necessary to activate the spellcaster's unit tile.

The Overlord cannot assign gems to a spell card if doing so would raise the total number of gems on the card above its exertion limit.



HERO TURN

1 START PHASE

Heroes move all the energy gems they spent during the Overlord's turn to their fatigue zones.

2 STANCE PHASE

Each hero player chooses a **stance**. Move gems from your fatigue zone to your reserve zone depending on how many heroes have died (if any).

Aggressive stance ☀ Perform any action.

Cautious stance 🌙 Perform only guard and reroll actions and cannot perform melee attack, ranged attack, manipulation, and move actions, nor drop an object or cast a non-reaction spell.

3 ACTION PHASE

Assign gems to the appropriate space up to its **exertion limit**.



Melee attack

Choose an enemy in your area. You may add the dice from a weapon card with a **melee attack bonus**.

If you perform a melee attack action without a weapon card, the attack is **unarmed**: reduce your attack power by 2.



Ranged attack

Choose an enemy in LOS to attack. You may add the dice from a weapon card with a **ranged attack bonus**.

A character has LOS to its own area. Models do not block LOS but can hinder ranged attacks.

When a character attacks an enemy at a lower elevation using a **ranged attack**, the attacker rolls an extra 🎲.

If the weapon has 🖐, drop the weapon card in the defender's area after the attack.



Guard

When you are attacked, defend with a **guard** action. You may defend with an equipment card with a **guard bonus** (parrying), otherwise you are **dodging**. When defending against a **ranged** or **area** attack, you can only choose a shield.

Whether you guard or not, you still benefit from the **armor bonus** from one of your equipment cards. You must declare whether or not you are **guarding before using your armor**.



Move

1 MP to move from one area to an adjacent area.

At the start of the action phase, an aggressive hero gains free MPs equal to his **base movement value**.

When you stop moving to perform an action other than a move, you lose all of your remaining MPs, but you can still perform a move action to gain MPs that turn. For each gem, gain 1 MP that must be spent immediately.



Manipulation

Simple manipulation: assign 1 gem to your manipulation space (do not roll dice).

To give an object to another hero, one of them performs a simple manipulation, and the object is immediately equipped by the receiving hero.

Complex manipulation: assign gem(s) and choose an equipment card with a **manipulation bonus**. The difficulty is defined by the scenario.

If the manipulation power is equal to or higher than the manipulation's difficulty, you succeed.

Throwing and catching an object: Throw an object with an encumbrance value of 3 or less. Perform a complex manipulation with a difficulty equal to the distance from you to an area in LOS. If you succeed, drop the object there. If you fail, drop the object a number of areas away equal to the manipulation power, following the LOS. When the object is dropped, 1 hero in that area may immediately perform a simple manipulation to catch it or pick it up.

Dropping an object: Drop an objects in your area as a **free action**. If an object with an area effect is dropped, resolve its effect.

Opening a chest: **Complex manipulation** with a difficulty of 2 unless specified otherwise. If you succeed, remove the chest from the board and take an **asset card**. You can leave the card in the area to be picked up later with a simple manipulation.



Reroll

Reroll as many dice as the number of gems you assign.

Casting a spell

Pay the spell's **cost** in gems. In the end phase, each player moves all gems from their spell cards to their fatigue zone.

4 END PHASE

Once all heroes have finished, heroes move all gems from their action spaces, ally tiles, spell cards to their fatigue zone.

HINDERING

Affected by hindering: movement, ranged attacks, and complex manipulations.

Not affected by hindering: melee attacks, guard, rerolls, spell casting, and simple manipulations.

Movement: To move out of an area, you must **spend 1 extra MP** for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.

Movement of Overlord characters is also affected by hindering.

Dice rolling: When rolling dice for an action affected by hindering, **ignore 1 symbol** on the dice for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.



HERO TURN

1 START PHASE

Heroes move all the energy gems they spent during the Overlord's turn to their fatigue zones.

2 STANCE PHASE

Each hero player chooses a **stance**. Move gems from your fatigue zone to your reserve zone depending on how many heroes have died (if any).

Aggressive stance ☀ Perform any action.

Cautious stance 🌙 Perform only guard and reroll actions and cannot perform melee attack, ranged attack, manipulation, and move actions, nor drop an object or cast a non-reaction spell.

3 ACTION PHASE

Assign gems to the appropriate space up to its **exertion limit**.



Melee attack

Choose an enemy in your area. You may add the dice from a weapon card with a **melee attack bonus**.

If you perform a melee attack action without a weapon card, the attack is **unarmed**: reduce your attack power by 2.



