



After being accepted by the crew of the merchant ship *Argus*, Conan ends up becoming one of them thanks to his hard work. When the merchant ship finally reaches the shores of Kush, they come across one of the villages with which they planned to trade looted.

"This was done by the savage pirates of Bêlit" says Tito, the captain of the ship.

"Who is Bêlit?"

"The wildest she-devil unchanged. Unless I read the signs wrong, it was her butchers who destroyed that village on the bay. May I someday see her dangling from the yard-arm! She is called the queen of the black coast. She is a Shemite woman, who leads black raiders. They harry the shipping and have sent many a good tradesman to the bottom." Robert E. Howard.

Suddenly, in the distance, they can see a ship approaching them. It's the *Tigress*, Bêlith's ship.

The merchant ship decides to flee immediately, however they are chased by the pirate ship. With arrows of fire and shots of his ballista, they devastate the Merchant's deck in no time to force them to stop. The persecution is over.



Conan knows there will be no escape. He assumes the position of commander and his voice resounds in the open sea:

"Draw your swords, Seadogs. Sell your lives dear to those murderers!"

The merchants arm themselves with courage and prepare to approach the enemy ship. Their only way to survive is to gain control of the *Tigress*.



Objectives

-  If Bêlith is defeated by the merchants or if Conan gets on the *Tigress*, kills at least 10 Bêlith Guards (or he defeats N'Gora and four more Bêlit Guards), and survives until the end of round 8, Conan impresses Bêlith, is forgiven and joins her crew. The hero wins the game.
-  If the Overlord sinks the merchant ship by burning the whole deck with at least one fire token in the remaining areas, annihilates all the merchants and defeats Conan before the end of round 8, Conan is taken prisoner by Bêlith and the Overlord wins the game.



The game start with The heroes' turn.

- **Conan (sword, chainmail)** Conan has 5 merchants as allies represented by the Pirates. Each of them has a free movement and attack per heroes' turn.
- ◆ After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.



◆ The Overlord starts with 6 gems in their Reserve zone and 5 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Reinforcements : The Overlord gets 4 reinforcement points. If all the Bêlith guards have been killed, this event must activated

Fire arrows : When this event is activated, the Overlord throws ◆. The symbols represents the number of fire tokens that the Overlord can put into any area of the sinking ship.



Equipped with : ornamental spear, parrying dagger

Special rules

Leap : If a hero or leader fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.

Sharks : The sea is infested by sharks. The characters with or without swim cannot remain in water areas.

Fire in the Ship : At the beginning of the Overlord's turns, he throws a ◆. He can put that many fire tokens on adjacent areas already on fire.

If a Character is on an area on fire, his armour value is reduced by the number of fire tokens on it. Characters or allies cannot get through or stay in an area with 3 Fire tokens. Units already on the area must move to an adjacent one.

Love at first sight : Bêlith and Conan cannot attack each other

Chests : During setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 1 empty chest, 1 life potion, 2 jabalines.

Campaign mode : If the heroes win the scenario: Each hero earns an extra ◆ into his Reserve zone for the remaining of the campaign's scenarios. The hero keeps the chainmail into his inventory and every other item that he has by the end of the scenario. The Overlord earns an extra reinforcement point in the remaining scenarios of the campaign.

If the Overlord wins the scenario: The overlord earns an extra ◆ into his reserve zone for the rest of the campaign's scenarios. Each leader of the upcoming campaign's scenarios has an extra life point. The hero keeps the parrying dagger and all treasures that remain in the unlocked chest of Bêlith's ship.