

# SOLO & COOPERATIVE PLAY

*“Conan, I like your grit. I never shared an adventure with anyone, but by Bel, we’ll attempt this together if you’re willing.”*

— “The Tower of the Elephant”

## A DIFFERENT APPROACH

After hundreds of hours playing, writing, and testing scenarios for Monolith’s *Conan* boardgame, we began to branch out, wondering what other play modes could be possible. A solo/cooperative mode has been, perhaps, the single most asked-for feature. Second to this, it has often been requested that there be more options for players to choose Heroes alternate to the suggested Heroes in most of the scenarios. Bearing these points in mind, we set out to create a mode that would satisfy both desires.

Included within this chapter is a rule set that allows you to play through a nine-scenario campaign that removes the player vs. player setup of the Overlord. Additionally, players will be able to choose their own Heroes from a variety of Archetypes and even achieve a small measure of character progression. This rules set is not meant to be the definitive method of solo/co-op play for Monolith’s *Conan* boardgame, nor is it meant to replace the original game or diminish its spirit and style. It is an option, and one that hopefully gives players a springboard from where their own ideas may leap.

## CONAN TILE SETS

Most of the scenarios offered in this chapter use tiles from *Forbidden Places & Pits of Horror* and *Perilous Ruins & Forgotten Cities*, two tile sets for the *Conan* roleplaying game. Each scenario uses one or two of the tiles for smaller setups and skirmishes.

## SOLO/COOPERATIVE PLAY RULES

The following optional rules assume that players have a thorough knowledge of how to play Monolith’s *Conan* boardgame. Those rules are not reprinted here but are referenced herein, so prior experience playing the game is required.

Solo/cooperative rules allow players to play through specially designed scenarios that eliminate the role of the Overlord. Instead, the players themselves will control the Overlord’s tiles and miniatures. By using a system of automated commands, the players move the pieces and roll the dice against their own Heroes. The players do not need to think or strategize for the Overlord tiles and miniatures, but rather follow the commands. The rules and the scenario will do the strategizing for the Overlord.

## FOR THE HEROES, THE RULES DON'T CHANGE

The first thing to understand is that the way the Heroes work is no different than it is in the original rules set. Heroes will still move, attack, manipulate and cast spells just as they always have. Their initial Setup remains unchanged and is dictated by each scenario. The only difference is strategic. It will require a slightly different approach when battling against the pre-determined commands of this non-player Overlord than it does against a human opponent.

## THE OVERLORD

### OVERLORD SETUP

In addition to controlling one or more of the Heroes, the player(s) of solo/co-op mode must also serve as the hands for the Overlord. This task could be assigned to a single player, or if playing with others, could be a shared responsibility for those at the table.

Fortunately, the process is a simple one. Each scenario shows you which boards are used, where the miniatures are to be placed during Setup, and which Overlord tiles are placed on the Book of Skelos. Once these components are in place, you will need to locate the required double-sided tokens from the boardgame box.



It is important that you have one of each number that corresponds to those on the Book of Skelos' River. If five spots on the river are occupied by Overlord tiles, you will need five tokens. In most cases you will require numbers 1 through 5. It is also recommended that you use tokens that have all the same symbols (the grayish star-like design) on the backside. That way, you will not know which Overlord tile is next to activate (see below). Once you have these tokens, place them numbered side down in the Reserve section of the Book of Skelos. This is normally where the Overlord places their gems, but in this game mode, the Overlord does not use gems.



*In this example, the Overlord has drawn the "2" for their activation, which corresponds to the Giant Snake. Once the Giant Snake completes its activation, the Overlord will draw another, should they have more actions available. Note that the Snake's tile is not moved like it is in the traditional rules.*

## DETERMINING OVERLORD ACTIVATIONS

The Overlord has a series of automatic commands, and it is up to the players to follow the scenario instructions, move the Overlord's miniatures, and roll the dice for attacks against their own Heroes. But before we outline these commands, we must know how the Overlord activates its tiles.

