CONAN
THE CIMMERIAN
THE TOWER OF THE ELEPHANT

## RULEBOOK

GAME COMPONENTS

- 1 Rulebook

- 1 Scenario book

- 9 Tenfold Dungeon™ locations:

    - Maul Tavern

    - Tower Garden

    - Guard Chamber

    - Yag Kosha's Chamber

    - Yara's Chamber

    - Treasure Chamber

    - 3 x Staircases

- 25 standees

- 25 plastic standee bases

- 1 Item Deck

- 1 Initiative Deck

- 1 Skill Deck

- 1 Plot and Plan Deck (2 player game ONLY)

- 1 Conan card

- 1 Taurus card

- 23 Enemy cards

- 1 Combat Round and Experience Tracker

- Gaming tokens, counters and dice

SETTING UP THE GAME

1. Place the Tavern and Garden.

2. Raise the Tower by stacking boxes 3 through 9 as shown.

3. For Conan, gather the Character Card and 6 dice.

     - Place 4 Blue FATIGUE Tokens Conan's on Fatigue Track

     - Place 3 Red RAGE Tokens on the indicated spaces on the Wound Track.

     - Choose 2 cards from the Start Skills, then put the rest of the Start Skills back in the game box.

     - Place Markers on the Zero spaces of the Level and Wound Tracks.

4. If in Battle Mode, the Yara player gathers the Plot and Plan Deck and the rest of the dice.

5. Place a marker on the first space of each of the Combat Round and XP Tracks.
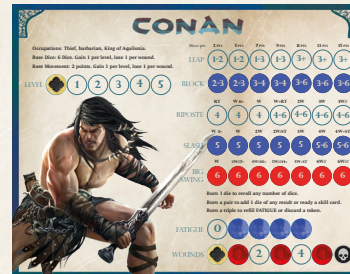
In a Maul tavern, Conan hears the tale of an enormous jewel called "The Elephant's Heart," and of Yara, the terrible sorcerer who possesses it — drawing power from it to fuel his strange magics. Near the Maul, there stands an impossible tower that houses Yara, his jewel, and his soldiers. A tower that no one dares enter, with walls polished to infinity, so no one can climb them. Thus, there is no way to acquire the jewel.

But for Conan, when desire is coupled with courage, there is ALWAYS a way.

Conan the Cimmerian: The Tower of the Elephant is a towering tabletop combat adventure in which you fight to steal The Elephant's Heart. There are two ways to play. In Solo Mode, a single player becomes Conan, battling the game itself. In Battle Mode, one player becomes Conan, and the other player becomes the twisted wizard Yara, casting spells, deploying soldiers and eldritch horrors to punish Conan for his temerity.

OBJECT OF THE GAME

In Solo Mode, there is a single measure of victory: SURVIVAL. If Conan fights his way through all the Tower's perils, finds The Elephant's Heart, defeats Yara, and lives to tell the tale, he is VICTORIOUS!

In Battle Mode, Conan's goal is the same. Yara's goal is to stop Conan cold.

Each time Conan succeeds at a task, be it slaying an enemy or stealing a ruby, he earns EXPERIENCE POINTS (XP). As Conan's XP rises, he levels up, gaining strength and abilities. All the while, Yara plots and plans, intent on ending Conan forever.
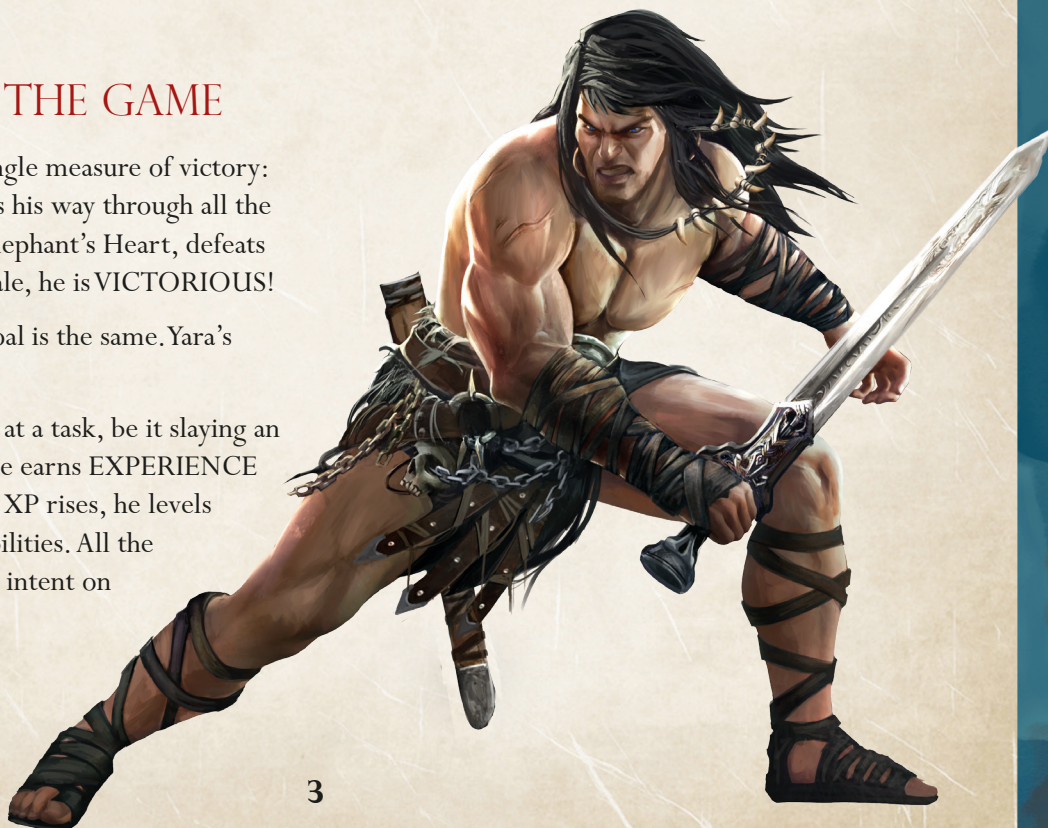
TURN OVERVIEW