Ranged attack

Choose an enemy in LOS to attack. You may add the dice from a weapon card with a **ranged attack bonus**.

A character has LOS to its own area. Models do not block LOS but can hinder ranged attacks.

When a character attacks an enemy at a lower elevation using a **ranged attack**, the attacker rolls an extra 🎲.

If the weapon has 🖐, drop the weapon card in the defender's area after the attack.



Guard

When you are attacked, defend with a **guard** action. You may defend with an equipment card with a **guard bonus** (parrying), otherwise you are **dodging**. When defending against a **ranged** or **area** attack, you can only choose a shield.

Whether you guard or not, you still benefit from the **armor bonus** from one of your equipment cards. You must declare whether or not you are **guarding before using your armor**.



Move

1 MP to move from one area to an adjacent area.

At the start of the action phase, an aggressive hero gains free MPs equal to his **base movement value**.

When you stop moving to perform an action other than a move, you lose all of your remaining MPs, but you can still perform a move action to gain MPs that turn. For each gem, gain 1 MP that must be spent immediately.



Manipulation

Simple manipulation: assign 1 gem to your manipulation space (do not roll dice).

To give an object to another hero, one of them performs a simple manipulation, and the object is immediately equipped by the receiving hero.

Complex manipulation: assign gem(s) and choose an equipment card with a **manipulation bonus**. The difficulty is defined by the scenario.

If the manipulation power is equal to or higher than the manipulation's difficulty, you succeed.

Throwing and catching an object: Throw an object with an encumbrance value of 3 or less. Perform a complex manipulation with a difficulty equal to the distance from you to an area in LOS. If you succeed, drop the object there. If you fail, drop the object a number of areas away equal to the manipulation power, following the LOS. When the object is dropped, 1 hero in that area may immediately perform a simple manipulation to catch it or pick it up.

Dropping an object: Drop an objects in your area as a **free action**. If an object with an area effect is dropped, resolve its effect.

Opening a chest: **Complex manipulation** with a difficulty of 2 unless specified otherwise. If you succeed, remove the chest from the board and take an **asset card**. You can leave the card in the area to be picked up later with a simple manipulation.



Reroll

Reroll as many dice as the number of gems you assign.

Casting a spell

Pay the spell's **cost** in gems. In the end phase, each player moves all gems from their spell cards to their fatigue zone.

4 END PHASE

Once all heroes have finished, heroes move all gems from their action spaces, ally tiles, spell cards to their fatigue zone.

HINDERING

Affected by hindering: movement, ranged attacks, and complex manipulations.

Not affected by hindering: melee attacks, guard, rerolls, spell casting, and simple manipulations.

Movement: To move out of an area, you must **spend 1 extra MP** for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.

Movement of Overlord characters is also affected by hindering.

Dice rolling: When rolling dice for an action affected by hindering, **ignore 1 symbol** on the dice for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.



HERO TURN

1 START PHASE

Heroes move all the energy gems they spent during the Overlord's turn to their fatigue zones.

2 STANCE PHASE

Each hero player chooses a **stance**. Move gems from your fatigue zone to your reserve zone depending on how many heroes have died (if any).

Aggressive stance Perform any action.

Cautious stance Perform only guard and reroll actions and cannot perform melee attack, ranged attack, manipulation, and move actions, nor drop an object or cast a non-reaction spell.

3 ACTION PHASE

Assign gems to the appropriate space up to its **exertion limit**.



Melee attack

Choose an enemy in your area. You may add the dice from a weapon card with a **melee attack bonus**.

If you perform a melee attack action without a weapon card, the attack is **unarmed**: reduce your attack power by 2.



Ranged attack

Choose an enemy in LOS to attack. You may add the dice from a weapon card with a **ranged attack bonus**.

A character has LOS to its own area. Models do not block LOS but can hinder ranged attacks.

When a character attacks an enemy at a lower elevation using a **ranged attack**, the attacker rolls an extra .

If the weapon has , drop the weapon card in the defender's area after the attack.



Guard

When you are attacked, defend with a **guard** action. You may defend with an equipment card with a **guard bonus** (parrying), otherwise you are **dodging**. When defending against a **ranged** or **area** attack, you can only choose a shield.

Whether you guard or not, you still benefit from the **armor bonus** from one of your equipment cards. You must declare whether or not you are **guarding before using your armor**.



Move

1 MP to move from one area to an adjacent area.

At the start of the action phase, an aggressive hero gains free MPs equal to his **base movement value**.

When you stop moving to perform an action other than a move, you lose all of your remaining MPs, but you can still perform a move action to gain MPs that turn. For each gem, gain 1 MP that must be spent immediately.



