

CONAN SOLO RULES

- Set up the Mission as detailed in the Mission Rules

OVERLORD'S TURN

- The following changes are made to the Overlord's Turn
- Draw a card from the Overlord (AI) Solo deck in Upkeep Phase.
- The card drawn has a no. that corresponds to the Overlord tile(s) in the River .
- Activate Overlord tiles starting from the top left of the card.
- If the Solo card has the Leader symbol, activate all Overlord tiles with that symbol starting with the lowest number on the River. If there are no leaders or the leader has been neutralised discard and draw a new Solo card. 
- Each Solo card has 3 icons next to the Overlord tile number. The AI will attempt to fully resolve one of these icons for each activated character.
- Starting from the top left space on the board & going in reading order (left to right, top to bottom) activate characters shown on the Overlord tile.
- Attempt to resolve the left most icon on the Solo card. If the AI is unable to resolve the first icon move to the next icon in the row and attempt to resolve it. Continue until either 1 icon is fully resolved or the AI has failed to resolve any one of the 3 icons shown. If the 3rd icon cannot be fully resolved the active characters are moved towards that objective. 

EVENTS

- If an Event is triggered use the number shown in the bottom left of the Solo card to decide which option to select from the Mission Rules.
- If the number corresponds to an option in the Mission Rules select that option. However, if that option is not available or cannot be resolved, then refer to the arrow next to the icon. If it is a down arrow select the next lowest option. If it is an up arrow select Option 1.

REINFORCEMENTS

- Starting at the top left of the board and continuing in reading order each Reinforcement Space is given a sequential number starting from 1. Flip the next Solo card & use the number in the bottom left of the Solo card to select a Reinforcement space. If the space is not available (e.g due to over occupancy) use the arrow next to the icon to decide whether to use the next lower or higher space. If there are no higher options select Option 1.
- When selecting which character from the pool to reinforce always select the character with the most life points, if tied then select the character with the lowest numbered position in the River (#1 being the best and #7 the worst).

HEROES AND ALLIES

- Any rule using the word hero also refers to allied tiles, & all other allied units on the hero side.

GOLDEN RULE

- If you are required to place an item or token on behalf of the AI then place it in the most disadvantageous position for the player.

CONAN SOLO RULES

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Activate Overlord Tile #2

RULES FOR BREAKING TIES: when targeting Heroes & Objectives

1. Use the key phrase on the Solo card (e.g. Fewest Wounds) for Melee, Ranged or Advance or fewest allies present for Defend hero Objective, or fewest heroes present for Advance Overlord Objective.
2. Lowest numbered hero in the Mission Rules if applicable or break ties randomly if not.

MOVE CHARACTERS

- When moving a character always calculate and take the shortest route in terms of move points spent even if that means traversing difficult or dangerous terrain, moving through heroes, or performing a climb or jump.
- Characters will not perform falls.
- If a character could reach its target by spend 1 energy cube, spend 1 cube & no more to move one additional space if able.

MELEE ATTACK

- Move towards the closest hero & perform a Melee Attack. If 2+ heroes are equidistant see rules for Breaking ties above.
- If the character is already in the same space as a hero do not move, perform a Melee Attack.
- If the character does not have a Melee attack or cannot reach a hero with their Move ignore this icon and attempt to resolve the next icon. 

RANGED ATTACK

- If the character does not have LOS over a hero, move the character the shortest possible distance to gain LOS. I
- f the character already has LOS over 1+ heroes at activation do not move.
- If character has LOS over 2+ heroes before or after moving use Rules for Breaking Ties above.
- If the character does not have Ranged Attack or cannot obtain LOS over any hero by moving, ignore this icon and attempt to resolve the next icon. 

ADVANCE ON HEROES

- Move the character towards the closest hero, use the Rules for Breaking Ties above and perform a ranged attack or melee attack if able. The ranged attack can be made on any hero with which the character has LOS. Always move the character its full movement towards the closest hero and then perform an attack if able. 

CONAN SOLO RULES



DEFEND HERO OBJECTIVE

- The character moves towards the closest hero objective (an objective the heroes must reach to win the Mission)
- If the character is unable to reach a hero objective they move as close to it as possible. If 2+ objectives are equidistant use Rules for Breaking Ties above .
- If the character is located on a hero objective do not move. If 1+ heroes are present or in LOS of objective and character is located at, or has moved to the objective then perform an attack action if able.
- If there are no hero objectives in the Mission. Ignore this icon and attempt to resolve the next icon. 