Conan's adventure takes him from the Maul to a moonlit garden. From there, he will climb to the top of a seemingly impenetrable tower and face terrors he never imagined.

The game is divided into TURNS. Each turn is made of 4 PHASES: Dice, Location, Combat, and Mopping Up. Each of these phases is divided into specific STEPS and/or ROUNDS.

A turn will start and end at a single location, represented by a Tenfold Dungeon box. There are nine locations, therefore nine "turns" in the game.

Players may "pause the game" for another time by stopping play between locations. Make a note of Conan's level, wounds, fatigue, and isolate his Skill and Item Cards. If you are in Battle Mode, isolate Yara's Plot and Plan cards as well. Finally, note the location to be played next.

LOOKING AHEAD

Before each turn, it is a good idea to review the location in the Scenario Book. Conan will need to see the trials ahead. Yara's forces will need to gather their dice, tokens, or other tools. Then you are ready for the first phase.

DICE PHASE (page 7)

The player controlling Conan rolls their Action Dice and slots them in place on the Character Card. In Battle Mode, the Yara player also rolls the Action Dice for their minions as noted in the Scenario Book.

These dice results will define the actions available for Location Events and Tests, plus the first round of the Combat Phase.

The 2 and 3 results can both go to the Lion's BLOCK slot. The 6 can only go to Bite.

LOCATION PHASE (page 8)

When facing a new location, set up a new Tenfold Dungeon box per the Scenario Book.

Each location in *The Tower of the Elephant* will describe a unique part of our tale and sometimes an Event that generates the plot for the adventure. It is wise to read these texts aloud as they help tell the story you are playing.

In Battle Mode, Yara may also draw Plot and Plan Cards during the Location Phase (more on these later).

COMBAT PHASE (page 9)

During this phase, player(s) resolve all combats in the current location. If all of Yara's forces are eliminated during this phase, Conan moves on to the next phase of the turn. If Conan is eliminated during this phase, the game ends with a Yara victory. Note that Conan's death is Yara's one and only victory condition and it ends the game instantly.

MOPPING UP PHASE (page 22)

After the Combat Phase, our tale moves to the next location in the Scenario booklet. Set aside the components that make up the current location. At this point Conan may trade items he's acquired for XP, creating an opportunity to Level Up.

Turn to the next page in the scenario book and start a new turn with the Dice Phase.

LEVELING UP

Items, treasure, and slaying enemies earn Conan experience. As it is earned, keep track of the current XP on the XP Tracker.

Each time the tracker reaches 30, Conan goes up a level. Move the tracker on the Conan Character Card, remember to add another action die to his pool and another movement point to his base movement. Conan may also reserve 1 die between rounds for each level he has achieved.

Conan will also add Skill Cards to his set.

BETWEEN LOCATIONS Conan may discard Item Cards for their printed XP value (found in the black circle on each card).

FALLEN ENEMIES are worth XP, and their value is added to the XP Track as soon as they are dispatched. This makes it possible for Conan to Level Up mid- battle.

CARDS

THE SKILL DECK

From his starting level and every level that follows, Conan has a growing set of skills. At the start of the game, take all of the skill cards marked START. Choose two of them and put the other Start Skill Cards back in the game box, you won't be using them. This is the beginning of your "set of certain skills."