**Each turn, the Overlord will activate tiles equal to the number of Heroes on the board.** If at any time one of the Heroes is killed, the Overlord loses one activation (see *Number of Overlord Actions* below). To activate a tile, one of the players picks up, at random, one of the Activation tokens, flips it over and reveals the number. Temporarily place this numbered token in the Recovery value area of the Book of Skelos (you will not need to insert the Recovery value cardboard piece as these rules do not require it). This number will correspond to one of the numbers on the River. Whichever tile corresponds to this number, will immediately activate (See *Overlord Commands/Activating the Overlord Tiles*, below). Once this activation is finished, remove the token from the Recovery value area and place it, number facing up, in the Fatigue zone on the Book of Skelos.

Once this is done, the Overlord will activate again as long as they have more available activations. Each turn, you may wish to track the number of activations the Overlord takes (by placing a gem or other marker somewhere on the Book of Skelos) but since it is rarely more than three activations per turn, it should be easy to do so mentally.

## REFRESHING THE ACTIVATION TOKEN POOL

If at any time during the Overlord turn the Overlord still has activations available but all its tokens are in the Fatigue zone, it is time to refresh the Activation token pool. To do this, move all the tokens from the Fatigue zone back over to the Reserve zone, and make sure the numbered sides are again facing down. In this way, it is possible for a certain tile to activate twice during a single Overlord turn. This

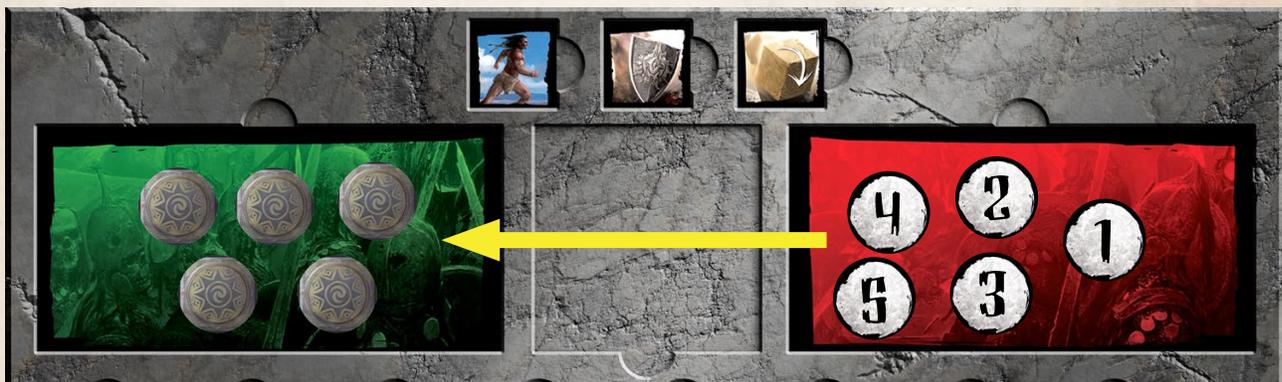
## NUMBER OF OVERLORD ACTIONS

If one of the Heroes dies, the Overlord immediately loses one action. For example, at the beginning of the turn, the Overlord receives three activations because there are three Heroes on the board, but during the Overlord's second activation, one of the Heroes is killed. That Hero is then immediately removed from the board and the Overlord will not receive its third activation. On the next Overlord turn, the Overlord will only receive two activations (assuming there are still two Heroes on the board and one didn't blow themselves up with an Explosive Orb or fall victim to a Counterattack).

will increase in frequency as tiles are flipped and removed (see *Flipping Tiles and Dredging the River*, below). Once the tokens are back in the Reserve zone, it is probably best to move them around with your fingers, effectively shuffling them, so the player drawing them won't know which number they will be drawing. Alternatively, one of the players who did not shuffle them can do this, assuming you're not playing solo.

