



CONAN



Heroes' Book



CONTENTS AND SETUP

- 1** The Overlord chooses a scenario from their book.

There are two rulebooks in Conan: the Overlord's Book, which contains scenarios and rules specific to the Overlord, and the Heroes' Book, which contains all other rules.

- 2** Depending on the scenario chosen, open and place the corresponding board in the middle of the table.

The box contains 2 double-sided boards, for a total of 4 different environments in which to play.

- 3** The Overlord attaches colored bases to the models matching the colors shown surrounding the unit's art in the scenario setup diagram. The Overlord places their models and tokens as indicated by the diagram and assembles and shuffles the asset deck as specified by the scenario.

The Book of Skelos contains recessed spaces meant to hold 14 tiles and tokens, in addition to the unit tiles and events. The game contains, in total, 42 unit tiles and 2 event tiles. There are 25 red gems.

- 4** The Overlord prepares the Book of Skelos with the unit tiles and red gems indicated by the scenario.

The Overlord has 64 models:

- 4 Lieutenants (Zogar Sag, Zaporavo, Skuthus, and the Captain of the Guard)
- 5 Monsters (Khosatral Khel, Thak, Outer Dark Demon, Dark Demon, and Giant Snake)
- 5 Hyenas
- 5 Archers
- 15 Pict Hunters
- 15 Pirates
- 15 Guards

- 5** The Overlord places the track sheet next to the Book of Skelos and places the turn marker on the "0" space, as well as life point markers for any lieutenants or monsters as indicated by the scenario.

There are 1 turn marker and 10 life point markers in the game (1 for each monster, lieutenant, and princess).

- 6** The other players each choose a hero to control and take their hero's sheet, model, and starting cards (suggested heroes and cards appear in each scenario description).


There are four different hero models:

- 1 Conan
- 1 Bêlit
- 1 Shevatas
- 1 Hadrathus

The heroes are supported by 6 ally models:

- 5 Bêlit's Guards
- 1 Princess

- 7** The 9 dice are placed on the table within reach of all players.

- 8** Each hero takes the number of blue energy gems indicated in the lower-left corner of their board and places them in their green Reserve zone. Each hero also takes one red gem and places it on their . There are 50 blue gems.



2



6



6

8

5



4



ENERGY ZONES



1 Reserve Zone

The Reserve zone contains the hero's available energy gems, which can be assigned in order to perform actions.

2 Fatigue Zone

The Fatigue zone contains gems that the hero has used and can later recover. During each hero's Stance phase (see p. 15), that hero moves a number of gems based on the hero's stance from their Fatigue zone to their Reserve zone.

3 Wound Zone

The Wound zone contains gems that the hero has lost from suffering damage. When a hero suffers an amount of damage, the hero moves that many gems from their Fatigue zone to their Wound zone. If there is more damage to suffer after moving all gems from the Fatigue zone, the player chooses gems from their action spaces to move to the Wound zone until the damage has all been suffered. If there is still more damage to suffer after moving all gems from action spaces, the player moves gems from their Reserve zone.

If there is still more damage to suffer after moving all gems from the Reserve zone, the hero dies.

Hero Death

When a hero dies, the player is eliminated from the game. The hero's objects are dropped in their space, their spell cards are discarded to the game box, and their model is removed from the board.

HERO ACTIONS



Melee Attack

To perform the Melee Attack action, the hero chooses one enemy in their area (or sometimes in an adjacent area; see Occupied Areas, p. 12) to attack and assigns one or more gems from their Reserve zone to their Melee Attack space. The hero may choose one of their equipment cards that has a Melee Attack bonus to attack with. Then, for each gem assigned, the hero rolls one die of the type indicated on their Melee Attack space **1**, plus the dice indicated on the chosen card. After resolving any rerolls, the hero determines the attack power by adding up the number of symbols shown on the dice.

After the defense power is determined, if the attack power is higher than the defense power, the defender suffers damage equal to the difference.

The red number in the lower-left corner of the action space **2** indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering Melee Attacks


The Melee Attack action is not affected by hindering (see p. 12).

