

# SINBAD AND THE PLAQUE OF DESTINY



Can Sinbad claim the Plaque and break the Vizier's curse before the next sunrise? Or will the villainous Kouran seal his fate and use the Plaque to gain ultimate power?

## Synopsis

The sands of time are running out for the Vizier of Baghdad. A terrible curse has befallen his family and their only hope is to enlist the aid of Sinbad in reaching the fabled Plaque of Destiny. Reputed to contain great secrets that enable the reader to determine fate, the Vizier hopes to rewrite his destiny. Sparing not only himself, but also his only Daughter, the next potential victim. Kouran, the usurper who inflicted the curse, has other plans however.

After an arduous voyage, both parties now stand before the mist shrouded and seemingly forsaken temple that harbours the Plaque. Can Sinbad claim the Plaque and break the Vizier's curse before the next sunrise? Or will Kouran seal the fate of all and use the Plaque to gain ultimate power?

## Casts

### Sinbad and crew - 204 ratings

*Sinbad* (Guest Star, 60R), the *Vizier* (Wise Elder, 30R), the *Vizier's Daughter* (Also Starring Extra, 21R), *Cyclops* (armed with a club, 60R), and three *Sea Dogs* (one armed with an axe and two armed with swords, 33R).

### Kouran's Allies - 199 ratings

*Kouran* (Guest Star, 70R), *Kali Statue* (65R), *Native Chieftain* (Also Starring Extra 22R), and six *Natives* (armed with spears and nets, 42R).

## Location

The 24" square playing area should represent the sacred jungle temple housing the Plaque of Destiny. These overgrown ruins are tangled with jungle vines and trees. A large temple to some ancient god dominates the northern board edge.

## Setup

The Villainous cast chooses a table quarter in the centre of which the Plaque of Destiny should be set up. The Heroic cast then chooses one of the remaining three table quarters and sets up their models first. The Villainous cast then chooses one of the remaining two table quarters and sets up their models second, but no closer than 8" to any enemy model.

## And... Action!

Determine initiative as normal.

## Special Rules

Take the Plaque of Destiny from the Gifts of the Gods deck and, during set up, place a suitable representation in the centre of the chosen table quarter. A model that is in base contact with the Plaque can take it as a special action. Stars, Co-Stars and Guest Stars may use the Plaque as normal. Should a model carrying the Plaque lose their last Hit, be removed from play, or be Captured, Dominated or Stunned, then they drop the Plaque where they are.

## Cut

The scene ends when one cast has no active models in play.

## Victory Points

In addition to the normal VPs awarded, the cast with a model carrying the Plaque of Destiny receives +3 VP at the end of the scene.