Each time you use a skill, turn the card sideways to show that it has been EXHAUSTED. While the card is in this state, its effect is unavailable. You can READY (turn the card up again) the skill either through card effects or by burning a pair while you are rolling.

Each time you go up a level, choose two skills for that level and add them, ready, to your "set of certain skills." Place the remaining skills for that level back in the game box.

During the Location Phase, just before any Location events, Conan may READY two of his exhausted Skill Cards, plus 1 more per level he has achieved. I.e., if Conan is level 4, he may READY 6 Skill Cards that are EXHAUSTED.

THE ITEM DECK

Conan will discover weapons and treasures during his adventures. Items are worth XP and may be discarded between locations to increase Conan's level. Items that have other uses have their effects listed on the card. In most cases, the item is discarded after its use.

Conan may only carry 3 items unless the items are small. There is no limit to the number of small items that may be carried. If Conan draws a fourth item, he must choose an item to discard. He cannot use the item discarded in this way.

YARA'S PLOTS AND PLANS

This is a special deck of cards for Battle Mode that allows the Yara player to make his minions stronger and Conan weaker. Each Scenario location will state how many cards Yara may add to his gnarled hand.

Yara has no hand limit; he may keep as many Plots and Plans as he wishes. The only limit is that Yara may only play 1 card per combat round, so he must choose the right moment to strike. Cards played outside of combat may be used freely.

DICE PHASE

Every character in *The Tower of the Elephant*, from Yara's lions to Conan himself, has Action Dice to roll that are used to resolve the actions to come: combat, challenges, and any other tests.

Enemies like guards or thugs have just a few dice, but there are greater threats that hold five or more.

In all cases, the Action Dice are rolled for each character and the results are slotted on their corresponding character cards, ready for use. For example, you will place any die with a result of 3 on a slot that allows a 3. Some slots will only allow dice with a unique result, other slots will allow a range of results.

Once slotted in place, the dice are used in the current round to perform that slot's action by burning them (discarding the dice.) Burned dice will be available again at the beginning of a new combat round. Dice lost to wounds, however, are lost permanently.

At times, game effects may allow a player to reserve (save) a die on a slot between rounds.

BURNING AND RESERVING DICE

A die is "burned" when it is discarded from a Character Card space. Normally, this happens when the die is used for an action, but sometimes it will happen as a penalty.

The Conan player can Reserve dice that have not been burned for a future round. There is a limit, however. Conan can reserve only one die per experience level.

Specific uses and considerations for the dice will be found in all the following sections, particularly COMBAT.

On any turn or combat round, each player will assemble and roll their Action Dice, remembering to include dice from levels, abilities, spells, etc.

For Yara's side, each minion has a small pool of dice that are rolled separately.

You can burn a die to reroll any number of dice. This can continue as long as the player has dice to roll. Skills or Items may let you manipulate results in other ways. In SOLO MODE, enemies cannot reroll, but in BATTLE MODE they can.

Pairs and trips (3 of a kind) have varied uses, see page 18.

All effects that involve dice (rerolls, slotting, refreshing FATIGUE) take place during this phase. Once all the dice are slotted or spent, Conan may then improve certain slots by adding FATIGUE or RAGE.

Dice that are lost to wounds are taken out of play the next time the Action Dice are gathered for rolling. They are not removed from slots on a Character Card. HOWEVER, a character that is slain outright is removed from the game immediately and will not get to continue their round no matter how many Actions are still available on their Character Card.

LOCATION PHASE

After Conan has rolled and slotted his Action Dice, the Location Phase starts with the new location box set up in front of the player(s).

The Scenario Book will indicate the starting point for Conan and his enemies, and other items in the room. Some locations have special rules for movement and other game phases so it's a good idea to read through the Scenario Page aloud.

LOCATION EVENTS

When the new location is set up, the player reads the location plot as it may describe events happening as the action ensues. Tests might be required (Compulsory or Optional) in order to benefit from bonus effects or to avoid additional challenges.

Unless otherwise indicated, all tests must be resolved first in their corresponding phase.

To pass a Location Phase test, the controlling player must burn 1 or several dice matching the result or results required. If Conan cannot pay the required test result or results, he can re-roll any or all the dice he has left for a second attempt. In this case all results needed increase by +1 up to a maximum of 6. The test is completely failed if the re-roll does not bring the result or results needed.
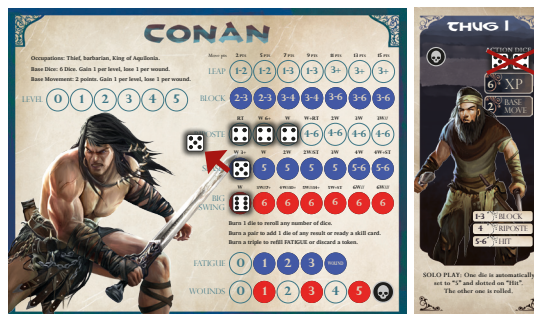
Example

Conan finds himself in the Tavern and surrounded by thugs. He sees the opportunity to take out the candle lights and gain an advantage over his opponents. This is an Optional test.