Shevatas encounters a Guard on the ship's deck. Since the Guard has an armor value of 2 and 1 life point, Shevatas will need to cause at least 3 damage to defeat the Guard.



He chooses to assign two energy gems to his Melee Attack space, which allows him to roll .



Also, because he is performing this Melee Attack with a Kris, he rolls  as well. The arrow on the yellow die icon means that Shevatas can reroll any yellow die in his attack once for free.

He rolls the dice:



The attack power is 4, so he decides not to reroll the yellow die and keeps his roll as-is for this attack.

Unarmed Attacks

If a hero does not choose an equipment card to attack with, the attack is considered to be unarmed. The attack power is reduced by 2. Attacks made by the Overlord's units are never considered to be unarmed.



Ranged Attack

A hero must have an equipment card that has a Ranged Attack bonus in order to perform a Ranged Attack action. To perform a Ranged Attack, the hero chooses one of their equipment cards that has a Ranged Attack bonus to attack with, assigns one or more gems from their Reserve zone to their Ranged Attack space, and chooses one enemy in their line of sight to attack.

To determine line of sight, trace an imaginary line from the in the attacker's area to the in the chosen enemy's area. If this line crosses an obstacle shown on the board (a wall, a door, a mast, etc.), the line is blocked and that area is not in the attacker's line of sight. Otherwise, the attacker has line of sight to that area. A character has line of sight to its own area.

For each gem assigned, the hero rolls one die of the type indicated on their Ranged Attack space , plus the dice indicated on the chosen card. After resolving any rerolls, the hero determines the attack power by adding up the number of symbols shown on the dice.

After the defense power is determined, if the attack power is higher than the defense power, the defender suffers damage equal to the difference.

If the chosen weapon has next to its Ranged Attack bonus, the attacker drops the weapon in the defender's area at the end of the attack.

The red number in the lower-left corner of the action space indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering Ranged Attacks

The Ranged Attack action is affected by hindering (see p. 12).

Conan has been tasked with infiltrating a Pict village to kill Zogar Sag, the evil Pict sorcerer. At this point, Conan's quarry is in an adjacent area, but the barbarian is pinned by the Giant Snake (who has the Blocker skill).



Since Conan is unable to move from his current area, he opts to hurl his Battle Axe at Zogar Sag's head. He assigns three energy gems to his Ranged Attack space, which allows him to roll . Also, because he is making this ranged attack with a Battle Axe, he rolls as well. He rolls the dice:




The attack power is 4, and the Battle Axe card is now lying in Zogar Sag's area.