## FLIPPING TILES AND DREDGING THE RIVER

As in the traditional rules, the Overlord's tiles are flipped when the monster(s)/miniature(s) associated with that tile are killed. However, the tiles do not move along the River in the same way in solo/co-op mode. The Overlord's tiles are never moved during activation, so flipped tiles can cause a sort of temporary clog in the river. To keep the River flowing, if, during the Overlord's turn you draw a number associated with a tile that has been flipped, place that token directly into the Fatigue zone on the Book of Skelos and draw a replacement Activation token. Essentially, the token associated with the flipped tile should be ignored. This clog will be fixed at the beginning of the Overlord's next turn.





In this example, we can see that Khosatrai Khel has been defeated. At the beginning of the Overlord's turn, players will need to flip every Activation token numbered side up, remove Khosatrai Khel, push the Kothian Archer and Mummies tiles to the left, remove the Activation token 5 from play, and finally, flip over the Activation tokens in the Reserve zone (so that their numbers are again facing down).. Once this is finished, the Overlord begins activating as normal.

**At the beginning of every Overlord turn, you will reset the river by removing any flipped tiles and pushing the remaining tiles to the left, filling in any blank spaces** (as when you activate a tile or dredge the River in the traditional rules). Once this is done, flip over all tokens so their numbers are facing up but keep them in the zone they currently occupy (Reserve or Fatigue). At this point, remove any numbered Activation tokens that no longer have a tile associated with them. These will be the higher numbers as all the other tiles would have been pushed to the left. Now the Reserve and Fatigue zones contain only numbers that correspond with tiles that have miniatures on the board. Finally, flip any Activation tokens in the Reserve zone so that the numbers are again facing down.

## OVERLORD TURN QUICK REFERENCE

- 1 - First, remove any flipped tiles, push remaining tiles to the left to fill the gap, and remove numbered Activation tokens that no longer correspond to a tile.

- 2 - Determine number of Overlord activations (activations = number of Heroes on the board)
- 3 - Anytime the Reserve zone is empty, return all Activation tokens to Reserve (numbered side facing down). Then, draw an Activation token (if the Overlord has more actions available).
- 4 - Activate the tile on the River that corresponds to the number on the Activation token you have just drawn.
- 5 - If Overlord still has available activations, activate again by drawing another numbered token.

## ACTIVATING THE OVERLORD TILES

Though exceptions will occur, generally, an activating Overlord miniature will attempt to attack the most vulnerable target, known henceforth as the Target Hero (see *Determining the Target Hero*, below). The miniature(s) associated with the activating tile will attempt to attack the Target Hero by moving into the Hero's zone for a melee attack, firing a ranged weapon, or moving and firing a ranged weapon. If

some of the miniatures in the activating unit can attack the Hero, they will, even if others cannot. Those that cannot will attempt to attack an Alternate Target Hero, if possible (see *Determining an Alternate Target Hero*) or move as close to the Target Hero as possible. These rules are detailed directly below, but once you have read them you are encouraged to consult, as needed, the *Determining Target Hero and Alternate Target Hero* Quick reference on page 56.

## DETERMINING THE TARGET HERO

If possible, all miniatures associated with the activating tile will attack the targeted Hero by using a ranged attack or melee attack action (or any special action such as a spell detailed in the scenario). **The Target Hero is the Hero with the fewest Stamina gems in their Reserve zone.** That means, as long as the activating Overlord miniature can attack the Target Hero by moving into their zone for a melee attack, firing a ranged weapon, or by a combination of moving and firing a ranged weapon, they will attack that Hero. If there are two or more Heroes with same number of Stamina gems in their Reserve and they can be reached by the activating Overlord miniature for an attack, whichever of these Heroes has the most gems in their Wounds zone will become the target. If both values are equal, the players may choose which Hero will be attacked.