Location Phase Event – Conan Slays the Lights

Test: 5+ Optional

During the first round of the ensuing Combat Phase, the thugs do not roll any dice.

Conan burns a 5 out of his slotted dice to kill the lights so the Thugs can't roll (since the result required is 5+, he could have burned the 6 result instead). Now he has an easier first round, but one less die to fight with.

COMBAT PHASE

If there are enemies in a location, there will be a Combat Phase after the Location Phase. In certain circumstances there are Location Event tests that effect the Combat Phase.

THE COMBAT ROUND

1. Roll and Slot the Action Dice.

2. The side with the Initiative Token draws an Initiative Card and chooses one option. Opponent gets the other option. Pass Token. NOTE: in Solo Mode, Yara's side always chooses "GO FIRST."

3. Player with "GO FIRST" activates one character at a time (for Conan there is only one). The character can Attack then Move OR Move then Attack. This continues for all the player's characters.

4. Opponent does same.

5. If both sides still have characters standing at the end of the round, advance the ROUND TRACKER and go back to the first step. Whenever the tracker resets to 1, Conan loses FATIGUE and (if applicable) Yara draws a plot card.

Conan has 3 dice (/ each showing a "5" result) slotted in his "Slash" row.
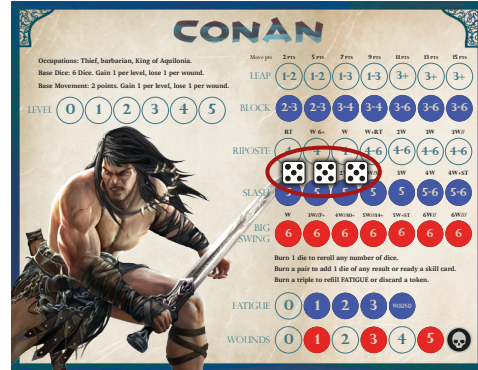
On his next combat round, he may burn one die for an attack that will Wound on a roll of „3" or better, then slide the remaining 2 dice to the left to fill the newly empty slots for more actions this round.

OR he can burn the first 2 dice to Wound automatically, then slide the last die all the way left to fill the empty slot another action.

*OR he can burn all 3 dice for 2 automatic Wounds.*

THE ACTION POOL

The result on a die matches a row on a Character Card and these rows are called SLOTS. Each die is slotted from left to right. Each slot represents actions that the character can take.

Once the dice are slotted on the character card, they cannot be rerolled or used for another purpose unless a game effect (an Item Card, for example) allows it. Different actions are fueled by the dice. This forms the Action Pool.

Multiple dice in an action's row allow you to use that action multiple times OR use a stronger version of that action (farther LEAP, stronger SLASH) as represented by the text above the slot.

As each action is taken, you will burn the die/dice used for that action then shift the remainder (if any) to the left, filling the weaker spaces. Burned dice form the Spent Pool. They will not be available for use until the next combat round.
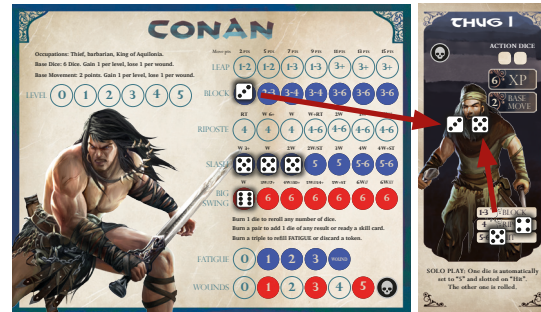
It's the Thug's turn and he burns a 5, scoring a hit on Conan. But then Conan burns a 3, blocking the hit so he takes no damage.
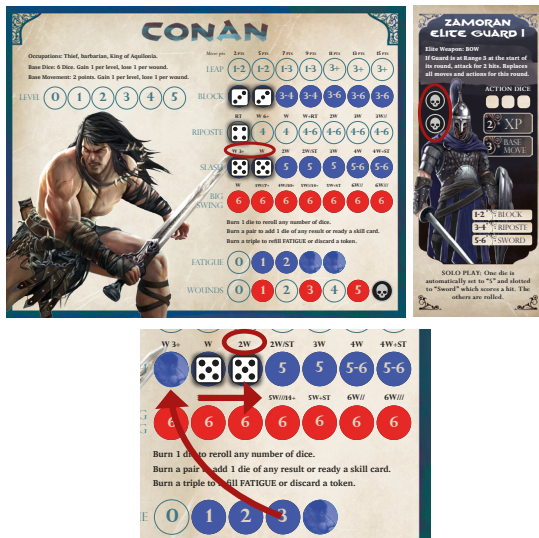
Two wounds will eliminate the Elite Guard. Conan can either burn both 5 results to wound once or burn them one at a time, but he would need to roll 3 or better on each to wound the Elite twice. Instead, he moves a FATIGUE to the Slash slot. Now he can burn the FATIGUE and both dice to eliminate the Elite.