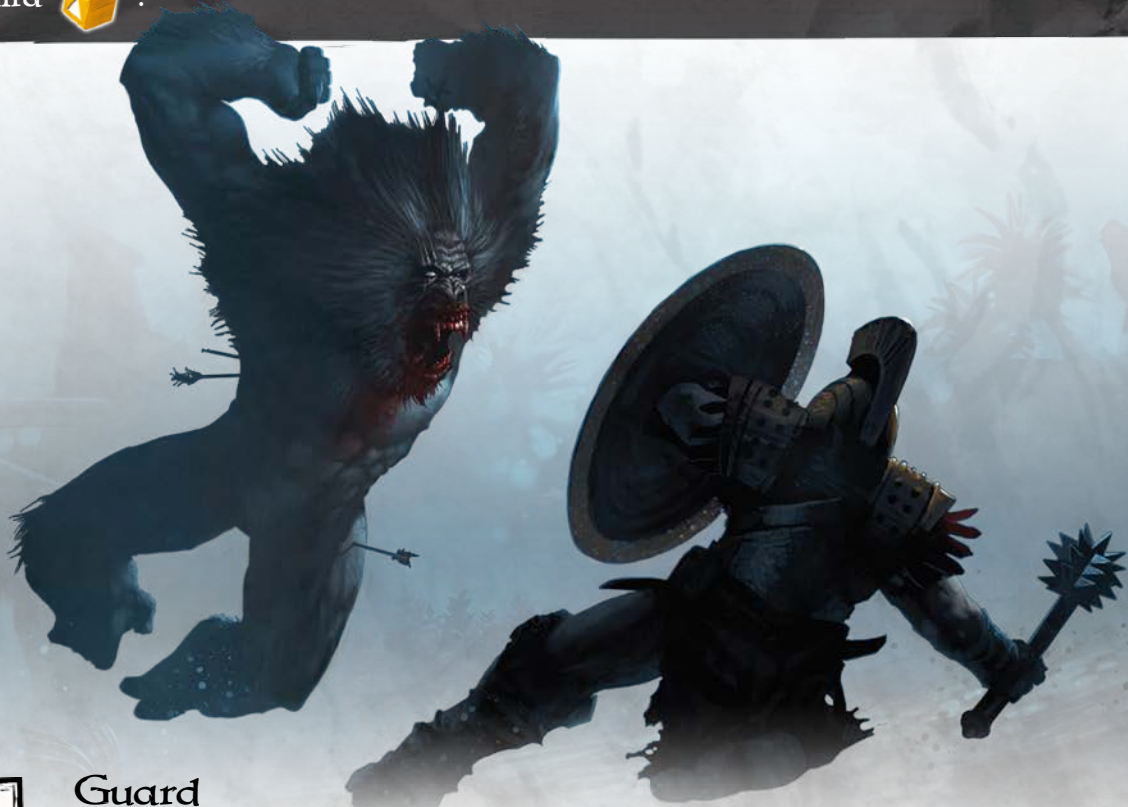


Elevation and Line of Sight

Where two adjacent areas are separated by a border representing an elevation change (such as between the ground floor and second floor of a building), each area has line of sight to the other. However, when an area of higher elevation is not adjacent to an area of lower elevation, those two areas generally do not have line of sight to each other. For example, a character inside one of the north rooms on the second floor of the inn does not have line of sight to the two northmost areas on the ground floor (between the two north staircases), and vice versa. When line of sight is in doubt, players should use their best judgment to determine if line of sight exists.


Elevation Bonus for Ranged Attacks

When a character attacks an enemy at a lower elevation using a Ranged Attack, the attacker rolls an extra .



Guard

When a hero is attacked, after the attack power is determined, the hero defends against the attack. The hero chooses whether or not to perform a Guard action.

To perform a Guard action, the hero assigns one or more gems from their Reserve zone to their Guard space. The hero may then choose one of their equipment cards that has a Guard bonus to defend with, such as a weapon or shield. A hero can choose only a shield when defending against a spell, ranged, or area attack. If the hero does not choose an equipment card to defend with, the hero is considered to be dodging. Otherwise, the hero is considered to be parrying. For each gem assigned, the hero rolls one die of the type indicated on their Guard space , plus the dice indicated on the chosen equipment card.

The hero then chooses one of their equipment cards that has an armor bonus and rolls the die indicated on the card separately. After resolving any rerolls, the hero adds the number of symbols shown on that die to their armor value for this defense. (A hero's armor value normally starts at 0, though some effects can adjust this value.) The hero then determines the defense power by adding the number of symbols shown on the other dice to their total armor value.

Hindering


The Guard action is not affected by hindering (see p.12).

Shevatas confronts the Giant Snake, who lunges at him:



The Giant Snake's attack has a power of 5.



Having no shield or weapon to parry with, Shevatas performs the Guard action to attempt to dodge the attack. He assigns two energy gems to his Guard space, allowing him to roll .

He rolls the dice, obtaining two symbols. The power of the defense is 2.



The thief suffers 3 damage from this attack.




Armor

When a hero is attacked, if the hero cannot or chooses not to perform a Guard action, the hero chooses one of their equipment cards that has an Armor bonus and rolls the dice indicated on the card.

After resolving any rerolls, the hero adds the number of symbols shown to their armor value for this defense. (A hero's armor value normally starts at 0, though some effects can adjust this value.) The defense power is equal to the hero's total armor value.

A Guard takes a swing at Conan with an attack power of 1:



Conan is content with his Leather Armor's protection , so he chooses not to assign any gems to guard against this attack. He rolls the die:



The barbarian suffers 1 damage from this attack.