Manipulation

Simple manipulation: assign 1 gem to your manipulation space (do not roll dice).

To give an object to another hero, one of them performs a simple manipulation, and the object is immediately equipped by the receiving hero.

Complex manipulation: assign gem(s) and choose an equipment card with a **manipulation bonus**. The difficulty is defined by the scenario.

If the manipulation power is equal to or higher than the manipulation's difficulty, you succeed.

Throwing and catching an object: Throw an object with an encumbrance value of 3 or less. Perform a complex manipulation with a difficulty equal to the distance from you to an area in LOS. If you succeed, drop the object there. If you fail, drop the object a number of areas away equal to the manipulation power, following the LOS. When the object is dropped, 1 hero in that area may immediately perform a simple manipulation to catch it or pick it up.

Dropping an object: Drop an objects in your area as a **free action**. If an object with an area effect is dropped, resolve its effect.

Opening a chest: **Complex manipulation** with a difficulty of 2 unless specified otherwise. If you succeed, remove the chest from the board and take an **asset card**. You can leave the card in the area to be picked up later with a simple manipulation.



Reroll

Reroll as many dice as the number of gems you assign.

Casting a spell

Pay the spell's **cost** in gems. In the end phase, each player moves all gems from their spell cards to their fatigue zone.

4 END PHASE

Once all heroes have finished, heroes move all gems from their action spaces, ally tiles, spell cards to their fatigue zone.

HINDERING

Affected by hindering: movement, ranged attacks, and complex manipulations.

Not affected by hindering: melee attacks, guard, rerolls, spell casting, and simple manipulations.

Movement: To move out of an area, you must **spend 1 extra MP** for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.

Movement of Overlord characters is also affected by hindering.

Dice rolling: When rolling dice for an action affected by hindering, **ignore 1 symbol** on the dice for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.



OVERLORD TURN

1 RECOVERY PHASE

Move all the gems you spent during the heroes' turn to your fatigue zone. Then move a number of gems from there to your reserve zone equal to your **recovery value**.

2 ADVANCE TURN MARKER

3 ACTIVATION PHASE

Activate 0, 1 or 2 tiles (even dead tiles) in the river. To activate a tile, move gems to your fatigue zone equal to its **activation cost**. Remove the tile from the river, slide the rest to the left, and place the tile at the end of the river.

If the **activated tile is a unit**, activate all units in the group, spending any number of their MPs to move them. Each unit can perform 1 attack during its activation. **When a unit attacks, all units in that group lose their remaining MPs**.

If the **activated tile is an event tile**, resolve events as indicated by the scenario.

4 END PHASE

Move all gems spent during your turn (including those placed on spell cards) to your fatigue zone.

TILE ATTRIBUTES



Armor

Subtract the unit's armor value from the attack power each time it is attacked.



Base movement

The number of free MPs available to each unit. Extra MPs can be gained by using the Movement benefit.



Melee attack

The dice each unit rolls when melee attacking. Attacks made by the Overlord's units are never unarmed.



Ranged attack

The dice each unit rolls when ranged attacking.



Skills

Skills are represented by icons.



Event tiles

When activated, you must perform one of the scenario events.

BENEFITS



Movement

Gain extra MPs after spending the a unit's base MPs.

Each gem assigned grants 1 extra MP to a single unit from the activated unit tile. Can be used only during the Overlord's turn.

A unit can gain at most extra MPs equal to its base movement value during each activation. You can use this benefit before or after an attack.



Guard

Defend against an attack. Roll for each gem assigned, then add the number of symbols to the unit's armor value. Only 1 guard action can be performed per attack.



Reroll

For each gem, you may **reroll 1 die of your choice**. You can use this at any time, including in the heroes' turn.

HINDERING

Affected by hindering: movement, ranged attacks, and complex manipulations.

Not affected by hindering: melee attacks, guard, rerolls, spell casting, and simple manipulations.

Movement: To move out of an area, you must **spend 1 extra MP** for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.

Movement of Overlord characters is also affected by hindering.

Dice Rolling: When rolling dice for an action affected by hindering, **ignore 1 symbol** on the dice for every enemy character that isn't 'cancelled out' by the presence of *another* friendly character in the area.

DREDGING THE RIVER

At any time during your turn, you may **dredge the river**: remove a dead unit tile from the game by permanently returning 2 gems to the game box. **Units from a removed dead unit tile can no longer return to play** (including reinforcements).

REINFORCEMENT COST

You may spend RPs to return models to the board. A tile that does not have a reinforcement cost cannot be reinforced.