Note that some scenarios have special rules indicating which Hero an Overlord miniature will attack. In some cases, it means attacking the Hero with the most gems in their Reserve. In these cases, the scenario rules always override the ones here.

### Path of Least Resistance

An activating Overlord miniature will always follow the path of least resistance to make its attack. Sometimes this means not moving at all (if they share the zone with the Target Hero), and sometimes this means moving zones up to their Movement value to make an attack (either a melee or ranged attack action). Hindering conditions should also be considered when determining the path of least resistance.

### Hindering and Ranged Attacks

Though this will seldom come into play with the scenarios featured in this book, it bears mentioning. Once line of sight is determined against the Target Hero, but before making a ranged attack that would be affected by hindering, the activating Overlord miniature will first attempt to move to avoid the penalty. In most cases, particular skills make this movement easy (Evasive) or entirely unnecessary (Elite Shooter). If the activating Overlord miniature using the ranged attack is unable to avoid or ignore the penalties caused by hindering, or they would lose line of sight by moving, they will still attack the Target Hero and receive the penalty.

## AVOIDING HINDERING WITH RANGED ATTACKS

Here's an example. The activating Overlord miniature is a Pict Archer occupying the same zone as two Heroes, but neither of these two is the Target Hero. Let us also assume that the Pict Archer has a line of sight to the Target Hero, even though he's several zones away. The Pict Archer will try to avoid any hindering penalties before making the ranged attack.

Because the Pict Archer does not have the Elite Shooter skill, it would need to move to another zone (not occupied by Heroes) where it still has line of sight, to avoid the hindering penalty. If the Pict Archer had the Evasive skill it would not suffer a penalty for leaving this zone, but since it does not, it will need to rely on its base movement value of 2. Because the two Heroes would effectively reduce the Pict Archer's movement by two, it would be unable to leave the zone. Though there is no way the Pict Archer can avoid the hindering penalty, it will still attack the Target Hero.

### Hindering and Melee Attacks

If, while on its way to make a melee attack against a Target Hero, an activating Overlord miniature would encounter hindering conditions, it will only make the move if it can reach the Target Hero's zone in the same move. Otherwise, it will select an Alternate Target Hero (see *Determining an Alternate Target Hero*) that it can reach for an attack as part of this activation. If it can't reach an alternate Target Hero for an attack, it will move as close to the Target Hero as possible.

### Tiles With Miniatures In Different Zones

It should be noted that not all miniatures associated with a single tile will necessarily occupy the same zone when they activate. With that in mind, it may mean that some of the miniatures will move to attack the Target Hero, while others will make their way closer to the Target Hero, or, if it's within their capabilities, will select an Alternate Target Hero instead (again, see *Determining an Alternate Target Hero*).

## DETERMINING AN ALTERNATE TARGET HERO

The following conditions will prevent an activating Overlord miniature from attacking the Target Hero (again, that's the Hero with the fewest Stamina gems in their Reserve), causing them to determine an Alternate Target Hero.

- The activating miniature cannot reach the Target Hero for a melee attack (due to other Heroes)

hindering this miniature's movement or simply because it does not have a high enough Movement value to reach the Target Hero).

- The activating miniature cannot get a clear line of sight to attack the Target Hero with a ranged attack (even after moving up to their Movement value).
- The Target Hero has a power or effect that prevents that Hero from being targeted by an attack (the Protected skill, for example).
- An Event or Special Rule may dictate that a particular tile will attack a particular Hero. In some cases, it will be the Hero who has the most Stamina gems in their Reserve that will be targeted. These instances will be detailed in the scenario.

## DETERMINING TARGET HERO AND ALTERNATE TARGET HERO QUICK REFERENCE

### Determining the Target Hero

- First, check which Hero has the fewest Stamina gems in their Reserve zone. That Hero becomes the Target Hero.
- If two Heroes have the same number of gems in their Reserve, the Target Hero will be the Hero who has suffered more Wounds.
- If both amounts are equal, the players choose which Hero is the Target Hero.

