3 The Terrible Lovers

The pirate ship, The Tigress, is anchored in the harbor waters of the great Pelishtim city of Asgalun. After a fruitful campaign of bloody robbery and violent pillaging against the Stygian ships; Bêlit, a fiery Shemite captain, and Conan, her lieutenant and lover from the dismal hills of Cimmeria, have decided to have a good time squandering the booty that they have forcefully amassed.

After days of drunkenness, spent in the company of the worst scoundrels hanging around in the most disreputable port alleys of Asgalun; the two terrible lovers have learned a secret. There are two carracks flying the Zingarian flag among the ships anchored in the port that are carrying an exceptional treasure - two finely worked amulets that belonged to the monarchs of the ancient kingdom of Acheron. The jewels represent a fabulous fortune.

Bêlit's greed, and the present lack of action of the Cimmerian, means that it doesn't take them long to rush head first into a new glorious exploit of which they hold the secret. The plan: swim out to the ships, steal the amulets, sink one of the ships to cause confusion and finally block the harbor entrance with the second ship to prevent any attempt of pursuit. The Tigress is waiting for them close by and ready to sail.



Winning the Game:

If the heroes flee with a ship and both amulets in their possession before the end of turn 7; the heroes win the game.

If the *Overlord* prevents the heroes from fleeing with both amulets before the end of turn 7, or the *Overlord* kills the two heroes; the *Overlord* wins the game.

The game starts with the heroes' turn.
Suggestions for 2 heroes:

- Conan the Thief (Conan's Sword)
- Bêlit Queen of the Black Coast (Life Potion, Dagger and Short Sword)

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

The *Overlord* starts with 7 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of "5" in the Book of Skelos.

- **Reinforcement :** 2 reinforcement points (see special rules).



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Special Rules:

* **Sinking a ship:** Only one ship may be sunk during the scenario. There are two different ways a hero can sink a ship:
  * A hero in a reinforcement token's area may perform a complex manipulation with a difficulty of 5 to sink that ship.
  * A hero can throw or drop an explosive orb on a reinforcement token's area. The orb explodes normally and that ship sinks.

  When a ship is sunk, the *Overlord* removes from the river the event tile whose number corresponds to the sunken ship. The *Overlord* also removes the sunken ship's reinforcement token from the board. The *Overlord* can no longer use reinforcement on this area. All models without Swim who are present on the sunken ship are swept away with the wreck and are immediately removed from the game. The areas of the sunken ship are now considered as being water areas for the rest of the scenario. The chest tokens and their asset cards remain on the areas where they were previously found. As of the moment when the ship was sunk, the heroes can no longer sink another ship.
* **Water area:** a model on a water area can still fight without penalty. The models with Swim can move from one water area to the adjacent water area by spending an extra 1 movement point. A model on a water area can climb up onto an adjacent ship area by spending an extra 2 movement points. A model without Swim cannot move from one water area to another water area; however they can climb up onto an adjacent ship area by spending an extra 2 movement points.
* **Grapnel:** During setup, the *Overlord* places the Grapnel token on the board as indicated by the setup diagram. A model on a water zone can climb up onto an adjacent ship area that contains the Grapnel token without spending additional movement points.
* **Alarm:** During the *Overlord*'s turn, they can activate only 0 or 1 tile. As soon as a ship is sunk, the alarm is raised and the *Overlord* can normally activate 0, 1 or 2 tiles.
* **Reinforcement:** If all the models of an *Overlord*'s unit tile have been killed, the *Overlord* can no longer bring in the models of this unit in a reinforcement event.
* **Fleeing:** The heroes must sink one of the ships to flee with the other one. If at least one of the heroes, with both amulets in their possession, is alone on a ship (without any of the *Overlord*'s models present on the ship) at the end of a heroes' turn, they can flee with the ship and the heroes win the game.
* **Jump:** If a hero or one of the *Overlord*'s units fails to leap, they fall into the water and their model is placed in the water area above which they tried to leap. The heroes or the *Overlord* can decide to fall directly into the water without spending additional movement points. This action does not require any particular skill.
* **Chests:** 4During setup, the *Overlord* places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 1 Explosive Orb, 1 Life Potion and 2 Amulets. A hero must perform a complex manipulation with a difficulty of 3 to open a chest in a water area.

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