Reinforcements are placed in any of the **reinforcement areas**. If such area is occupied, you can place the models in an adjacent area.

You can usually only spend RPs to return to the board models that have been killed. If models from a dead unit tile are returned to the board as reinforcement(s), flip the tile faceup.

SPELL CASTING

Reaction spell: can be cast anytime. When cast during the heroes' turn, do not activate the spellcaster's unit tile.



SKILLS

Attack skills

 **Ambidextrous:** When performing a melee attack, this character can choose 2 of their 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.

 **Attack from Beyond:** When this character dies, before the model is removed from the board, they may perform a free unarmed melee attack, rolling    instead of their normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons.

 **Circular Strike:** When this character kills an enemy with a 2-handed melee attack, another enemy in the same area suffers the excess damage from the attack (if that enemy is killed, repeat this process).

The attacker decides the order in which damage is dealt to defending enemies. Resolve the attack normally on one enemy before proceeding with the next one if there is still damage left to be dealt.

 **Constriction:** When this character's attack power is determined, if any die shows 2 or more symbols, move the attacker's and defender's models together so their bases touch. As long as they remain in the same area, the defender treats the attacker as though the attacker had *Blocking*.

A character with *Evasive* ignores this skill's *Blocking* effect, but not the damage from the attack.

 **Counterattack:** When a character attacks this character with a melee attack, after the attack is resolved, this character may immediately attack that character with a free unarmed melee attack, rolling  instead of their normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons. A counterattack is a melee attack resolved after the first attack (whether damage was dealt or not) and can be performed only if the character with this skill survives the first attack.

 **Elite Shooter:** This character's ranged attacks are not affected by hindering and ignore *Protected*.

 **Precision Shot:** When this character performs a ranged attack, the defender's armor value is reduced by 1 for that attack.

 **Precision Strike:** When this character performs a melee attack, the defender's armor value is reduced by 1 for that attack.

 **Reach:** This character can attack a character in an adjacent area with a melee attack if there is no obstacle (wall, door, bar, flap, etc.) between the areas. The character still needs to have LOS to attack an adjacent area.

Defense skills

 **Bodyguard:** When a friendly character in this character's area defends, this character can parry (not dodge) instead of that character's guard action, adding the symbols shown on the dice to the character's defense power.

The attacked character cannot perform a guard action, but they can still use their armor in addition to their bodyguard's defense power. Any damage is dealt to the character who was initially attacked, not the character using *Bodyguard*.

 **Protected:** This character can be attacked only with area attacks if there is a friendly character without *Protected* in their area. Two or more characters with this skill cannot protect each other.

 **Sacrifice:** When a friendly character in this character's area is attacked, before dice are rolled, this character may choose to be attacked instead.

They can only use their armor and cannot guard. They suffer any damage from the attack to prevent the character who was initially attacked from suffering damage.

 **Untouchable:** Reduce by 1 the number of successes on a ranged attack targeting this character.

Magic skills

 **Spell Caster:** This character can have and cast spells. Whenever a character loses the *Spell Caster* skill (because of encumbrance for example), any active spells remain active for their specified duration.

 **Teleportation:** The teleportation movement of a character who casts this spell is not affected by hindering or *Blocking*.

Miscellaneous skills

 **Alchemy:** Defined by the scenario.

 **Concentration:** This character's die rolls are not affected by hindering.

 **Fascination:** This character cannot be attacked by another character unless that character has been previously attacked by the character with *Fascination*.

 **Horror:** The exertion limit of melee attack, ranged attack, move, and manipulation actions of enemy characters in this character's area is 2.

 **Jinx:** Reroll actions and free rerolls are not allowed in the area occupied by an enemy with this skill.

 **Leadership:** This character can move 1 gem from their reserve zone to their fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

 **Lock-picking:** This character rolls an extra  when picking a lock.

 **Poison:** Defined by the scenario.

 **Support:** Friendly characters in the same area as this character can reroll a single die for each of their actions, for free, even if that die has already been rerolled.

Movement skills

 **Blocking:** Enemy characters without *Evasive* cannot move out of this character's area.

 **Climb:** Defined by the scenario.

 **Evasive:** This character can move as if there were no enemy characters in the characters area.

 **Feline Grace:** Moving costs this character 1 fewer MP if the movement is affected by hindering.

 **Flying:** This character can spend 2 MPs to move from one area adjacent to a leap area to another area adjacent to a leap area. This character can spend 1 MP to move across an obstacle.

 **Intangible:** This character can spend 1 MP to move across an obstacle from 1 area to an adjacent area. This character's movement is not affected by hindering.

