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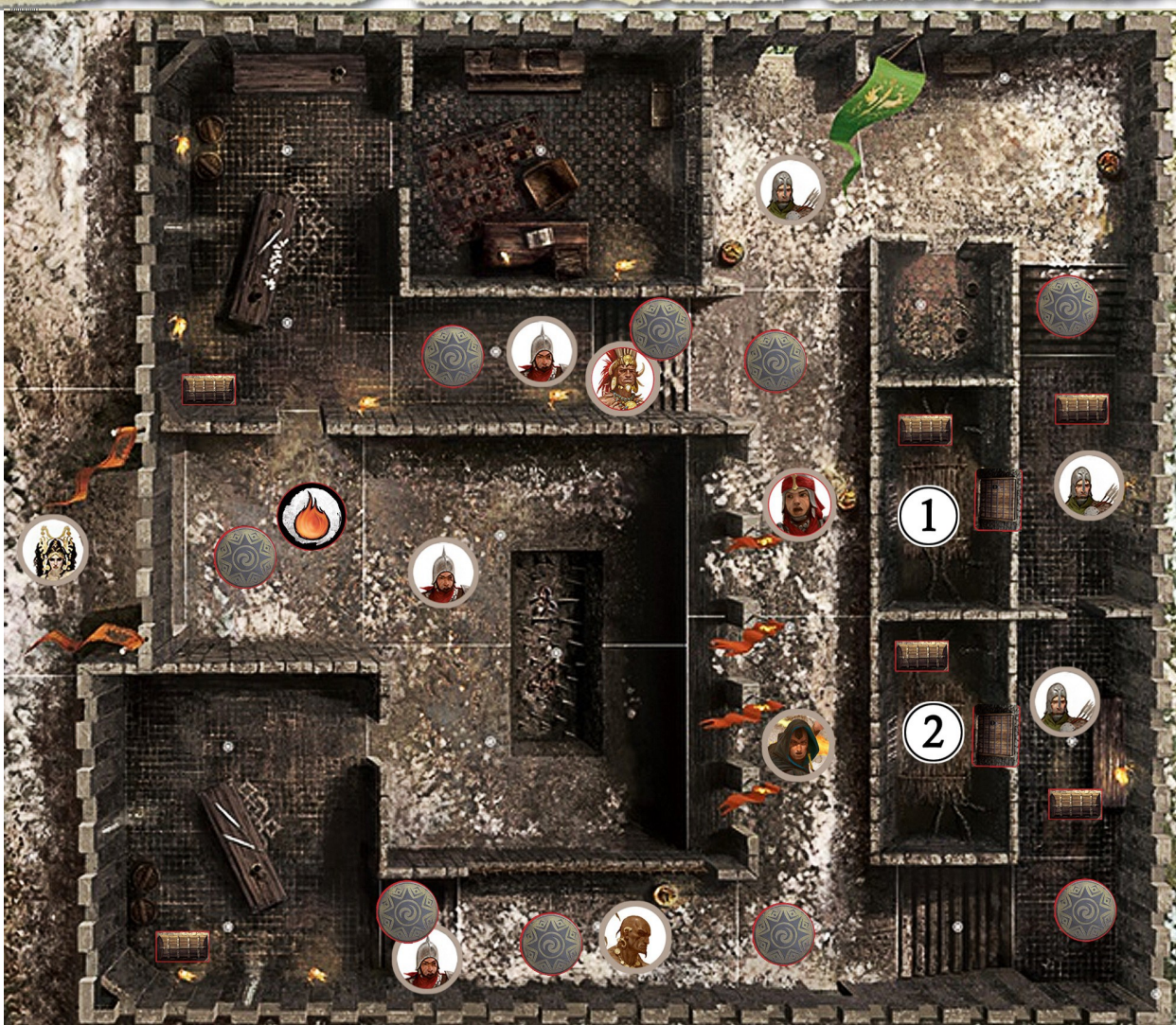


THE LOVERS OF ASGALUN



Bêlit, queen of the Black Coast and Conan's lover is a well-known character, but few people know how she gained command of the Tigress pirate ship and its crew. And nobody knows that everything started with a love story...

Bêlit is 19 and the eldest of the Shemite noble Sargad when she is glanced upon by the pirate-prince Kalissiam as she is practicing her sword skills on the walls of the family palace. Dazzled by the young woman's energy and beauty, the pirate decides to kidnap her. He sneaks into her apartments but, after a long and courteous sparring, faced with her fierce dexterity she displays to defend her honor, he is forced to give up. Outraged by the young man's audacity, Bêlit's father launches his ships after the pirate-prince, despite the protestations of his daughter, whose heart started to beat a little harder for Kalissiam since their languorous duel. Sargad then pretends to hear his daughter's feelings, in order to lure the gallant prince into a trap. The pirate-prince get captured and is thrown in prison, where Sargad tortures him. Bêlit then promises to the crew of the Tigress to rescue her lover dead or alive from the jail he is locked up in, even if it means, weapons in hand, trashing the party her father is having in his fortress which dominates the city of Asgalun...



Objectives:



Major victory: Bêlit gets Kalissiam out of the fortress by the end of turn 10. Minor victory: she gets him out during turn 10 or she is killed by an Overlord's unit. The game ends when Kallissiam gets out of the fortress.



Major victory: Bêlit does not get Kallissiam out by the end of turn 10. Minor victory: Bêlit is killed by a guest.



heroes setup:



- * Bêlit (Stygian scepter, Zingarian breastplate, life potion)



Bêlit begins with 0 gem in her fatigue zone.