ADVANCE OVERLORD OBJECTIVE

- First, assess whether the character selected is able to accomplish the Overlord objective. If they cannot, or there are no Overlord objectives then ignore this icon and attempt to resolve the next icon.
- If the character can perform Thought/Manipulation or Action on a Overlord Objective, move towards the closest Overlord objective of a type the character can affect. Use Rules for Breaking Ties above if multiple equidistant objectives

DEFENCE ROLLS AND REROLLS

- The AI will only reroll blank die results, and will only perform one paid reroll per character activation. AI will always use free rerolls to reroll blank die results.
- The AI will choose to reroll dice in the following order of increasing preference: White, Yellow, Orange, Red, Black.
- The AI will perform a defence roll if gaining 1 or more successes would prevent the character from being defeated. If 2+ successes would be required do not make a defence roll.
- If a character with life points would be damaged by an attack always make a defence roll if there are available gems.

DREDGING THE RIVER

DREDGE

- If the Solo card indicates 1+ Overlord tiles that has been neutralised refer to the bottom of the card, if the keyword "DREDGE" is present then dredge the river spending 2 cubes to remove the Overlord tile(s).
- Then activate the Tile(s) that now occupies the dredged slot(s) if the AI has sufficient energy cubes.

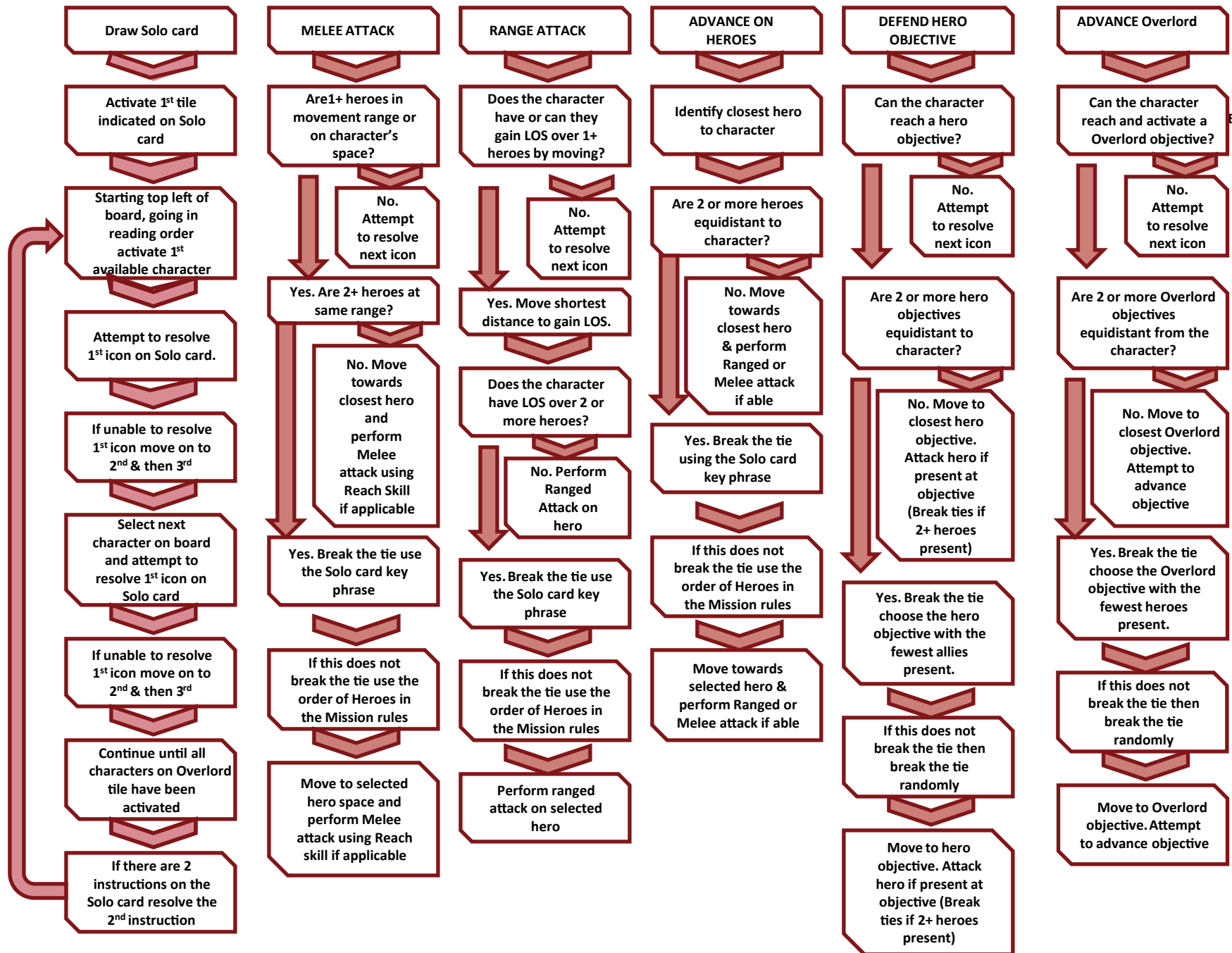
CHARACTERS WITH MULTIPLE ATTACKS

- If the Overlord has more than 1 attack refer to the "Burst" icon in the centre right of the Solo card, select attack 1 or 2 as indicated. 
- If performing Action that allows either a melee or a Ranged attack & the character is capable of making both attacks then use the Solo card to decide which to use.

DIFFICULTY - HARD MODE

- The AI does not pay energy cubes to activate Overlord tiles.
- The AI Dredges the River for zero energy.
- Overlord Leaders always roll 2 Dice Defence dice if there are enough gems.

CONAN SOLO RULES SUMMARY ACTION SHEETS



SCENARIOS	HERO OBJECTIVE 1 	HERO OBJECTIVE 2 	OVERLORD OBJECTIVE 1 	OVERLORD OBJECTIVE 2 	SPECIAL RULES 
IN THE CLUTCHES OF THE PICTS	Zogar Sag	Unexplored hut or Yiselda if revealed.	Hero with Yiselda	Protect Zogar Sag/ Hero with Zogar Sag's head.	- Both Zogar Sag and the Giant Snake are Leaders. - Picts exit huts at no extra cost.
HUNTING THE TIGRESS	Skulthus	Zaporavo	Belit		- Both Skulthus and the Zaporavo are Leaders. - Skulthus spends no gems to cast spells, and will transform the first time the event tile is activated unless Zaporavo is already dead. - Skulthus will not leave his ship.