 **Leap:** This character can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place this model in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

 **Swimming:** This character can move into water areas. Moving out of a water area costs 1 extra MP.

 **Wall Wrecker:** A character using this skill can spend 2 additional MPs to move across a wall or wooden door between adjacent areas and place a Wall Wrecker token on that obstacle to indicate the opening they created.

From now on, the 2 areas are adjacent, there is no penalty for moving from one to the other, and LOS is not blocked between them. **Stone walls cannot be wrecked.**

 **Web Projection:** Instead of a normal attack, this character can perform a ranged attack, rolling   instead of their normal dice.

If the attack power is higher than the defense power, the defender places a **web token** on their model and suffers no damage. A character with a web token cannot move, but can spend 4 MPs to discard the token.

CONAN SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Conan can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Conan in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Conan can move into water areas. Moving out of a water area costs 1 extra MP.



Wall Wrecker: Conan can spend 2 additional MPs to move across a wall or wooden door between adjacent areas. Place a **wall wrecker token** on that obstacle to indicate the opening created.

From now on, the 2 areas are adjacent, there is no penalty for moving from one to the other, and LOS is not blocked between them. **Stone walls cannot be wrecked.**

ATTACK



Circular Strike: When Conan kills an enemy with a 2-handed melee attack, another enemy in the same area suffers the excess damage from the attack (if that enemy is killed, repeat this process).

You decide the order in which damage is dealt to defending enemies. Resolve the attack normally on one enemy before proceeding with the next one if there is still damage left to be dealt.

CONAN THE GENERAL SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Conan can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Conan in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Conan can move into water areas. Moving out of a water area costs 1 extra MP.



Wall Wrecker: Conan can spend 2 additional MPs to move across a wall or wooden door between adjacent areas. Place a **wall wrecker token** on that obstacle to indicate the opening created.

From now on, the 2 areas are adjacent, there is no penalty for moving from one to the other, and LOS is not blocked between them. **Stone walls cannot be wrecked.**

ATTACK



Leadership: Conan can move 1 gem from his reserve zone to his fatigue zone to activate an **ally**. Activated allies move and attack like units. Each ally can only be activated once per turn.

CONAN THE MERCENARY SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Conan can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Conan in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Conan can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Ambidextrous: When performing a melee attack, Conan can choose 2 of his 1-handed weapon cards to attack with. Can be used only to perform melee attacks and cannot be used to perform a guard action.



Counterattack: When a character attacks Conan with a melee attack, after the attack is resolved, Conan may immediately attack that character with a free unarmed melee attack, rolling instead of his normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons. A counterattack is a melee attack resolved after the first attack (whether damage was dealt or not) and can be performed only if Conan survives the first attack.

CONAN THE WANDERER SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Conan can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Conan in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Conan can move into water areas. Moving out of a water area costs 1 extra MP.



Wall Wrecker: Conan can spend 2 additional MPs to move across a wall or wooden door between adjacent areas. Place a **wall wrecker token** on that obstacle to indicate the opening created.

From now on, the 2 areas are adjacent, there is no penalty for moving from one to the other, and LOS is not blocked between them. **Stone walls cannot be wrecked.**

ATTACK



Circular Strike: When Conan kills an enemy with a 2-handed melee attack, another enemy in the same area suffers the excess damage from the attack (if that enemy is killed, repeat this process).

You decide the order in which damage is dealt to defending enemies. Resolve the attack normally on one enemy before proceeding with the next one if there is still damage left to be dealt.

BÉLIT SKILLS

MOVEMENT



Leap: Bêlit can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Bêlit in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Bêlit can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Attack From Beyond: When Bêlit dies, before she is removed from the board, she may perform a free unarmed melee attack, rolling instead of her normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons.

MISCELLANEOUS



Leadership: Bêlit can move 1 gem from her reserve zone to her fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.



Support: Friendly characters in the same area as Bêlit can reroll a single die for each of their actions, for free, even if that die has already been rerolled.

BÉLIT GUARDS SKILLS

MOVEMENT



Leap: A guard can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place the guard in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

DEFENSE



Sacrifice: When a friendly character in a guard's area is attacked, before dice are rolled, the guard may choose to be attacked instead.

They can only use their **armor** and cannot **guard**. They suffer any damage from the attack to prevent the character who was initially attacked from suffering damage.

SAVAGE BÉLIT SKILLS

MOVEMENT



Evasive: Savage Bêlit can move as if there were no enemy characters in her area.