The game begins with Bêlit's turn at turn 0.



Overlord setup:



The Overlord has 6 gems in total, starts with 4 in fatigue, and recovers 3 per turn.

The captain has 4 life points.

Event tile Reinforcements: the Overlord gets 2 reinforcement points.



The guests panic: the Overlord can move as he chooses 3 guests by 2 areas each, ignoring hindrance.

Get her! the Overlord chooses 2 of his units and moves them immediately by 2 areas each, ignoring hindrance. This also motivates Bêlit, who immediately gets back 2 gems from her fatigue zone.

Hidden guests: the Overlord gets two additional guests tokens as reinforcements. He may place them in an area which already contains a guest.



Special rules:

- ◇ The power of love - Galvanized by her feelings for Kalissiam, Bêlit has a total of 11 gems as well as the feline grace ability (lost if her encumbrance is higher than 6).
- ◇ I want her alive - Sargad's men have orders not to kill Bêlit. The Overlord's units can attack her anyway, but they risk killing her. If Bêlit is killed, the game ends immediately on a minor defeat for the Overlord. Bêlit's ally cannot attack her.
- ◇ Kalissiam the pirate-prince - At the beginning, the Overlord secretly chooses to put Kalissiam in jails ① or ②. When Bêlit or an ally enters in the area or gets a line of sight to it (this is possible through the windows), his presence is revealed and the token '1' is placed on the board to represent Kalissiam. Bêlit can pick up the token for free as soon as she enters the area. As long as Kalissiam is alive, he counts for an object with a weight of 4. As soon as he dies, his weight is 6. He cannot be attacked, cannot drink a life potion or move alone. Bêlit can abandon him. The token is placed in the area where she left him.
- ◇ A tortured prince - Kalissiam has a number of life points equal to 10 minus the current turn value (e.g. 4 life points on turn 6).
- ◇ The Earl Sargad - When Kalissiam is revealed, place Sargad (use the Zaporavo material) in the same area. His tile is placed at the position '1' in the river (move the other tiles accordingly). He has 6 life points.
- ◇ An ally in the crowd - Once in the game, Bêlit can try subjugating one of the 3 available allies. She must be in the same area and roll for a complex maneuver (difficulty 3). If she succeeds, the character becomes her ally and she can activate him for free once per turn, except if she is in cautious stance. The available allies are Shevatas (5 life points, he can pick locks with 2 red die instead of performing an attack), N'Gora (6 life points) and Hadrathus (4 life points, the spells *teleportation*, *Gullah's strength*, *mystical barrier*). The figures that are not Bêlit's ally are considered as guests (see below) but keep their life points and tiles characteristics (the Overlord cannot use Hadrathus' spells).
- ◇ Guests - The relics tokens are used to represent the Earl Sargad's guests. They hinder both heroes and the Overlord's units. They cannot be activated but can be attacked by any figure. Each guest has a passive defense of 1, 1 life point and the skill counterattack. They cannot be moved except by the event "The guests panic". Bêlit and the Overlord can spend gems for their rerolls or to defend them.
- ◇ Doors - The doors of areas ① and ② are locked. Opening them requires a complex manipulation (difficulty 2). Once opened, doors are removed from the board. Only Bêlit and her ally can open the doors.
- ◇ Get out - The pirate-prince is considered to be out of the castle as soon as he reaches the area in which Bêlit started, even if it contains hostile figures.
- ◇ Chests - There are 6 chests containing 2 life potions, 2 explosive orbs and 2 javelins.

Author's notes: This scenario requires a fine management of the hindrance mechanism. Bêlit should exploit her feline grace ability and use her ally to compensate for hindrance by guests and hostile units. It could be in her interest to kill guests, in order to avoid being hindered later. The Overlord should exploit guests to maximize hindrance and target Bêlit with his attacks to weaken her, but making sure to keep her alive.

Epilogue

If Bêlit managed to get Kalissiam out of the castle alive:

As soon they reach a safe place to rest, the pirate-prince draws his last breath after a last kiss on the lips of his lover. Bêlit then brings his body onboard of the Tigress. The crew is impressed by the young woman's courage and decide to entrust her with the command of the ship. Cursed by her father, the young woman starts a life of piracy, set sails for the South and will establish herself in only after a few years as the Queen of the Black Coast, thanks to a mix of boldness, grace, intelligene and authority.

If Bêlit managed to get the remains of Kalissiam out of the castle:

Barely escaping the guards of her father, Bêlit manages to bring Kalissiam's corpse on board of the Tigress. The crew is impressed by the young woman's courage and decide to entrust her with the command of the ship. Cursed by her father, the young woman starts a life of piracy, set sails for the South and will establish herself in only after a few years as the Queen of the Black Coast, thanks to a mix of boldness, grace, intelligene and authority.

If Bêlit did not manage to get Kalissiam out of the castle, dead or alive:

Captured by the men of her father, Bêlit is locked up in her apartments and forced to marry an old, idiot and repulsive sorcerer. One night, as the old man falls asleep drooling in the vapors of black lotus, Bêlit cuts his throat open, jumps out her room's balcony and starts a long travel towards the Black Realms. There, welcomed by the crew of the Tigress, she manages to take command of the ship in a few months, thanks to a mix of boldness, grace, intelligene and authority.

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Translated by Mathieu Hatt