



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. Only Conan, Shevatas, and a handful of remaining warriors can come to Bêlit's aid.

WINNING THE GAME

The Heroes win the game if Zaporavo and Skuthus are dead or at the end of round 8, Bêlit survives the attack.

The Overlord win the game if Bêlit dies.

SETUP

The game starts with the Overlord's turn.

Bêlit and Bêlit's Guards start in the areas indicated by the setup diagram. The other Heroes start in the ❶ area.

Suggestions for 3 Heroes :

- Bêlit (required) (Ornamental Lance, Tribal Shield)
- Conan (Sword, Leather Armor)
- N'Gora (Tribal mace, Javelin). For those with Core Box only, maybe keep Shevatas but swap throwing knives with 2 javelins)

Suggestions for 4 Heroes :

- Hadrathus (Dagger, Mitra's Halo, Bori's Rage). Hadrathus does not start with Mitra's Halo cast.



After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone.



3 Heroes : The Overlord starts with 9 gems in their Reserve zone and 3 gems in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.



4 Heroes : The Overlord starts with 10 gems in their Reserve zone and 4 gems in their Fatigue zone, and places the recovery token showing a recovery value of "7" in the Book of Skelos.

EVENTS

Reinforcement : 6 reinforcement points .

Fire at will : each unit may perform a Ranged Attack if able.

Glory to Set : Skuthus sacrifices himself to summon an Outer Dark Demon. The Overlord places the Outer Dark Demon model (6 life points) in Skuthus' area, then Skuthus dies (This count toward completing the Heroes' objective). Then the Overlord replaces the Skuthus unit tile in the River with the Outer Dark Demon unit tile.

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 : The asset deck contains: 2 Life Potion, 1 Explosive Orb, 1 Empty chest.





Adhane adi improved by Dan North