Leap: Savage Bêlit can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Savage Bêlit in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Savage Bêlit can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Ambidextrous: When performing a melee attack, Savage Bêlit can choose 2 of her 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.



Attack From Beyond: When Savage Bêlit dies, before she is removed from the board, she may perform a free unarmed melee attack, rolling instead of her normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons.

VALERIA SKILLS

MOVEMENT



Leap: Valeria can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Valeria in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Ambidextrous: When performing a melee attack, Valeria can choose 2 of her 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.



Counterattack: When a character attacks Valeria with a melee attack, after the attack is resolved, Valeria may immediately attack that character with a free unarmed melee attack, rolling instead of her normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons. A counterattack is a melee attack resolved after the first attack (whether damage was dealt or not) and can be performed only if Valeria survives the first attack.

SHEVATAS SKILLS

MOVEMENT



Climb: Defined by the scenario.



Evasive: Shevatatas can move as if there were no enemy characters in his area.



Leap: Shevatatas can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Shevatatas in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

DEFENSE



Untouchable: Reduce by 1 the number of successes on a ranged attack targeting Shevatatas.

MISCELLANEOUS



Lock-picking: Shevatatas rolls an extra  when picking a lock.

HADRATHUS SKILLS

MOVEMENT



Leap: Hadrathus can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Hadrathus in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

MAGIC



Spell Caster: Hadrathus can have and cast spells. Whenever he loses the *Spell/Caster* skill (because of encumbrance for example), any active spells remain active for their specified duration.

MISCELLANEOUS



Concentration: Hadrathus's die rolls are not affected by hindering.

IKHMET SKILLS

MOVEMENT



Leap: Ikhmet can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Ikhmet in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Ikhmet can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Ambidextrous: When performing a melee attack, Ikhmet can choose 2 of his 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.



Precision Strike: When Ikhmet performs a melee attack, the defender's armor value is reduced by 1 for that attack.

NIORD SKILLS

MOVEMENT



Blocking: Enemy characters without *Evasive* cannot move out of Niord's area.



Climb: Defined by the scenario.



Leap: Niord can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Niord in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Ambidextrous: When performing a melee attack, Niord can choose 2 of his 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.

MISCELLANEOUS



Leadership: Niord can move 1 gem from her reserve zone to her fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

TAURUS SKILLS

MOVEMENT



Climb: Defined by the scenario.



Feline Grace: Moving costs Taurus 1 fewer MP if the movement is affected by hindering.



Leap: Taurus can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Taurus in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Precision Strike: When Taurus performs a melee attack, the defender's armor value is reduced by 1 for that attack.

MISCELLANEOUS



Lock-picking: Taurus rolls an extra when picking a lock.

PELIAS SKILLS

ATTACK



Attack From Beyond: When Pelias dies, before he is removed from the board, he may perform a free unarmed melee attack, rolling instead of his normal dice.

MAGIC



Spell Caster: Pelias can have and cast spells. Whenever he loses the *Spell Caster* skill (because of encumbrance for example), any active spells remain active for their specified duration.

MISCELLANEOUS



Concentration: Pelias's die rolls are not affected by hindering.



Leadership: Pelias can move 1 gem from his reserve zone to his fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.



Jinx: Reroll actions and free rerolls are not allowed in the area occupied by an enemy with this skill.

CONSTANTIUS SKILLS

ATTACK



Circular Strike: When Constantius kills an enemy with a 2-handed melee attack, another enemy in the same area suffers the excess damage (if that enemy is killed, repeat this process).

You decide the order in which damage is dealt to defending enemies. Resolve the attack normally on one enemy before proceeding with the next one if there is still damage to deal.



Counterattack: When a character attacks Constantius with a melee attack, after the attack is resolved, Constantius may immediately attack that character with a free unarmed melee attack, rolling instead of his normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons. A counterattack is a melee attack resolved after the first attack (whether damage was dealt or not) and can be performed only if Constantius survives the first attack.

DEFENSE



Bodyguard: When a friendly character in Constantius's area defends, Constantius can parry (not dodge) instead of that character's guard action, adding the symbols shown on the dice to the character's defense power.

The attacked character cannot perform a guard action, but they can still use their armor in addition to their bodyguard's defense power. Any damage is dealt to the character who was initially attacked, not Constantius.

MISCELLANEOUS



Support: Friendly characters in the same area as Constantius can reroll a single die for each of their actions, for free, even if that die has already been rerolled.

BALTHUS SKILLS

MOVEMENT



Feline Grace: Moving costs Balthus 1 fewer MP if the movement is affected by hindering.