### Determining the Alternate Target Hero

- If an activating Overlord miniature would be unable to attack the Target Hero for any reason (even after moving), players will determine an Alternate Target Hero.
- The Alternate Target Hero is the Hero that has the second fewest gems in its Reserve zone and can be reached for an attack.
- If two or more Heroes (that can be reached for an attack) have the same number of gems in their Reserve, the Alternate Target Hero will be the Hero who has suffered more Wounds.
- If these amounts are equal, the players choose which Hero is the Target Hero.

If for some reason players are unable to determine which Hero should be attacked by an Overlord miniature, players choose any Hero within reach (for Melee or Ranged Attack Action) as the target of the attack.

**If any of these circumstances prevent the activating Overlord miniature from attacking the Target Hero, they will attack an Alternate Target Hero.** In this case, the Hero they attack will be the Hero who has the second fewest gems in their Reserve zone and who can be reached for a close or ranged combat attack (as per the same conditions above).

If ever two or more Heroes are tied for the fewest gems in their Reserve zone, the activating Overlord miniature will attack whichever has more gems in their Wound zone. If all these values are equal, the players may choose which Hero is the target of the attack.

If an Activating Overlord miniature is unable to attack any of the Heroes on the board, they will move as close as possible to the Target Hero.

### Re-Rolls

Activating Overlord miniatures that possess the reroll symbol    on their attack dice will always re-roll a blank result, but will never re-roll any other results. They will use all the re-roll options they have, but again, only to re-roll any blank results. The Support skill works in addition to, and by the same rules as, any of these re-roll symbols, though players should note that Support works differently for Heroes in this game mode. See below.

## SOLO/CO-OP SCENARIOS

The preceding solo/co-op rules work best with smaller boards and setups. It is possible to use them for the standard Monolith game boards (as proved by scenarios 1, 5, and 8), but for the purposes of this book, most scenarios use the *Conan Forbidden Places & Pits of Horror* and *Perilous Ruins & Forgotten Cities* tile packs.

We have also discovered that these scenarios are best played out as a campaign. Each of them could be played removed from the campaign, but it is recommended that players follow the campaign rules for a more satisfying experience.

### SMALLER, FASTER SCENARIOS

These solo/co-op scenarios will work in most ways just as they do in the traditional rules. That said, there are fewer “moving parts” in the interest of accommodating the simplicity required for the Overlord commands. Like other scenarios, these too will have a basic setup, Events, and in some cases special rules. Unless otherwise noted, all basic rules of play apply here. The only exceptions to this are that (obviously) the solo/co-op rules are in effect and some of the skills possessed by the Overlord and Heroes will be nullified or modified.

## SKILLS

Wherever possible, we have kept the skills in effect, just as they would be for the traditional rules. If they apply to the situation and they do not require the player-controlled Overlord to make a decision, they are considered to be in effect. Some skills, however, are difficult to implement under the solo/co-op rules. Some have been removed from play entirely, while others require minor clarifications. If a skill is not mentioned below, it is assumed to be unchanged and to be used in play as per the original rules. Most skills possessed by Heroes remain unchanged from the original rules, but some have had their power reduced.

