



For months the pirate ship *Tigress* has been scouring the waters off the coasts of Stygia and the Black Kingdoms and preying on the profitable trade of gold and ivory much to the displeasure of King Ctesphon. As the Stygian fleet seems unable to put an end to the piracy, the king has promised a colossal sum to whomever can bring back Bêlit's head.

With Bêlit's vessel anchored to resupply and a large portion of the crew on shore, Zaporavo, the Zingaran captain of *The Vandal*, takes the opportunity to attack in hopes of claiming the enormous reward and the glory that accompanies it.

Supported by a row of archers and the black magic of Skuthus, a Stygian necromancer sent by Ctesphon, the Zingaran mercenary and his troops quickly gain a foothold on the deck of the *Tigress*.

We join as Conan and his ally return from the taverns found on shore to aid in Bêlit's escape.



## Objectives



If Zaporavo and Skuthus are dead by the end of round 4, Belit survives the attack; the heroes win the game.




If Belit dies, the ambush is a success; the heroes lose.






The game start with The Overlord's turn.

- Conan the Mercenary (Conan's Sword, Buckler)
- Valeria (Sword)
- Belit (Ornamental Spear)

 After setup, the Heroes move 3 gem(s) from her Reserve zone to her Fatigue zone.



 The Overlord starts with 0 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 0 in the Book of Skelos.



Spells : Energy Drain, Set's Halo Skulthus can move, cast Energy Drain and always casts Set's Halo at the end of his turn.

## Special rules

### Leap :

If a hero, Zaporavo, or Skuthus 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.

### Chests :

4 Chests - 1 Leather Armor, 1 Two-Handed Sword, 1 Life Potion, 1 Parrying Dagger, 1 Bossonian Bow (only 4 can ever get selected)

Chests on Bêlit's ship can be opened with just one success, chest on Zaporavo's ship take two. Bêlit can open the chests on her ship by only spending 1 gem on manipulation, no rolling is required.

### Scenario Rules :

Unless a hero is in their area each unit will always move to attack Bêlit.

Heros must attack the least number of a unit if there is a choice. They may attack Zaparo, Skulthus or the Dark Demon at any time.

When reinforcing, the highest number of dead units is always reinforced first. Tie breaker is the position in the river.

On the start of the around number 2 (third round) Skuthus summons the Dark demon, Skuthos is removed from the and replaced by the dark demon (6 life points)