Leap: Balthus can spend 2 MPs to roll if the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Balthus in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Balthus can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Elite Shooter: Balthus's ranged attacks are not affected by hindering and ignore *Protected*.



Precision Shot: When Balthus performs a ranged attack, the defender's armor value is reduced by 1 for that attack.

MISCELLANEOUS



Leadership: Balthus can move 1 gem from his reserve zone to his fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

CONAN THE WARLORD SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Conan can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Conan in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Conan can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Circular Strike: When Conan kills an enemy with a 2-handed melee attack, another enemy in the same area suffers the excess damage from the attack (if that enemy is killed, repeat this process).

You decide the order in which damage is dealt to defending enemies. Resolve the attack normally on one enemy before proceeding with the next one if there is still damage left to be dealt.

MISCELLANEOUS



Concentration: Conan's die rolls are not affected by hindering.

OLGERD VLAÐISLAV SKILLS

MOVEMENT



Leap: Olgerd can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Olgerd in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Circular Strike: When Olgerd kills an enemy with a 2-handed melee attack, another enemy in the same area suffers the excess damage from the attack (if that enemy is killed, repeat this process).

You decide the order in which damage is dealt to defending enemies. Resolve the attack normally on one enemy before proceeding with the next one if there is still damage left to be dealt.



Precision Shot: When Olgerd performs a ranged attack, the defender's armor value is reduced by 1 for that attack.

DEFENSE



Bodyguard: When a friendly character in Olgerd's area defends, Olgerd can parry (not dodge) instead of that character's **guard** action, adding the symbols shown on the dice to the character's defense power.

The attacked character cannot perform a **guard** action, but they can still use their armor in addition to their bodyguard's defense power. Any damage is dealt to the character who was initially attacked, not Olgerd.

KERIM SHAH SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Kerim Shah can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Kerim Shah in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Precision Shot: When Kerim Shah performs a ranged attack, the defender's armor value is reduced by 1 for that attack.

DEFENSE



Untouchable: Reduce by 1 the number of successes on a ranged attack targeting Kerim Shah.

MISCELLANEOUS



Concentration: Kerim Shah's die rolls are not affected by hindering.

AMBOOLA SKILLS

MOVEMENT



Leap: Amboola can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Amboola in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Amboola can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Precision Strike: When Amboola performs a melee attack, the defender's armor value is reduced by 1 for that attack.

MISCELLANEOUS



Leadership: Amboola can move 1 gem from his reserve zone to his fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

AMRA THE LION SKILLS

MOVEMENT



Leap: Amra can spend 2 MPs to roll If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Amra in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Amra can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Counterattack: When a character attacks Amra with a melee attack, after the attack is resolved, Amra may immediately attack that character with a free unarmed melee attack, rolling instead of his normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons. A counterattack is a melee attack resolved after the first attack (whether damage was dealt or not) and can be performed only if Amra survives the first attack.

MISCELLANEOUS



Concentration: Amra's die rolls are not affected by hindering.



Leadership: Amra can move 1 gem from his reserve zone to his fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

ZAPORAVO SKILLS

MOVEMENT



Leap: Zaporavo can spend 2 MPs to roll If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Zaporavo in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Counterattack: When a character attacks Zaporavo with a melee attack, after the attack is resolved, Zaporavo may immediately attack that character with a free unarmed melee attack, rolling instead of his normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons. A counterattack is a melee attack resolved after the first attack (whether damage was dealt or not) and can be performed only if Zaporavo survives the first attack.



Precision Strike: When Zaporavo performs a melee attack, the defender's armor value is reduced by 1 for that attack.

DEFENSE



Protected: Zaporavo can be attacked only with area attacks if there is a friendly character without *Protected* in his area.

Two or more characters with this skill cannot protect each other.

MISCELLANEOUS



Leadership: Amboola can move 1 gem from his reserve zone to his fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

ZELATA SKILLS

MOVEMENT



Leap: Zelata can spend 2 MPs to roll If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Zelata in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

MAGIC



Spell Caster: Zelata can have and cast spells. Whenever she loses the *Spell/Caster* skill (because of encumbrance for example), any active spells remain active for their specified duration.

MISCELLANEOUS



Alchemy: Defined by the scenario.



Concentration: Zelata's die rolls are not affected by hindering.



Leadership: Zelata can move 1 gem from her reserve zone to her fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.



Support: Friendly characters in the same area as Zelata can reroll a single die for each of their actions, for free, even if that die has already been rerolled.

ZOGAR SAG SKILLS

MOVEMENT



Evasive: Zogar Sag can move as if there were no enemy characters in his area.