Through feats of strength, items, companions, or skills, you may gain Blue FATIGUE Tokens or Red RAGE Tokens. These may be used to fill in spaces, starting from the leftmost space, in the rows that match their color, but only during the dice phase and only after all the dice have been slotted or otherwise used up.

These tokens are used to take actions and burned just as if they were action dice showing the proper result, creating a larger action pool. They can ONLY BE SLOTTED after distributing the other dice. Once a token is added to a slot, dice may no longer be used for slots or double or triple effects.

If a token is used for a slot that requires a die roll to determine success, replace it with a die for the act of rolling ONLY.

RESOLVE INITIATIVE

Combat is taken in rounds, with one side activating all of their characters then the other side doing the same. Most rounds start with a check on initiative using the Initiative Deck. After all, someone has to go first. Certain locations allow one side or the other to take the first swing each round, bypassing the Initiative Deck. These are noted in the Scenario Book.

At the start of a combat round:

1. The player with the Initiative Token draws the top card of the Initiative Deck.

2. That player chooses from the 2 options on the card, GO FIRST or GAME EFFECT.

3. The player without the token will gain the other option.

4. Finally, the token passes to the other side.

At a new location, unless otherwise noted, the Initiative Token ALWAYS starts with Conan. Having the Token doesn't give you initiative, it gives you the DRAW and the DECISION. Once that card is resolved, pass the token. In SOLO MODE, enemies always choose GO FIRST.

CONFLICT BEGINS

Combat is resolved in rounds, with each round consisting of one side completing their attacks and movements, then the other side doing the same.

A character can *Move then Attack* or *Attack then Move*. LEAPS allow further movement than Conan's base move points. Yara's minions may burn action dice at a cost of 1 die per point of extra movement.

BLOCK and RIPOSTE are the only actions allowed during an opponent's attack. Well, there is ONE exception.

If Conan slays an enemy (see Taking Them Down, page 19), the following steps are taken:

1. The enemy standee is removed from the board.

2. Advance the XP Tracker according to the value of the minion slain. This may result in Conan going up a level mid-combat.

3. Conan MAY step into the space the enemy occupied.

4. Conan may then continue moving, under normal movement rules, using any LEAPS available on his character card. He may not use his base movement in this case.

5. Conan then continues his round as normal.

Instructions for how the enemies behave in a certain location are listed in the Scenario Book.

MOVEMENT

Movement is based on a point system. Moving from one space to adjacent space, across a black line either diagonally or non-diagonally costs 1 movement point.

Conan's base move is 2 points plus 1 for each level, minus 1 for each wound. He gains additional move points by burning dice in the LEAP slot.

Yara's minions have movement points and abilities printed on their cards. Additionally, they may burn dice from any slot for extra points, getting 1 point per die.

You may never move through an enemy's space nor can your movement end in an occupied space. Yara's minions may move through each other's spaces, but they must end the move in an unoccupied space.

When leaving a space, add 1 movement point for each adjacent enemy.

When leaving a space, add 1 movement point if there is a change in elevation for the destination space. See page 15.

If there are other location-specific movement penalties, these are flagged in the set up for that specific location in the Scenario Book.

In Solo Mode, if Conan's enemies are out of range for any of their attacks, they use all their movement and dice to get into range as quickly as they can. As soon as they are in range for an attack, they will not choose to move out of range.

Conan slays Thug 2, but the others are out of range for more attacks. Since an enemy was eliminated, Conan moves into that enemy's space at no cost and is now in range to attack Thug 3.

Conan must spend an extra move point to leave his space because Thug 2 is adjacent. Space A also has an elevation change, so his total move to cross in front of Thug 2 then up to A is 5 move points. B will cost 2 move points.

In Battle Mode, Yara will roll for each of his minions separately during the dice phase. Then, during Yara's portion of a combat round, each minion will move then attack, or attack then move separately. One minion will complete its business for the round before another minion starts. Yara can't split moves and attacks across the minions.

Let's say Yara moves Minion A. If Yara then goes on to a move or action with Minion B, Minion A is done for this round (unless a card or game effect allows extra moves or actions).