IN THE HEART OF DARKNESS	Skulthus		Hero closest to Skulthus		- Skulthus and the Monster closest to him are Leaders. - Skulthus spends no gems to cast spells, and will always defend with one die. - Select freed monster as per reinforcement.
THE FINAL RITUAL	The Priestess of Mitra		Relic	The Priestess of Mitra	- Zogar Sag is a leader. - If the Overlord has lost less than 6 figures they will not activate event tile, instead activate the tile to the right if possible, if not the tile to the left. Spend gems for the event tile's position. - If the overlord has 3 or more Pict tiles flipped in the river, activate the event tile instead of the first activation on the card. - A barricade within 2 spaces takes precedent over any other target until destroyed. - When Bestial Haste is triggered move toward the closest Overlord objective. - For more of a challenge add 1 Pict archer to each deployment zone and their tile to end of the River.

GENERAL NOTES

1. If a figure is activated to protect itself it moves toward the closest friendly figure in another space. If there are no figures within range it moves as far away from hero figures as possible.

SCENARIOS

HERO
OBJECTIVE 1



HERO
OBJECTIVE 2



OVERLORD
OBJECTIVE 1



OVERLORD
OBJECTIVE 2



SPECIAL RULES



FOR ALL OF OPHIR'S GOLD

Olivia's Cell Door

The Captain/Keys

Any Hero with Olivia

1. Both Thak and the Captain are Leaders.

INFERNAL PURSUIT PART 1

Fore Mast

Aft Mast/Poop Deck

Hero at Mast or Poop Deck

1. The Captain is a Leader.

INFERNAL PURSUIT PART 2

Attack Zaporavo

Ballista

Hero at Ballista

1. Zaporavo is a Leader.

RED DAWN

Un-searched hut

Set fire to empty hut containing less than 3 points of fire.

1. Zogar Sag is a Leader
2. Place Cards randomly at start

THE KEY OF KUTHCHEMES

The Red Chest

1. Zaporavo and the Captain are Leaders.

IN THE NAME OF IBIS

Skulthus

Protect Skulthus

1. Skulthus and the Dark Demon are leaders.
2. When reinforcing place the first group of 2 with Skulthus, the next group(s) in spaces with heroes and the remaining groups adjacent to Skulthus.
3. At the end of Skulthus' Activation, if he is in space with a hero, he teleports to the nearest other space containing friendly figures. If there is a tie choose space with most figures.
4. Skulthus always has Set's Halo

THE CRAWLING SHADOW

Kill Thog

Chest

Move to Devour nearest friendly character other than Thalís.
(Thog only)
Thog may devour twice this activation.