- **Sacrifice, Bodyguard, Spell Caster, Fascination:** These skills are not used by Overlord miniatures. However, some scenarios may provide rules for how an Overlord miniature may cast a spell.
- **Wall Wrecker, Swimming, Intangible, Leap, Flying:** An Overlord-controlled miniature will only use these skills if it allows them to reach the Target Hero more easily. If using this skill allows them to avoid any movement or attack restrictions imposed by non-Target Heroes or gets them to the Target Hero's zone or a zone from which they can attack the Target Hero, they will use this skill. Otherwise, they will move to the Target Hero's zone for a close combat attack or to the closest square from where they can make a ranged attack.
- **Climb, Leap, Poison:** This skill will only be used by Overlord-controlled miniatures if the scenario gives rules for doing so.
- **Web:** An Overlord-controlled miniature will use this skill anytime it is possible. If the miniature using it would be affected by hindering, it will not use this skill.
- **Support:** For Overlord-controlled miniatures, this skill works the same way as the re-roll rules for solo/co-op play and works in addition to any re-roll symbols on the tile's Attack value(s). For the Heroes, it works the same as in the original rules, but for balancing purposes we made the skill less potent. A Hero with Support may only grant its bonus once to each Hero per Hero turn.
- **Counterattack:** For the Overlord, this skill remains unchanged. Heroes who possess this skill may only use it once per Overlord turn.
- **Blocking:** For balancing purposes, a Hero who possesses this skill may not use it in this game mode. For Overlord tiles, this skill works as normal.



- **Jinx:** A Hero who possesses this skill may use it normally, but it may create a significant advantage. Use at players' discretion..
- **Command:** Because there aren't any minions for the Heroes in this campaign, this skill becomes useless.

### ADDING A FOURTH PLAYER OR PLAYING WITH TWO PLAYERS

Though these scenarios are best played with three players, options for adding a fourth are provided. To do so, have the Overlord take an additional Activation on any turn that it faces off against four Heroes (unless the scenario indicates otherwise), and follow the rules for adding a fourth player detailed in each scenario. Also, see *Fourth Player Archetype Options* (page 60).

Alternatively, you may only have two players wishing to play and not wanting to split the control of a third Hero. In this case, you may remove one Hero and then limit the Overlord Activations accordingly. But be warned: removing an entire Archetype from the scenario may increase the difficulty significantly. We recommend that you still use all three Archetypes and have one player control more than one Hero.

## CAMPAIGN RULES

The nine scenarios provided in this chapter are meant to be played as part of a campaign where the players will accumulate equipment, spells, Victory Points, and other progressive elements. After playing the first scenario, *Demon from the Depths*, the players do not need to play the next six scenarios in the linear sequence in which they are presented, nor should they feel the need to begin the campaign right away (but *Scenario 8: Halls of the Scarlet Citadel* must be played last). A playthrough of a scenario or two before starting the campaign may be a good idea to help learn the solo/co-op rule set. That said, it will probably make for the smoothest campaign if players play them in order.

Though there are a variety of ways one could play this campaign, we have provided one main method of doing so, and some optional variations.

It is highly recommended that players keep a tally of all the equipment, Boons, and Victory Points acquired as well as a list of all Heroes killed during a Defeat. These concepts are detailed below.

## DIFFICULTY RATING

Each scenario has been assigned a difficulty rating: Formidable, Daunting, and Legendary. Though it's certainly possible for players to achieve victory in each scenario using only the rudimentary starting Equipment (see *Difficulty Ratings and Equipment*, below), the more difficult scenarios will be truly challenging if the Heroes are not adequately equipped. Scenario 1 and Scenario 8 are not assigned difficulty ratings as they are to be played first and last respectively. If you are looking for a less risky playthrough, we recommend you play them in the linear order in which they are presented.

## DIFFICULTY RATINGS AND EQUIPMENT

Each scenario provides the opportunity for the Heroes to attain better equipment. The more difficult the scenario's rating, the more powerful the equipment will be.

Equipment is also cumulative in that, once it is picked up in a scenario, the Heroes have access to it for the remainder of the campaign. There are a few limitations and exceptions, however.

Each Hero must choose the equipment they are going to use at the beginning of each scenario. Equipment is not tied to any one Hero and players may trade amongst themselves either in between scenarios or during (if they want to drop or pass items as per the normal rules).

If, at the end of any scenario, all the Heroes are killed, they will lose any gear they had with them at that time (except for spells, see below). If even one Hero survives to secure victory, then all the equipment they had in addition to any equipment stored in chests on the board (opened or unopened) will be there for them to access before the next scenario and going forward (unless, of course, they lose it during a Defeat in a subsequent scenario).