If a minion attacks Conan, add all the successful hits from that attack together. Conan will have to block those hits either with actions or card effects, otherwise he will lose 1 FATIGUE for each successful hit.

Some enemies have a slot for RIPOSTE. If Conan attacks this enemy, the Riposte will serve not only as a block, but also score a hit against Conan.

RANGE

The range for most attacks is 1 square (i.e., models must be in adjacent squares to fight each other). This includes diagonally squares.

The 1-Square range covers melee weapons such as Conan's sword and other normal melee attacks.

There are some instances where weapons will have longer range, such as the Guards' spears, missile weapons or Yara's spells. These will have a range in squares from the attacker to the target, counting the first square between the attacker and up to and including the target's square.

In Solo Mode, if Conan's enemies are out of range for any of their attacks, they use all their movement and dice to get into range as quickly as they can. As soon as they are in range for an attack, they will not choose to move out of range.

Thug 1 can use his Base Move to get in range, so he will Move then Attack. Thug 2 is already in range, so he will only Attack. Thug 3 uses both points of his Base Move but is still out of range, so he must burn both of his Action Dice for 2 extra Movement Points. He is now in range, but has no actions left for this round.

TERRAIN AND COMBAT

There are 2 types of special terrain in the game: Blocking Terrain and Height Advantage Terrain.

Blocking Terrain is marked with a small l ⊗ symbol in each blocked square. It blocks all movement into and through the marked square. It also blocks all ranged attacks through it. No one except for Certain enemies, like the Spider, are immune to Blocking Terrain. This will be noted in the Scenario.

Height Advantage Terrain is marked with a small ⏶ symbol in each square it affects. It affects any attacks against someone that is in Height Advantage terrain from someone that is Rulebook within range for melee weapons (normally 1 square) and are not in Height Advantage terrain. The effect is the character with height advantage gains an extra block.

For example, if Conan has Height Advantage and he is struck by an Elite Guard's sword for 2 hits, he would only need to burn 1 die from his Block Slot to avoid losing a FATIGUE. The block took 1 hit, the height took the other. This will be true for EACH attack from an opponent at a lower height.

A character standing on stairs has Height Advantage against an enemy on a lower step.
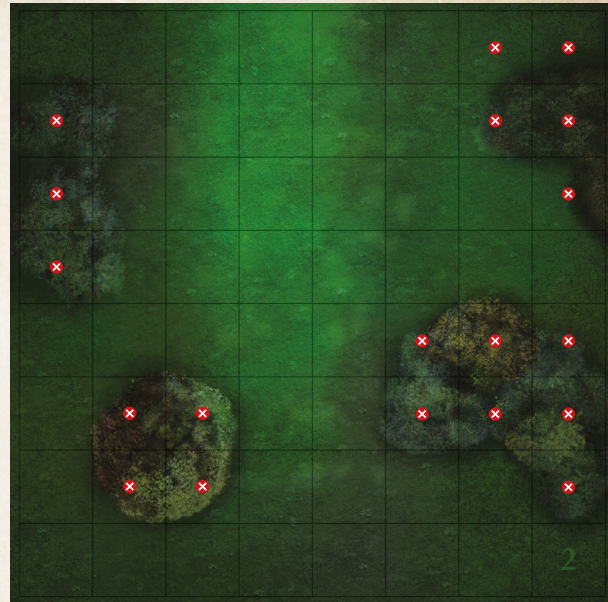
COMBAT TRACKER

This can't go on forever, because battle is tiring. Use the Combat Round Tracker (above the XP Tracker) to chart the battle. At the end of the fourth round in Solo Mode, Conan loses 2 FATIGUE. The Tracker resets to 1, and the fight continues, round by round, until someone is victorious.

At the end of the fourth round in Battle Mode, Conan loses 1 FATIGUE and Yara gains a Plot and Plan Card. The Tracker resets to 1, and the fight continues, round by round, until someone is victorious.

Conan loses 2 FATIGUE at the end of each 4th round.

1 2 3

Burn a pair to add a die to any result or ready a skill card.
Burn a triple to refill FATIGUE or discard a token.

FATIGUE 0 1 ✗ ✗

WOUNDS 0 1 2 3 4 5 💀

It's a solo game, so if there is another combat round after this one, the Token resets to Space 1 and Conan loses 2 FATIGUE. Then the new round begins.

END OF COMBAT PHASE

After a Combat round, if both sides still have participants, you start the next Combat round by rolling the Action dice, slotting them, and so on. If Yara's side has fallen, reset the Round Tracker to 1 so it's ready for next time, then move to Mopping Up. If Conan has fallen, Yara has won the game.