Move to Thog to be Devoured.
(Not Thalís/Thog)

1. Thog and Thalís are leaders.
2. When Active Thog always Devours friendly figure in his space except Thalís, unless she is the only other friendly model left.
3. If Thog tries to cross a closed door roll 3 Red Dice as an attack on 5+ destroy door.
4. When Thog moves via Thalís' attack with the sceptre he moves directly towards Thalís.

THE WRATH OF ANU

Priest Token closest to Conan. After Priest #1 is revealed the exit becomes the new objective.

Conan

1. Thak is a leader after he is active.
2. Priest tokens are flipped over when interrogated on roll of 1-2.
3. Priest tokens are removed when interrogated on a roll of 3. Do not look at token.

SCENARIOS

HERO
OBJECTIVE 1



HERO
OBJECTIVE 2



OVERLORD
OBJECTIVE 1



OVERLORD
OBJECTIVE 2



SPECIAL RULES



TRAPPED LIKE RATS

Hero Equipment

Chest/Exit

Minion Corpse

1. Both Thak and the Captain are Leaders.
2. Place Equipment in random rooms.

THE THING FROM THE SWAMP

Chest/Yiselda if Spell is broken.

Zogar Sag

Hero with Yiselda

Protect Zogar Sag

1. Zogar Sag is a Leader.
2. Place Water tokens in spaces with heroes choose as per attacks.
3. Place tentacles one by one in water spaces closest to Yiselda then heroes, use reinforcement number to choose if there are multiple spaces.

THE SERPENT'S AWAKENING

Yasmela

Secret Passage

Hero With Yasmela

1. Olgerd and the Captain are Leaders.

THE TREASURE OF TRIANICOS

Zaporavo

Gold Bag/
Reinforcement area
if already carrying a
gold bag.

Create human chain
to nearest
reinforcement area.

1. Zaporavo and the Dark Demon are leaders.
2. Arrival of the Dark Marauder: Replace the Event tile on the highest cost space in the river.
3. All Hands on Deck: Activate highest cost tile.

FACING THE SERPENT SPECTER

Protect Villagers

Kill The Serpent

Kill Villagers

1. Zogar Sag and the Serpent are leaders.
2. The Serpent is placed in a water area nearest an unprotected villager. If all villagers are protected choose hero as per combat.
3. Serpent will only break a wall if it is the only way to attack a villager/hero.

GENERAL NOTES

1. The Re-roll, Defense and Extra Movement areas of the Book of Skelos may not have more than 4 gems in each of them.
2. Dredging the River costs no gems.
3. For a more difficult game use the next highest Fatigue Zone Tile to increase the Overlord's gem regeneration rate.
4. When activated, if a figure can attack (ranged or melee) without moving, ignore any other objective they cannot reach this turn.

MOST WOUNDS	MOST FATIGUE	LOWEST RESERVE	FEWEST WOUNDS	LEAST FATIGUE	HIGHEST RESERVE
1 1 MELEE 3 1 01	2 3 MELEE 5 2 02	1 3 MELEE 2 1 03	3 2 RANGE 1 1 04	3 1 MELEE 4 2 05	2 1 RANGE 2 1 06
RESTING	ACTIVE	FEWEST FOES ON HERO SPACE	MOST WOUNDS	LEAST FATIGUE	LOWEST RESERVE
1 1 RANGE 3 1 07	1 1 RANGE 1 2 08	1 1 RANGE 4 2 09	1 2 MELEE 2 1 10	2 3 MELEE 5 1 11	1 3 MELEE 5 2 12
CLOSEST HERO TO OBJECTIVE	LEAST WOUNDS	HIGHEST RESERVE	MOST FATIGUE	MOST FOES ON HERO SPACE	RESTING
1 2 RANGE 3 1 13	2 3 RANGE 1 2 14	1 3 MELEE 4 2 15	3 2 MELEE 2 1 16	3 1 MELEE 5 2 17	2 1 RANGE 3 2 18

MOST WOUNDS  19	MOST FATIGUE  20	LOWEST RESERVE  21	FEWEST HEROES IN SPACE  22	LEAST FATIGUE  23	MOST HEROES IN SPACE  24
RESTING  25	ACTIVE  26	CLOSEST HERO TO OBJECTIVE  27	MOST WOUNDS  28	CLOSEST TO OVERLORD OBJECTIVE  29	LOWEST RESERVE  30
CLOSEST HERO TO OBJECTIVE  31	LEAST WOUNDS  32	HIGHEST RESERVE  33	MOST FATIGUE  34	ACTIVE  35	RESTING  36