Manipulation:

The Manipulation action encompasses a wide range of activities, from throwing an object to picking a lock. There are two types of Manipulation actions: simple and complex.

- To perform a simple Manipulation, the hero assigns one gem from their Reserve zone to their Manipulation space (but rolls no dice). To pick up, give, take, or catch an object, a hero performs a simple Manipulation. Objects include item and equipment cards, as well as anything specified by the scenario.

Hindering

Simple Manipulations are not affected by hindering (see p. 12).

- To perform a complex Manipulation, the hero assigns one or more gems from their Reserve zone to their Manipulation space and may choose one of their equipment cards that has a Manipulation bonus. For each gem assigned, the hero rolls one die of the type indicated on their Manipulation space **1**, plus the dice indicated on the chosen card. The manipulation power is equal to the number of symbols shown on the dice.

Complex Manipulations have a difficulty defined by the scenario or a game rule. If the manipulation power is equal to or higher than the Manipulation's difficulty, the hero succeeds at the Manipulation. Otherwise, the hero fails the Manipulation.

The red number in the lower-left corner of the action space **2** indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering

Complex Manipulations are affected by hindering (see p.12).

Throwing and catching an object

To throw an object, the hero chooses one of their objects that has an encumbrance value of 3 or less and an area in their line of sight. The hero performs a complex Manipulation that has difficulty equal to the distance from the hero to the chosen area. If the hero succeeds, the hero drops the object in the chosen area. If the hero fails, the hero drops the object a number of areas away equal to the manipulation power, following the line of sight to the chosen area. When the object is dropped in an area, one hero in that area may immediately perform a simple manipulation to catch the object, picking it up.

Dropping an object

A hero can drop one of their objects in their area as a free action (without assigning gems).

Opening a chest


To open a chest, a hero must pick the chest's lock. The hero performs a complex Manipulation while in the chest's area. The difficulty of the Manipulation is 2 unless the scenario specifies otherwise. If the hero succeeds, the hero takes the top card of the asset deck and removes the chest from the board.



Reroll

A hero can perform Reroll actions after rolling dice but before finalizing the results of the roll.

To perform a Reroll, the hero assigns one or more gems from their Reserve zone to their Reroll space. The hero then rerolls that many dice. A hero can perform the Reroll action multiple times and may reroll the same dice or different dice each time.

Some die icons show an arrow on them (). Once after a hero rolls a die indicated by one of these icons, the hero may reroll one die of the matching type without performing a Reroll action.

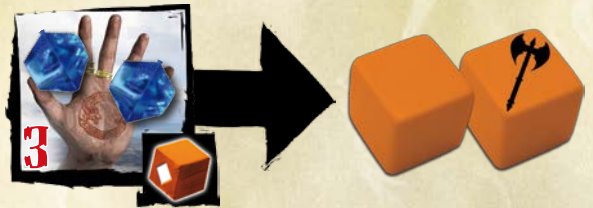
Hindering

The Reroll action is not affected by hindering (see p. 12).

Conan is alone in a Pict hut with a chest. Since no one is hindering him, if he obtains at least two symbols, he can pick the lock and immediately confiscate its contents.



He decides to assign two energy gems to his Manipulation space and rolls the dice, but does not obtain enough symbols.



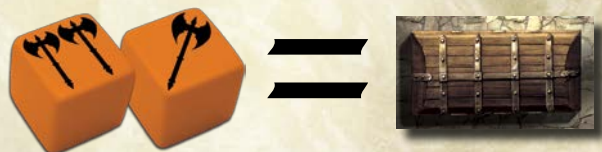
He chooses to reroll the blank die by assigning one gem to his Reroll space, obtaining yet another blank result.



He elects to reroll again, assigning one more gem to his Reroll space, and this time he finally obtains a favorable result.



His three symbols more than satisfy the requirement of two, allowing him to open the chest and discover what treasures lie within.





Move

To perform the Move action, the hero assigns one or more gems from their Reserve zone to their Move space. For each assigned gem, the hero gains 1 movement point.