DEFENSE



Protected: Zogar Sag can be attacked only with area attacks if there is a friendly character without *Protected* in his area.

Two or more characters with this skill cannot protect each other.

MAGIC



Spell Caster: Zogar Sag can have and cast spells. Whenever he loses the *Spell/Caster* skill (because of encumbrance for example), any active spells remain active for their specified duration.

MISCELLANEOUS



Leadership: Zogar Sag can move 1 gem from his reserve zone to his fatigue zone to activate an ally. Activated allies move and attack like units. Each ally can only be activated once per turn.

SKULTHUS SKILLS

ATTACK



Attack From Beyond: When Skulthus dies, before he is removed from the board, he may perform a free unarmed melee attack, rolling instead of his normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons.

MAGIC



Spell Caster: Skulthus can have and cast spells. Whenever he loses the *Spell Caster* skill (because of encumbrance for example), any active spells remain active for their specified duration.

MISCELLANEOUS



Concentration: Skulthus's die rolls are not affected by hindering.

PALLANTIDES SKILLS

MOVEMENT



Leap: Pallantides can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Pallantides in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Precision Shot: When Pallantides performs a ranged attack, the defender's armor value is reduced by 1 for that attack.

DEFENSE



Bodyguard: When a friendly character in Pallantides's area is attacked, Pallantides can parry (not dodge) instead of that character's **guard** action, adding the symbols shown on the dice to the character's defense power.

The attacked character cannot perform a **guard** action, but they can still use their armor in addition to their bodyguard's defense power. Any damage is dealt to the character who was initially attacked, not Pallantides.



Sacrifice: When a friendly character in Pallantides's area is attacked, before dice are rolled, he may choose to be attacked instead. He can only use his armor and cannot guard. He suffers any damage from the attack to prevent the initially attacked character from suffering damage.

MISCELLANEOUS



Leadership: Pallantides can move 1 gem from his reserve zone to his fatigue zone to activate an **ally**. Activated allies move and attack like units. Each ally can only be activated once per turn.

N'GORA SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: N'Gora can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place N'Gora in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: N'Gora can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Elite Shooter: N'Gora's ranged attacks are not affected by hindering and ignore *Protected*.

DEFENSE



Bodyguard: When a friendly character in N'Gora's area defends, N'Gora can parry (not dodge) instead of that character's **guard** action, adding the symbols shown on the dice to the character's defense power.

The attacked character cannot perform a **guard** action, but they can still use their armor in addition to their bodyguard's defense power. Any damage is dealt to the character who was initially attacked, not N'Gora.

SHENTU SKILLS

MOVEMENT



Leap: Shentu can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Shentu in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.

ATTACK



Ambidextrous: When performing a melee attack, Shentu can choose 2 of his 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.

DEFENSE



Untouchable: Reduce by 1 the number of successes on a ranged attack targeting Shentu.

THAK SKILLS

MOVEMENT



Climb: Defined by the scenario.



Leap: Thak can spend 2 MPs to roll . If the number of symbols rolled are equal to or higher than the number on an adjacent leap area, place Thak in an area adjacent to that area. Leaping costs 1 MP per crossed area border and is not affected by hindering.



Swimming: Thak can move into water areas. Moving out of a water area costs 1 extra MP.

ATTACK



Ambidextrous: When performing a melee attack, Thak can choose 2 of his 1-handed weapon cards to attack with. Can be used only to perform melee attacks and *cannot* be used to perform a guard action.

YOGAH DE YAG SKILLS

MOVEMENT



Wall Wrecker: Yogah can spend 2 additional MPs to move across a wall or wooden door between adjacent areas. Place a **wall wrecker token** on that obstacle to indicate the opening created. From now on, the 2 areas are adjacent, there is no penalty for moving from one to the other, and LOS is not blocked between them. **Stone walls cannot be wrecked.**

ATTACK



Attack From Beyond: When Yogah dies, before he is removed from the board, he may perform a free unarmed melee attack, rolling instead of his normal dice.

When using this skill, ignore penalties from unarmed attacks and do not benefit from melee attack bonuses from weapons.

DEFENSE



Sacrifice: When a friendly character in Yogah's area is attacked, before dice are rolled, he may choose to be attacked instead. He can only use his armor and cannot guard. He suffers any damage from the attack to prevent the initially attacked character from suffering damage.

MAGIC



Spell Caster: Yogah can have and cast spells. Whenever he loses the *Spell Caster* skill (eg, because of encumbrance), any active spells remain active for their specified duration.

MISCELLANEOUS



Concentration: Yogah's die rolls are not affected by hindering.