CONAN CHARACTER CARD

Name: It's "Conan."

Occupations: He's a busy guy.

Base Stats: If you ever get lost along the way, here are the numbers that started everything off.

Level Track: The marker travels on this track to show Conan's current level.

The Action Pool: This is where the Action Dice become actions.

Reminder box: Special uses for special results.

Fatigue Track: Start with a FATIGUE on each blue space. Each time Conan gets hit, set one aside. Conan can spend FATIGUE himself by placing them in matching color spaces in the Block and Slash slots, exerting himself for stronger results. When the last FATIGUE is spent, and WOUND is visible, move the Wound Tracker 1 space to the right, then refill this track.

Wound Track: The marker moves right with each WOUND and left if Conan heals. If the marker reaches the skull, the game is over. Conan has gone to meet Crom and Yara is the VICTOR.

When the tracker displaces a RAGE Token, place the RAGE Token in the leftmost space of the Big Swing slot, pushing everything else to the right. Conan gets riled when he's injured. If he heals that wound later, the RAGE is not replaced. Remember, for each wound, Conan will roll 1 less action die.

Certain rows on the Conan Character Card are colored Blue and Red. When slotting dice, Conan may choose to use a FATIGUE or RAGE token to fill the leftmost space of that row. Action dice or empty spaces may never sit to the left of these tokens. The token gets burned as if it were an action die. It may also be reserved between rounds as if it were and action die.

The Fatigue Track is replenished by:

1. Revealing the WOUND space on the Fatigue Track.

2. Burning a triple – set aside all 3 dice and refill the track.

Certain items and other game effects reward Conan with FATIGUE or RAGE Tokens. These may be used following the rules above on his Character Card's slots to improve results, but not on the Fatigue or Wound Tracks unless noted by the Item text.

The Big Field, Row By Row

REMEMBER:

You can burn a die to reroll any number of the dice remaining. This can continue as long as there are dice left to roll.

You can burn a pair and replace it with 1 result of your choice.

You can burn a pair to READY a skill card.

You can burn trips to remove a token or refill your Fatigue Track.

Conan may reserve one unused, slotted die between rounds for each XP Level on his track.

The Slots in Detail

Move pts	2 PTS	5 PTS	7 PTS	9 PTS	11 PTS	13 PTS	15 PTS
LEAP	1-2	1-2	1-3	1-3	3+	3+	3+

LEAP

This is how you can travel further than Conan's base movement. The number above the rightmost die on this slot shows how many extra Movement Points you have if you burn these dice.

BLOCK	2-3	2-3	3-4	3-4	3-6	3-6	3-6

BLOCK

Each 1 cancels a hit. Without a Block, each hit removes a token from the Fatigue Track.

	RT	W 6+	W	W+RT	2W	3W	3W//
RIPOSTE	4	4	4	4-6	4-6	4-6	4-6

RIPOSTE

These work as Blocks, but have the added benefit of striking back at the enemy you are blocking.

But without an enemy's hit to block, the action is wasted. Here's a guide to the spaces:

1. Block 1 hit, enemy gains a Rattled Token.

2. Block 1 hit, then roll both dice, wound enemy on a 6+.

3. Block 1 hit, wound enemy.

4. Block 1 hit, wound enemy AND enemy gains a Rattled Token.

5. Block 1 hit, wound 1 enemy 2 times.

6. Block 1 hit, wound 1 enemy 3 times.

7. Block 1 hit, give 3 wounds to up to 2 adjacent enemies (multiple targets are represented by slashes // on the card).

W 3+	W	2W	2W/ST	3W	4W	4W+ST
SLASH 5	5	5	5	5	5-6	5-6

SLASH

A good, solid hit.

1. Roll this die, wounds on a 3+.

2. Wound enemy.

3. Wound 1 enemy 2 times.

4. Wound 1 enemy 2 times OR give 1 enemy a stun token.

5. Wound 1 enemy 3 times.

6. Wound 1 enemy 4 times.

7. Wound 1 enemy 4 times and give a stun token to another adjacent enemy.

| W	3W//7+	4W//10+	5W///14+	5W+ST	6W//	6W///
BIG SWING 6	6	6	6	6	6	6

BIG SWING

This is the all-in, giant attack. It CAN miss, but when it hits, it's worth it. All hits across multiple enemies require that those enemies be in range.