A hero can spend a movement point to move across a border from one area to an adjacent area. Hindering and some terrain effects can increase the number of movement points required to cross a border.

All characters have a movement value. Once per Action phase, a hero can gain a number of movement points equal to their movement value **1** if the hero has not yet performed a Move during that phase. When a hero performs an action other than a Move each turn, the hero loses all of their movement points. The hero can still perform a Move to gain movement points that turn. At the end of the Action phase, all unspent movement points are lost.

The red number in the lower-left corner of the action space **2** indicates the space's exertion limit. A player cannot assign gems to a space if doing so would raise the total number of gems on the space above its exertion limit.

Hindering

Movement is affected by hindering (see p. 12).

Conan finds himself surrounded by three Guards in his area.



He wants to move to a hut in an adjacent area, but first he decides to rid himself of a few enemies by using a Circular Strike with his axe, killing two of them.

Then he moves. He must move from one area to another (cost: 1 movement point), step through the hut's entrance (extra movement cost: +1 movement point), and factor in the presence of the last guard in his starting area hindering his move (extra movement cost: +1 movement point). It will cost him a total of 3 movement points. The first 2 points come from his base movement, and the last point requires that he assign a gem to his Move space.

Occupied Areas

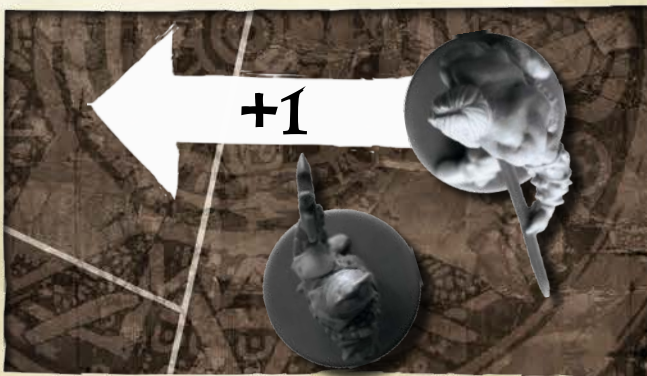
A character cannot enter an area if the model's base could not fit entirely in that area. If this prevents a character from moving into an adjacent area, the character can choose enemies in that area to attack with Melee Attacks.

HINDERING

When a character moves or performs an action in an area in which the number of enemy characters is equal to or higher than the number of other friendly characters, the character may be affected by hindering.

Hindering Movement

If the number of enemy characters in a character's area is higher than the number of other friendly characters in that area, that character must spend extra movement points equal to the difference to move out of that area.



If one hero is in the same area as one enemy character, the hero would have to spend 1 extra movement point to move out of that area.

If two heroes are in the same area as one enemy character, the first hero can leave the area without hindrance (while his companion keeps the enemy character "busy"). However, as soon as the first hero moves out of the area, the other hero would be hindered by the enemy character if that hero were to move.





If two heroes are in the same area as three enemy characters, the first hero must spend 2 extra movement points to move out of his area (for a total of 3 movement points). After the first hero moves out of the area, the second hero is left with three enemy characters in the same space. The second hero would have to spend 3 extra movement points to move out of the area (for a total of 4 movement points).

Hindering Die Rolls

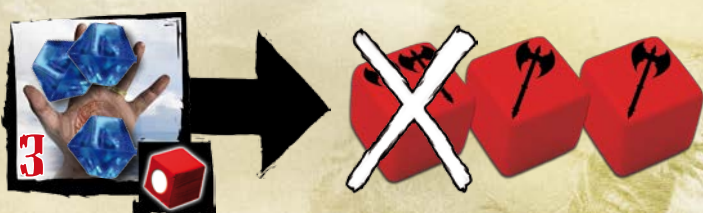
If the number of enemy characters in a character's area is higher than the number of other friendly characters in that area, when that character rolls dice, ignore a number of symbols equal to the difference. Melee Attack, Guard, and Reroll actions as well as falling damage are not affected by hindering.