Each Hero is assigned a set of default equipment at the beginning of the campaign. They will have access to this equipment during the first scenario and every scenario beyond that point (even if they lost it during a failed mission). In this way, even if the Heroes suffer brutal defeat, they will always have a chance to fight back against the jaws of death.

## SPELLS

Though spells are found in the same way as other equipment, they function a little differently. In campaign mode, once picked up, spells are never lost (not even during a defeat). Whenever putting together the Asset deck for a scenario, place the Spell Book equipment card into the deck. This will ensure that when facing down, it will be indistinguishable from other equipment cards. In many scenarios, one spell

book will yield more than one spell. Once attained, these spells are assigned to the Sorcerer Archetype (see *Archetypes and Starting Equipment*, below) and are never lost to the players, even if they select a different sorcerer character between scenarios.

If you happen to be using the options for *Adding a Fourth Player*, and the fourth player is another Sorcerer, the two players controlling Sorcerer Heroes will split the spells between them before play begins. These spells do not need to be distributed evenly. During play, they may not share any spells, but between scenarios they may redistribute the spells in a different arrangement.

## HERO SELECTION

With this campaign, we wanted to give players plenty of options as to which Heroes they could choose. This, however, is a tricky balancing act. Particular skills and statistics have the potential to unbalance the game dramatically. With that in mind, we have compiled a list of all the Heroes players may choose from and grouped them into three Archetypes: Warriors, Rogues, and Sorcerers. Just note that some of the Heroes' skills will be less potent or potentially useless (see *Skills*, above).

Each scenario has been written for three players to assume control of one Hero from each of the Archetype groups. Players may either play as the same Hero from one scenario to the next, trade who plays which Hero, or select an entirely new one from the Archetype options.

## DEFEAT AND HERO DEATH

By default, Heroes are only considered dead and are removed from the Archetype options if *all* Heroes are killed during a single scenario. When this happens, the Heroes suffer a Defeat and face the consequences.

- First, they lose one Victory Point from their pool (see *Victory Points and Rank*, below).
- Additionally, they lose all the equipment they may have accumulated (aside from starting equipment and spells) and will also lose the option of using that Hero going forward. If this happens, they must choose a different Hero from the Archetype options.
- For the next scenario, they have access to starting equipment as well as any equipment they may have accumulated but did not lose during the scenario in which they were defeated.

The campaign story puts the characters aboard a ship on the Vilayet Sea, so if certain Heroes die, it is assumed other members of the crew take their place.

## DEFEAT AND HERO DEATH OPTIONS

Some players may not like the idea of losing access to Heroes after a Defeat. In that case, they may decide not to kill off their Heroes even after a Defeat. That way they may play as the same Hero time and again. Losing all their hard-earned gear may also frustrate some players, so your group may decide to make your equipment permanently accessible.

Another option is to allow Hero death, but to make the loss of equipment less devastating by allowing the players to choose one item from each hero to keep in their equipment pool.

Alternatively, players may wish to make things even more unforgiving and deem any Hero who loses all their Wounds at any time to be dead. For the next scenario, they would have to choose a completely new Hero from the Archetype options.

## ARCHETYPES AND STARTING EQUIPMENT

For a standard three-player game, decide which player will control each of the three Archetypes.

### Warriors

Warriors are heavy fighters, such as Conan and Thak. These characters will be expected to deal death during every scenario and therefore start the campaign with a weapon that can deal a good measure of damage, but also allows them to parry.

The options for Warriors are:

- **Conan, Conan the Thief, Conan the Warlord, King Conan, Conan the Wanderer, Shentu, Thak, Olgerd Vladislav, Pallantides, Vanir Valkyrie, Yogah of Yag**

These Heroes may be used as Warriors, but they possess skills with diminished potency under the solo/co-op rules:

- **Constantius, Amra the Lion, Zaporavo, Conan the Mercenary, Valeria the Warrior**

The starting equipment for the Warrior is:

- Conan's Sword

### Rogues

Rogues rely on their dexterity and mobility in addition to their martial prowess. They can be very useful for securing objectives and/or acquiring equipment from chests.

