



The Justice League has been tracking the activities of a dangerous meta-human known as Warlock. He and his mysterious Death Cult's goals have become clear: Eternal War and Chaos. To that end Warlock has succeeded in summoning Ares, the God of War and binding him to his mad will. If he can find and reform an ancient artifact known as The Heart of Ahriman he can close the Space-Time Portal that he discovered in an ancient mountain fortress and The God of War will be his slave forever.

Dispatched by The Justice League to address the situation, Wonder Woman arrives at the crumbling fortress and is surprised to discover another time traveler has also stumbled through the Portal opened by Warlock. A noble barbarian from a long forgotten age. Wonder Woman recognizes his language and his name from her studies in ancient lore as a child on Themyscira. Conan the Cimmerian, King of Aquilonia, though he did not know his destiny yet. Conan had come through the Space-Time Portal in pursuit of a fiend, known in the Hyborian Age as Ahriman, whom a foul sorcerer by the name of Thoth Amon had conjured and quickly lost control of due to the cross-time interference of Warlock.

The Amazon and The Barbarian quickly decide to join forces to put an end to the evil threatening both of their Ages. As they approach the ruined fortress they are greeted with a hail of gunfire. Warlock's fanatics have already infiltrated the ruins through a secret passage. They have located the amulets. Time is short. Warlock must not be allowed to close the Space-Time Portal.



Objectives



The Heroes win if they kill Warlock before the end of turn 7.




The Overlord wins if Warlock closes the Portal before Turn 7.




The game start with The Overlord's turn.

- Valkyrie (chainmail, sword) Equipped Lasso of Truth (see below). Use the Vanir Valkyrie to represent Wonder Woman
- Conan (two handed sword, zingaran breastplate)

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



 The Overlord starts with 10 gems in their Reserve zone and 0 in their Fatigue zone, and places the recovery token showing a recovery value of 5 in the Book of Skelos.



Event Tile : When the Event Tile is Activated do the following in this order:

Reinforcements: Overlord gains 3 Reinforcement Points to spend on Eternal Guards.

Fanatics: All Eternal Guards on the board may either gain 2 movement points or make 1 attack



8



8



Spells : Teleportation, Bel's Caress, Recall, Set's Halo

Special rules


Sheer Cliffs : The Ruined Fortress is situated on a sheer cliff. No unit may move outside of the Fortress walls. Warlock may use Teleport as normal, but may not end his turn outside of the walls.

Chests : All the Chests are magically sealed and may only be opened by Warlock when he uses Bel's Caress. A Hero may not attempt to open a Chest.

The Asset Deck contains: Amulet Fragment x3

Amulet Fragments : When Warlock finds an Amulet Fragment place 1 Blue Gem on it. Warlock may use these gems to cast spells by moving them to a spell card. Gems used in this way must not raise the total number of gems on a spell card above its exertion limit. The Overlord may combine these gems with his regular gems to cast spells. During the Start Phase and End Phase of each Overlord turn move the blue gems back to the Amulet Fragment card.




Once all three Amulet Fragments are found they join together to form The Heart of Ahriman. Discard the Amulet Fragments and gems and replace them with The Heart of Ahriman card. Place 3 new Blue Gems on it, they are used in the same way as the Amulet Fragments.


Lasso of Truth : The Lasso of Truth is a weapon that gives Wonder Woman 1  yellow die for Attack and has the Reach Skill and the Constriction Skill (weighs 1).

When Ares is in the same area as the Lasso of Truth his armor value is 6.

Closing the Portal : If Warlock and The Heart of Ahriman are in the space with the Green Aura at the end of any Hero turn the Space-Time Portal Closes and Eternal War and Chaos will reign on Earth. Overlord Wins.

Lines of Sight : a character in a wall area has line of sight to each ground area within the fortress walls. An area in a tower and an area outside that tower are within each other's line of sight only if the areas are in or adjacent to the tower.

Leaping from Walls : A character can move across a parapet from a wall area to a ground area as though it were a border. The character rolls   for falling damage. If the character has Leap, the character rolls  instead.

Rock Slide : A character can move into a rock slide  area from an adjacent area. The character must spend 2 extra movement points unless the character has Climbing or Leap.

Model Substitutions/ Scenario Notes : For the Wonder Woman figure I used a DC HeroClix. It's close to the same size as a Monolith model. Plus it's cool looking.

The Crossbowmen represent modern machine gun armed mercenaries, feel free to substitute any modern looking miniature figure in their place. I used Nova Corp Soldiers from Reaper to give a slight sci-fi edge.

Scenario Notes: This scenario is hard for the Heroes. It may be better suited for experienced Hero players. But if the challenge wasn't great they wouldn't have needed Wonder Woman AND Conan. ;)

Dan Mavrie