If one hero is in the same area as three enemy characters and that hero attempts to pick the lock on the chest, three symbols are ignored. So, if this lock would have required two symbols to be successful, the hero would need five symbols in order to successfully pick the lock.



If two heroes are in the same area as three enemy characters and one of the heroes attempts to pick the lock on the chest, two symbols are ignored (the other hero is keeping the enemy characters "busy").



SKILLS AND ENCUMBRANCE

Each hero has several skills. Skills are represented by icons on the hero's sheet, and their effects are explained on the skill game aids.



The red number in the lower-right corner of each skill icon indicates the skill's encumbrance limit. The total of the encumbrance values of all of a hero's objects is the hero's encumbrance level. If the hero's encumbrance level is equal to or higher than a skill's encumbrance limit, the skill cannot be used.



Encumbrance can also affect a hero's movement. The icon to the right of a hero's skills represents the hero's movement and has two encumbrance limits. During the Action phase, if the hero's encumbrance value is equal to or higher than either encumbrance limit, the hero receives fewer movement points from their movement value based on the highest exceeded limit (as indicated under the limit).



The icon to the left of a hero's skills indicates the hero's maximum encumbrance value. If a hero's encumbrance level ever exceeds the hero's maximum encumbrance value, the hero must immediately drop one or more objects to reduce their encumbrance level to equal to or less than their maximum encumbrance value.

Shevatas has the Evasive skill, which allows him to cross areas that contain enemy characters without suffering any movement penalties. However, once his encumbrance level reaches 5, the Evasive skill no longer applies. So, if he is already holding his Kris (encumbrance 1) and a Crossbow (encumbrance 3) when he finds a suit of Chain Mail (encumbrance 3) inside a chest, the decision of whether to put on the Chain Mail requires some thought..