1. Wound 1 enemy.

2. Roll both dice, 7+ distributes 3 Wounds on up to 2 enemies.

3. Roll all 3 dice, 10+ distributes 4 Wounds on up to 2 enemies.

4. Roll all 4 dice, 14+ distributes 5 Wounds on up to 3 enemies.

5. Wound 1 enemy 5 times and give a stun token to another adjacent enemy.

6. Deliver 6 Wounds on up to 2 enemies.

7. Deliver 6 Wounds on up to 3 enemies.
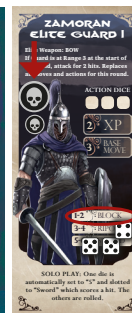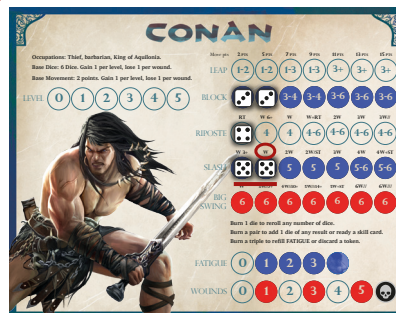
Conan burns both of his 5 results to wound the Elite Guard. The Elite has no dice in the Block Slot, so he takes a Wound Token. The next Wound Token will eliminate the Elite Guard.

TAKING THEM NOW

Conan delivers WOUNDS. For each wound Conan delivers, the target can block. If the target has 2 blocks and Conan delivers 2 wounds, the target remains unharmed. If Conan delivers 4 wounds against 2 blocks, the target would place TWO Wound Markers over the skull icons on their card. When all of the icons are covered, that target is dead and removed from the board.

INITIATIVE IS IMPORTANT

Lost action dice due to Wounds are applied on the next round of combat, but DEATH IS NOT. If Conan slays an enemy at the start of the round THAT ENEMY WILL NOT GET AN ACTION.

SCATTER RULE

Items like Black Lotus Powder use a special Scatter Rule. Follow these steps:

1. Burn dice and/or discard item, if required.

2. Choose a square within the range shown on the Item Card. This is the TARGET SQUARE.

3. Roll a die and check the diagram below. This is the square where the item actually lands. If a character cannot occupy that square due to terrain, walls, or other features, count the result as the TARGET SQUARE.

4. Characters in the square where the item landed gain the Center effect listed on the Item Card. Characters in adjacent squares will gain the lesser effect listed on the Item Card.

5. Scatter items CAN affect the character that uses them.

1		2
	TARGET 5-6	
3		3

TOKENS

Various game effects are represented by tokens. If you are unfortunate enough to have more than 1, they will stack. Stunned and Rattled get tucked into a stack, the newest at the bottom and the oldest at the top. They resolve one at a time over several rounds.

Poison tokens rest side-by-side and are resolved simultaneously.

Tokens may be blocked with a BLOCK action, just like a normal attack.

STUNNED!

Take no move actions and use no action dice this round. At the end of this round, turn this token over.

RATTLED!

Place one action die on this token and take NO move actions this round. At the start of the next round, return the die to your pool and discard this token.

POISON!

At the start of a new round, add a FATIGUE to this token. Discard when full.

Stunned!

This token on a character card prevents that character from using action dice or moving. Skills, plots, and items can still be used. Conan should still roll because he can spend triples to get rid of the token, then continue his round with whatever results he has left.

At the end of the round, the STUNNED token turns over to become…

Rattled!

This token takes one die away and prevents movement. At the end of the round it is discarded.

Poison!

At the start of each round, after rolling, Conan must place a FATIGUE from his Fatigue Track on this token. When the token is full, it's discarded.

MOPPING UP

HOUSEKEEPING

When combat is resolved, check the Scenario Book for any events or tests that take place after combat. Once those are resolved (if any), look up the options for the next location. Store the components from the location that just was just completed and gather the components for the next scenario.

CONAN GROWS STRONGER

Certain items can be used between locations. Now is the time that they can be used. Conan may also discard items to score their XP value at this time. It's an opportunity to Level Up.

CREDITS

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GAME TURN STRUCTURE

1. Dice Phase

Action Dice are rolled and slotted on Character Cards establishing available actions for the turn.

2. Location Phase

Set the stage for this part of the adventure.

3. Combat Phase

Conan and Yara's minions (and perhaps Yara himself) battle in rounds until only one side remains.

4. Mopping Up Phase

Levels rise, skills are acquired, and the table is cleared for the next location.

THE COMBAT ROUND

1. Roll dice and resolve Action Dice.

2. The side with the Initiative Token draws an Initiative Card and chooses one option. Opponent gets the other option. Pass Token. NOTE: in Solo Mode, Yara's side always chooses "GO FIRST."

3. Player with "GO FIRST" activates one character at a time (for Conan there is only one). The character can Attack then Move OR Move then Attack. This continues for all the player's characters.

4. Opponent does same.

5. If both sides still have characters standing at the end of the round, advance the ROUND TRACKER and go back to the first step. Whenever the tracker resets to 1, Conan loses FATIGUE and (if applicable) Yara draws a plot card.