



It is Asgalun that the daring pirate captain Conan and his companions from Red Fraternity decided to use as a port of call, to benefit from the treasures filling the holds of their vessel. After weeks of plunders along stygian coasts, they are enjoying a deserved rest in the pelishtim city while squandering their loot.

All good things must however come to an end and it's time for the filibusters to weigh anchor. While Shevatas oversees the loading of clear water and victuals, Conan and the formidable swashbuckler named Valeria complete the hiring of local sailors. Back to the vessel, Conan helps with the loading and grab the reins of a camel carrying amphora full of fine wine. But the beast of burden is suddenly struck with horror while realizing that the man coming to him is the very man who violently put it to the ground with a raging fist after a drunken night. Savagely snorting, the camel runs away, grunting its dread through the crowded streets of the small town, desperate to flee from this humanoid beast known as Conan.



Winning the Game



To win the game, at least one hero must escape from the board with the camel before the end of Round 9.




The Overlord wins the game at the end of Round 9 (reinforcement comes in number), or if Conan has 8 gems or more in his wound zone.




The game starts with heroes' turn. The heroes start in the area indicated by the setup diagram.

Suggestion for 3 heroes:

- * Conan (Conan Sword, Dagger, Leather armor)
- * Valeria (Sword, Dagger, Leather armor)
- * Shevatas (Kriss, throwing knives)


 Exhausted by an hectic journey, each hero moves 7 gems from their Reserve zone to their Fatigue zone.




 The Overlord starts with 3 gems in their Reserve zone and 5 gems in their Fatigue zone, and places the Recovery token showing a recovery value of "4" in the Book of Skelos ("X" with X=4).



Reinforcement: 3 reinforcement points 

Crowd control: the Overlord can place two additional Crowd Tokens  (see 'Crowded streets') in the streets. There cannot be more than 3 Crowd Tokens on the board.




6 

The Overlord's turn consists of 3 phases:

- Crowd tokens' moves (see 'Crowded streets' in special rules)
- Use of the Book of Skelos (Recovery phase and Activation phase as usual)
- Camel's moves (see special rules)

Special rules

* Crowded street: there are 3 Crowd tokens  on the board as indicated by the setup diagram. Crowds can only move in the streets (harbor deck is considered as a street area). At the beginning of his turn, the Overlord can move (or not) each Crowd Token in an adjacent street area. There can only be one Crowd token per area. A Crowd token costs 2 additional movement points to each hero wishing to leave this area (except if the character has Evasive), and for the camel as well. However, the Crowd steps aside to let the guards and their captain cross without penalty. Only the deflagration of an explosive orb can scatter a crowd (the Crowd token where the orb exploded is then removed from the board).

* Camel moves : at the end of the Overlord turn, this one can move the camel with 5 movement points (gems cannot increase its moves). It can enter the buildings but cannot enter an area where a hero is present. Nevertheless, the camel can leave an area in which heroes are present. In this case, the camel is hindered by heroes in his moves. However, it is not hindered by the guards and their captain. Camel does not hinder other characters.

* Talk to the hand : reasoning with the camel requires tough talk abilities. A single bare hand attack with 5 points of damage (no possible defense) is required to quiet down the camel (-2 unarmed attack penalty applies). It is not possible to stun the camel if an Overlord character is present in the area. Once unarmed attack succeeded, the camel remains in its area (the Overlord cannot move it anymore) until a hero grab the reins (simple manipulation). Pulling the reins to move the staggering camel is like carrying an object with an encumbrance value of 9.

* Jump from the roof: A character can jump from the bottom left building into an adjacent street area. The character rolls   for Falling damage (no possible defense). If the character has Leap, the character rolls  instead. The camel cannot jump.

* Chests: during setup, the Overlord places 4 chests on the board as indicated by the setup diagram. The asset deck contains: 2 Life Potions, 2 Explosive Orbs.

* Climbing: A character with Climb can reach the roof of the bottom left building on the board from an adjacent street area by spending 2 extra movement points.

Killing a camel is strictly prohibited in Stygia. Throwing an orb on the camel could kill it, or worse, shatter the amphoras.

Laurent Deloup