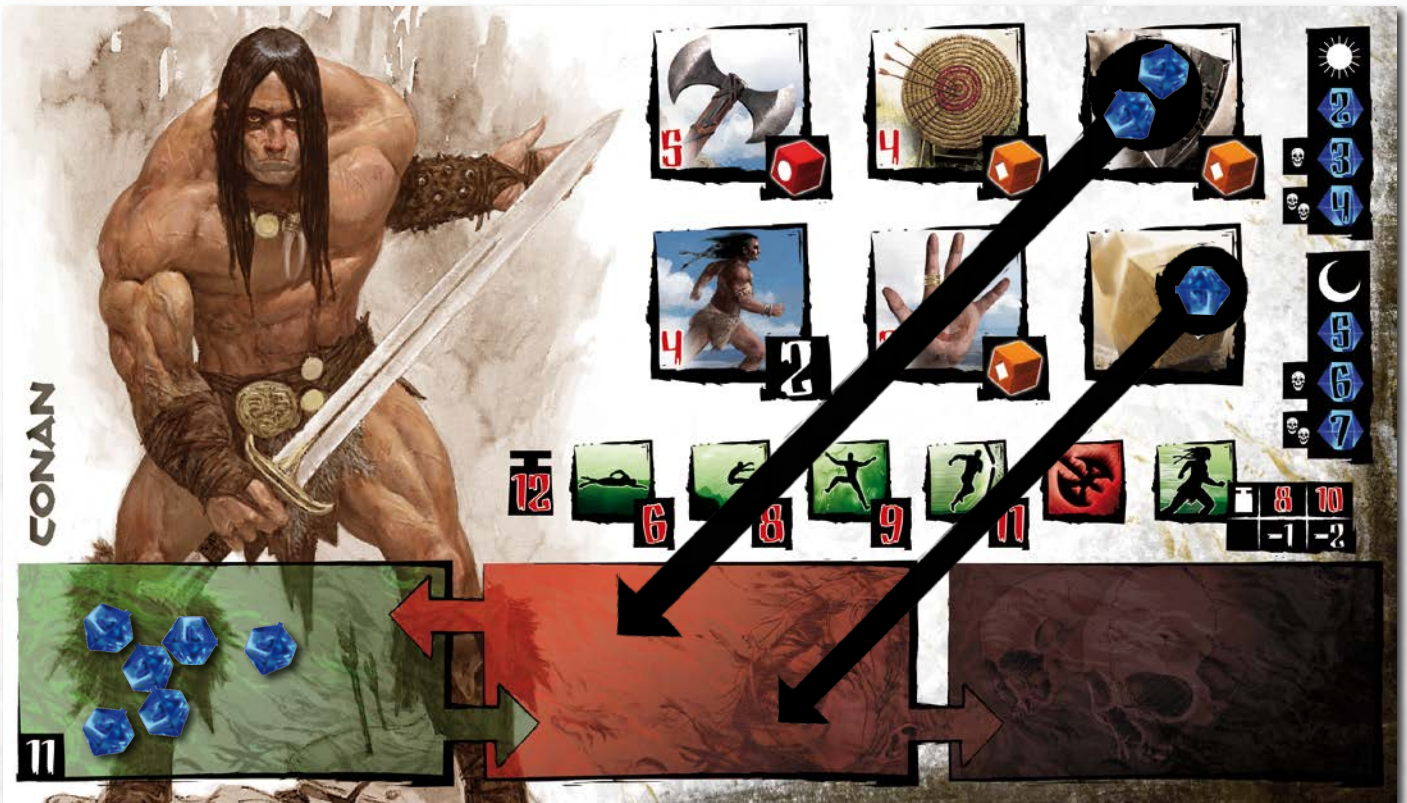
HERO TURN OVERVIEW

The heroes' turn consists of four phases:

- 1) Start phase
- 2) Stance phase
- 3) Action phase
- 4) End phase

1) Start phase

Each hero moves all gems from their action spaces to their Fatigue zone.



2) Stance phase

Each hero chooses to be either aggressive or cautious. Their choice is referred to as their stance.

When a hero chooses to be aggressive, the hero moves their red gem to the ☀️. The hero then moves a number of gems from their Fatigue zone to their Reserve zone as indicated under the ☀️: if no heroes have died, the hero moves two gems; if one hero has died, the hero moves three gems; if two or more heroes have died, the hero moves four gems.

When a hero chooses to be cautious, the hero moves their red gem to the 🌙. The hero then moves a number of gems from their Fatigue zone to their Reserve zone as indicated under the 🌙: if no heroes have died, the hero moves five gems; if one hero has died, the hero moves six gems; if two or more heroes have died, the hero moves seven gems. A cautious hero can perform only Guard and Reroll actions.



3) Action phase

During the Action phase, heroes can perform actions in any order, coordinating and alternating amongst themselves as they choose. The phase ends when heroes cannot or choose not to perform any further actions. The heroes may want to keep some gems in their Reserve zone to help defend against the Overlord's attacks.

Hadrathus, Shevatas, and Conan find themselves in a Pict camp in search of a princess they know to be held captive in one of the huts. The Overlord has just completed their turn, so the heroes' turn begins with the Start phase. After moving all their assigned gems to their Fatigue zones, the heroes proceed to the Stance phase.

Conan and Shevatas are still relatively fresh, and so they both decide to be aggressive this turn; they move two gems from their Fatigue zones to their Reserve zones. Hadrathus, exhausted from casting two spells, decides to take a cautious stance; he moves five gems from his Fatigue zone to his Reserve zone.

The heroes gain movement points based on their movement values, and Conan takes it upon himself to enter the nearest hut. This costs him 2 movement points: 1 for crossing the area's border plus 1 for the hut's flap (the skin curtain covering the hut's doorway). Inside, he encounters three Picts and a chest, but no princess. Conan swings his axe in a Circular Strike, decapitating all three of his enemies (he assigns four gems to his Melee Attack space and adds his axe's Melee Attack bonus, which allows him to roll five dice total and reroll one for free). The chest stands before him unguarded, however he decides to wait and allow Shevatas to act in the hope of using his remaining energy more wisely.