The options for Rogue Heroes are:

- **N'gora, Amboola, Kerim Shah, Taurus, Savage Bêlit, Balthus, Shevatas, Ikhmet**

These Heroes may be used as Rogues, but they possess skills with diminished potency under the solo/co-op rules:

- **Niord, Bêlit, Bêlit the Princess, Valeria**

The starting equipment for the Rogue is:

- Dagger and Throwing Knives

### Sorcerers

Sorcerers are adept at casting spells. These spells provide aid to other Heroes, make themselves more difficult to hit, and allow them to deal their own share of damage.

The options for Sorcerer Heroes are:

- **Zogar Sag, Skuthus, Hadrathus**

These Heroes may be used as sorcerers, but they possess skills with diminished potency under these rules:

- **Taramis, Zelata, Pelias**

The starting equipment for the Sorcerer is:

- Mitra's Staff, Dagger, Bori's Rage (spell card), and Set's Halo (spell card)

**Note:** When playing the campaign, no Hero may ever have more than one of Halo of Set, Halo of Mitra, and Stone Skin spells cast on them at the same time. A sorcerer may cast any combination of these spells on a turn, but a single Hero can never have more than one at the same time.

### Fourth Player Option

If you choose to add a fourth player, you may pick any one of the heroes from the Archetype lists.

Choose one of the options listed below as this Hero's starting equipment.

- **Option 1:** Axe, Buckler, Javelin

- **Option 2:** Black Staff, Escape Route (spell card), Hand of Death (spell card)

## PROGRESSION AND BOONS

As part of the campaign, in addition to accumulating equipment, players can accumulate certain bonuses for their efforts. At the end of Scenarios 4 and 7, if the Heroes won the scenario, they will each be granted one Boon. These Boons are permanently attached to the Hero that receives them.

Should the Heroes suffer a Defeat, all Boons will be lost. Some players, however, may resent losing this measure of progress and may instead wish to assign the Boon to the Archetype rather than a specific Hero. That way the Boon is never lost.

## VICTORY POINTS AND RANK

To add an additional challenge to the already-challenging scenarios, players may wish to run a tally of their accomplishments. At the end of each scenario players will acquire Victory Points based on how well they did in the scenario. Each scenario details the victory conditions, but in general, 1 Victory Point is awarded for each Hero that did not die during the scenario. Some scenarios will offer the players a chance to collect extra Victory Points. If Players ever suffer a Defeat, they lose 1 Victory Point from their pool (and gain 0, obviously). If they haven't collected any Victory Points when they suffer a defeat, their Victory Point tally drops to -1.

At the end of the campaign, the players should add up all the Victory Points they received during the campaign and compare their earnings to the following *Victory Point* table.

### Victory Points and The Fourth Player Option

If you have decided to play one or more of the scenarios using the fourth player option, ignore the fourth player when calculating Victory Points. For example, if all four Heroes survive a four-player game, they will only acquire 3 Victory Points.

### VICTORY POINTS

Total	Rank	Description
Up to 13	Perfumed Fop	Your efforts wash away like the dust on the flagstones of the Maul.
14–16	Conqueror	You have cut a bloody swath and put fear into the hearts of mortals, but it remains to be seen whether history remembers any of you.
17–19	King	You have trod the jeweled thrones of the earth beneath your sandaled feet. For generations, fear and honor are heaped upon your names.
20–23	Legend	Your names are immortalized in the <i>Nemedian Chronicles</i> itself. Writers will spin tales of your exploits in the pulp magazines and archaeologists will argue about your existence. Maybe someone will publish a game about you!