



Zaporavo was wondering what kind of lousy sailors were sailing this ship. Actually, "drifting" would be more accurate with a rigging in such a bad shape. The pirate captain may have noticed the name, Demeter, but not a single flag. There was something off about this ship, a dark and mysterious aura. What was it doing so far from marine trade routes? Why the few spotted crewmen didn't react to the approach of a ship raising the black? Who was this woman, pale as a spectre, he just saw standing at a porthole of the quarterdeck? All these signs should have been enough to be more cautious but, inexplicably, Zaporavo felt the urge to possess this ship. With a single nod, Zaporavo confirmed the boarding to the quarter master who immediately started barking orders to the crew.

The beast's growl woke Akiyasha up. She rolled over the bloodless corps from her bed and joined the massive tiger standing near a small window. The Demeter is followed by a pirate ship. With a supernatural accuracy, she gazed at the man standing proudly by the bow. A leader, an accomplished navigator, exactly what she needed. Her unquenchable thirst had dramatically reduced the number of people able to effectively sail this ship. A new herd of competent sailors would be more than welcome. In a long forgotten language her lips quietly formed the words "come to me" towards the pirate captain and she then walked towards the door leading to the main deck. "- Let's greet our guests". As an answer, the tiger silently followed her while polishing its oversized fangs with a rough tongue.



Objectives



Akiyasha's mind control over her crew is obvious. If she dies her follower would probably surrender immediately. Heroes win the game when they finally kill Akiyasha for good while Zaporavo is still alive. Otherwise they lose.



Akiyasha needs a skilled captain able to lead her to a rich and crowded city, first step of her conquest of the world. The Overlord wins as soon as Akiyasha takes control of Zaporavo. If Zaporavo dies, he loses.




The game start with The heroes' turn.

Suggestions for 3 Heroes :

- Zaporavo (Sword, Chainmail) Also add one Bowmen and one Pirates tile as crew of The Vandal
- Taurus (Pirate Saber, Throwing Knives)
- Olgerd Vladislav (Halberd, Zingaran Breastplate)


Suggestions for 4 Heroes :

- Amboola (Tribal Mace, Tribal Shield)


 After setup, the Heroes move 3 gem(s) from her Reserve zone to her Fatigue zone.



3 Heroes

 The Overlord starts with 9 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.


4 Heroes


 The Overlord starts with 11 gems in their Reserve zone and 3 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.




Mist Form : Until the end of the Overlord's turn, Akivasha base movement value is 4 and she gains Flying and Evasive but she can't attack. She can not end her movement in a sea zone.

Animalism : Activate Tiger's tile for free regardless of its place in the river. This activation counts towards the 2 activated tiles maximum each turn.

Also, when activating this event, the Overlord may spend up to 3 additional . The Tiger recovers as many Life Points, up to 8.

Path of Blood : Until the start of the next Overlord's turn, Akivasha's spells cost one less  to cast (minimum 1)


Fortitude : This is the only event playable by the Overlord when Akivasha has lost all her Life Points. Akivasha recovers 4 Life Points, up to 10.




Also, when activating this event, the Overlord may spend up to 3 additional . Akivasha recovers as many additional Life Points, up to 10.






Spells : Return Of The Braves, Mental Control, Ymir's Rage, Set's Halo

Special rules

Crew of The Vandal : At the start of each Heroes turn add 2 points worth of reinforcements in the  zone. They must be the same type as the tiles linked to Zaporavo. Maximum 4 miniatures per tile.

Dominare : Instead of attacking, Akivasha may try to control Zaporavo if they are in the same zone. The Overlord must roll as many  as  in Zaporavo's wound zone. For this roll, the Overlord may reroll as many dice as  in Zaporavo's fatigue zone. No other reroll is possible.
If The Overlord scores 10 successes or more, Akivasha wins.

Aktivasha's powers : Events are Aktivasha's powers fueled by blood. Event tiles are not used as usual
At the start of the Overlord's turn, he/she may activate an event tile. Only one event tile may be activated per turn and it must be played before any other tile. Activating an event does not count towards the 2 activated tiles maximum each turn.

Blood Lust : Each time a hero or Overlord unit (other than Aktivasha) in the same zone as Aktivasha takes one or more damages, the Overlord may take one  from the Fatigue zone and put it on any event tile. Reduce the activating cost of an event by the number of  on it. After activating an event, return all  that was on it to the Fatigue zone.

Torpor & Frenesy : The first time Aktivasha Life Points are down to 0, remove one of her tiles and flip the other. The miniatures stay in play but does not count for hindering and can't be attacked until she recovers Life Points.
When Aktivasha recover Life Points thanks to the Fortitude power, flip back her remaining tile. She loses the Spell Caster skill but now uses red attack dice instead of orange ones.
The second time Aktivasha Life Points are down to 0, heroes win.

Leap : If a hero or the Tiger fails to leap, the character remains in its area. If a minion or ally fails to leap, that character falls in the water and is eaten by sharks; the character dies.

Chests : During setup, the Overlord places 6 chests on the board as indicated by the setup diagram. Opening chests on The Vandal is a complex Manipulation with a difficulty of 1. Opening chests on the Demeter is a complex Manipulation with a difficulty of 3.

The asset deck contains: 1 Life Potion, 1 Explosive Orb, 1 turanian sword, 1 bossonian bow, 1 buckler and 1 Empty chest.

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