Shevatas decides to investigate a hut that is three areas away. He assigns one gem to his Move space, using the Move action to gain 1 movement point, then spends it and the 3 points he gained at the start of the phase to enter the hut (1 point per area plus 1 point for the hut's flap). The hut contains no Picts, but it does house the unconscious princess and a chest. After a short discussion, the players decide it would be best for Conan to carry the princess, as the princess' encumbrance value of 6 would deny Shevatas the use of his Evasive and Untouchable skills.

Conan disregards the nearby chest and instead performs a Move action to gain 2 movement points, enough to cross the flap and exit the hut. He decides not to spend any further gems, making sure to save some to Guard against attacks during the Overlord's turn. Shevatas decides to perform a Manipulation to open the chest in the hut and claim its contents.

Opting to save their remaining gems, the players proceed to the End phase, move their assigned gems to their Fatigue zones, and then pass to the Overlord's turn..

4) End phase

Each hero moves all gems from their action spaces to their Fatigue zone. Play then proceeds to the Overlord's turn.




ASSET CARDS

EQUIPMENT CARDS

Equipment cards are asset cards that provide bonuses for heroes. Equipment cards include weapons, shields, armor, and more. All equipment cards have the following features:

- 1 Name
- 2 Illustration
- 3 Encumbrance value: A weapon that has an encumbrance value of 2 or less is considered a one-handed weapon. A weapon that has an encumbrance value of 3 or more is considered a two-handed weapon.

Equipment cards have one or more bonuses:

- 4 Melee Attack bonus
- 5 Guard bonus
- 6 Ranged Attack bonus / Armor bonus
When a hero attacks with a weapon with  next to its Ranged Attack bonus, the hero drops the weapon in the defender's area at the end of the attack.



ITEM CARDS:

All item cards have the following features:

- 1 Name
- 2 Illustration
- 3 Encumbrance value
- 4 Icons describing the item's use

An item is used as a free action (without assigning gems) unless otherwise stated. Some items can be used to make an attack. After resolving any rerolls, the user determines the attack power by adding up the number of symbols shown on the dice. Characters defend against and suffer damage from item attacks as they would against other attacks.





Life Potion

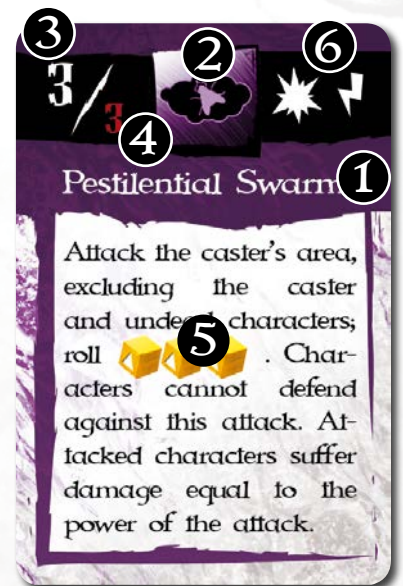
To use a Life Potion, the hero moves two energy gems from their Wound and/or Fatigue zone to their Reserve zone, then discards the card to the game box.



SPELL CARDS:

All spell cards have the following features:

- 1 Name
- 2 Icon
- 3 Energy cost
- 4 Exertion limit
- 5 Effect
- 6 Icons:  indicates that the spell is an area attack.  indicates that the spell can be used during the opponent's turn.



To cast one of their spells, a hero assigns a number of gems equal to the spell's cost from their Reserve zone to that card. Casting a spell is an action. A spell's exertion limit functions identically to an action's exertion limit. At the end of each turn, each player moves all gems from their spell cards to their Fatigue zone.


Some spells function as attacks, and specify what they attack and which dice to roll. The caster determines the attack power by adding up the number of symbols shown on the dice. Characters defend against and suffer damage from spell attacks as they would against other attacks.



FALLING DAMAGE

When a hero falls, that hero rolls dice as instructed by the scenario. The hero cannot defend against falling, but can perform Reroll actions to reroll the dice. The hero then suffers damage equal to the number of symbols shown on the dice.

AREA ATTACKS

 indicates that an effect is an area attack. When a character attacks an area, the character attacks each character in the specified area unless otherwise stated. The dice for an area attack are rolled once and apply to each attack.

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