



*A tight grip around his sword handle until his knuckles turn white, Conan cautiously nears the ruins of a fishermen's village abandoned for ages. Like a panther lying in the wait, the Cimmerian warrior seems ready to pounce at his prey. Yet today he is not the hunter but rather the game.*

*Along with Olgerd Vladislav, the ex-leader of the Kozakí from the Zaporoska river, he is about to mercilessly fight for his survival. A week before, the group of Zuagir looters led by Olgerd was defeated by Turanians who grew tired of their abuses throughout the land. He and Çonan are the only ones who survived the massacre in the desert's sands. Forced to flee towards the Vilayet sea, they were captured by Çount Zariff, a Turanian noble desperate for thrills.*

*Instead of executing them straight away, the Count led them to an island where he practices his favorite sport: the manhunt. For the two Zuagir men, the rules made by the Count are simple: they will have to vanquish the horde of creatures let loose on their heels if they want to recover their freedom.*





## Objectives:



If the heroes kill at least 4 of the clay monsters, the Count will let them leave with their life... if they manage to escape. The heroes must kill 4 monsters and leave the board from one of the areas marked **1**



The Overlord wins if both heroes are killed to satisfy the needs of the Count.



The game starts with the heroes' turn at turn 0.



## heroes setup:

\* Conan Mercenary (Conan's sword, Yuetshi knife, chainmail)

\* Olgerd Vladislav (halberd, Javelin, Zingarian armor)



Both heroes begin with 2 gems in their fatigue area.



## Overlord setup:



The Overlord has 12 gems in total, 10 in fatigue, and recovers 5 per turn.

All the monsters have 9 life points.



Overlord's activation costs - Place the activation costs in the Book of Skelos as follows: empty spaces mean the corresponding tiles cannot be activated.



### Special rules:

- ◇ Clay monsters - The blocking skill of the monsters is not active if the monster has not been activated during the Overlord's last turn. Use markers to indicate which monster is blocking by placing them on its tile when it is activated during the Overlord's turn. All markers are removed at the start of the Overlord's turn.
- ◇ Yuetshi knife - It lowers Khosastral Khel armor to 2 when used either on melee or ranged attacks.
- ◇ Chests - The 4 chests contain 2 life potions, a crossbow and a Bossonian bow.

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