



After having spent the last of their ill-gotten gains from a rich but unfortunate merchant vessel, the *Tigress* got caught in a severe storm. But thanks to the skill of the heroes and the hardy crew of the *Tigress*, they survived Nature's fury.

Now, with the seas calm once more, the lookout spots another ship. It appears to have taken severe damage from the storm, lying dead in the water. An easy target for the experienced pirates of the *Tigress*. Checking equipment and preparing to board, they maneuver the *Tigress* alongside the other ship.

Suddenly a shudder runs through the hull. The crew looks around nervously, and then several enormous tentacles erupt from the sea as from an octopus of truly staggering proportions! Crewmen are picked up and pulled screaming to their deaths below the suddenly frothing waters.

And as a laughter as cold and terrible as the crushing depths rolls in from the other vessel, foul sorcery reaches out with its claws of pestilence. Those of the crew of the *Tigress* it touches are transformed into mindless monstrosities bent on killing the heroes!

Conan, Bêlit, Hadrathus and Shevatas will have to act quickly to kill the sorcerer controlling the tentacled horror from the dark waters below, and prevent the monster from tearing the *Tigress* apart, killing them all!



Objectives



To win the game, the Heroes must kill Skuthus, get all surviving heroes after Skuthus is dead back to the *Tigress*, and get the number of tentacles adjacent to the *Tigress* down to 2. This must all be accomplished before the beginning of the Overlord's 9th turn, and before the hull points of the *Tigress* are reduced to zero.




To win the game, the Overlord must do one of four things. Either (a) kill all the heroes. Or (b) kill one hero after Skuthus dies. Or (c) reduce the hull points of the *Tigress* to zero. Or (d) prevent the heroes' victory conditions from coming true before the Overlord's 8th turn begins.




The game begins with The heroes' turn

Heroes suggestions :

- Conan the Wanderer (Leather armor, Conan's Sword)
- Savage Belit (Sword, Parrying Dagger)
- KS - Shevatas (Kriss, Throwing Knives)
- Hadratus (Dagger et 3 spell(s) : Mitra's Halo, Bori's Rage, Teleportation) Hadrathus starts with Mitra's Halo cast.

 Each hero begins with 5 gem(s) in their fatigue zone.



 The Overlord begins with 10 gems in his reserve zone and 4 in his fatigue zone. He recovers 7 gems each turn.



Events

Reinforcements :

- If both piles of skulls remain, gain 8 reinforcement points.
- If one pile of skulls remain, gain 6 reinforcement points.
- If no piles of skulls remain, gain 4 reinforcement points.

Only tentacles can be spawned in sea areas with reinforcement tokens, and tentacles cannot be spawned in non-sea areas with reinforcement tokens.

Crush the Tigress : Each group of tentacles (red and blue) that has at least one tentacle in an area adjacent to the Tigress causes one point of damage to the Tigress' hull. Note that it is one point of damage per one such group, not one per tentacle. Example: three red tentacles and one blue tentacle will inflict 2 points of hull damage when this Event is triggered, whereas 5 red tentacles and no blue tentacles will inflict only 1 point of hull damage.

Vengeful Presence : *This Event is only available when Skuthus is dead.*

Once per Overlord's turn, he can use an Event to activate a another tile that is not an Event tile, no matter where in the river it is. First the Event tile is activated and moved to the end of the River. Then the selected tile is activated and moved to the end of the River and performs actions if able. This only counts as activation of one tile.



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Spells : Set's Halo, Dagon's Attack, Energy Drain

Skuthus starts the game with Set's Halo cast.

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 into the water and is eaten by sharks; the character dies.

Hull of the Tigress :

- Place a broken wall token on turn space 15. This token represents the hull points of the Tigress. Move the token one space down for each point of damage the hull of the Tigress takes.
- The Tigress is constantly being attacked from below. Each time the Overlord begins a turn, reduce the hull points by 1.

Tentacles of the Deep Horror :

- A tentacle automatically causes Hindering in all adjacent areas.
- If multiple tentacles are adjacent to an area, they all cause Hindering in the area. So if three tentacles are adjacent to an area, movement and other actions that are affected by Hindering are affected as if three of the Overlord's figures was in the area.
- Tentacles have the Reach skill and can attack targets in adjacent areas with mêlée attacks. In this scenario, the tentacles are flailing about over the gunwales of adjacent ships, and models in an area adjacent to an area with a tentacle can attack that tentacle with mêlée attacks and with any other attack that normally requires the attacker to be in the same area as the target.

Piles of Skulls :

- In the setup diagram are two Relic tokens. Replace those with a pile of skulls miniature each.
- A hero can remove one pile of skulls in the same area as the hero by performing a complex manipulation action and rolling at least 2 successes.

Set! Aid us! : The Overlord can sacrifice a pile of skulls at any time to heal either the Bone Golem or Skuthus. The model healed regains two Life points, but cannot go over the starting maximum Life points. (Also: see Bone Golem, below.)

Bone Golem :


- If the Bone Golem dies, remove the miniature from the board and place its Life token in the area where it was defeated. Turn its tile bloody side up and move it to the far right in the River.
- Later, if a pile of skulls is sacrificed and if the Bone Golem's tile is still in the River, the two points of healing can be applied to the Bone Golem, turning its tile right side up and returning the model to the board in the zone where its Life token lies. Its Life token is placed back on the Turn Track on the number 2.
- The other pile of skulls - if still present - can be sacrificed at the same time, bringing the Bone Golem's Life points up to 4, if the Overlord wishes it.


Skuthus' Revenge : If Skuthus dies:

- Remove his model and his Life token as normal, but replace his tile with Event Tile #2.
- The Overlord gains one more Event to choose from: Vengeful Presence (see above).

Chests :

- During setup, the Overlord places 6 chests on the board as indicated by the setup diagram.
- Take the Spellbook and the Sorcerer's Scepter equipment cards. First a hero player, then the Overlord player, "shuffles" the two cards under the table without looking at them. Put the two cards next to each other on the table.

Place  on one card. This is the Tigress Asset Deck.

Place  on the other card. This is the Vandal Asset Deck.

- Take 1 Life Potion, 1 Javelin, 1 Leather Armor, 1 Explosive Orb and shuffle them. Put two of these cards in the Vandal Asset Deck and the other two cards in the Tigress Asset Deck. Shuffle both decks.
- When a chest on the Tigress is successfully opened, draw an equipment card from the Tigress Asset Deck. When a chest on the Vandal is successfully opened, draw an equipment card from the Vandal Asset Deck.

Magic Items : The Spellbook and the Sorcerer's Scepter each allows a character with the Spell Caster skill to cast a specific spell as if the character knows the spell. The character has this ability as long as he or she carries the piece of equipment. When a character with the Spell Caster skill carries one or more of these items, place the corresponding spell card next to the equipment card.

- The Sorcerer's Scepter has the spell Hand of Death.
- The Spellbook has the spell Ymir's Rage.