



"Negative. We do not have any operatives in that sector."

"Well, then who in the hell are they?"

-communication between Agent Colson and Director Fury, re: Savage Avengers.

The Hand has conspired with the mysterious Hyborian sorcerer, Thoth-Amon to awaken a horrible creature of tremendous destructive power. Intending to release the creature in a more populous city, their plans have had to be advanced due to the interference of an unsanctioned team of heroes.

Now, the outskirts of a coastal city are threatened. A gigantic dragon has been unleashed in a desperate attempt to be rid of these Savage Avengers once and for all.

"This is an unsanctioned team. They are not authorized to represent or act on behalf of S.H.I.E.L.D. in any way, shape, or form. They are renegades. Use extreme caution. Do not engage."

-bulletin posted to all S.H.I.E.L.D agents, re: Savage Avengers.



Objectives



If the Heroes kill Thoth-Amon and the Dragon, the Heroes win the game.




If the Dragon destroys 4 buildings, the Overlord wins the game. The Heroes are too late, the beast rampages toward the heavily populated heart of the city. The Overlord also wins if Brother Voodoo is killed.




The game start with The heroes' turn.

- Conan the General (two handed sword, chainmail)
- Niord (sword, sword, zingaran breastplate) Wolverine, recovers 1 extra gem per turn.
- Balthus (crossbow, explosive orb, leather armor) The Punisher
- Ikhmet (stygia - assassin's dagger, parrying dagger, throwing knives, leather armor) Elektra

 After setup, the Heroes move 5 gem(s) from her Reserve zone to her Fatigue zone.




 The Overlord starts with 8 gems in their Reserve zone and 6 in their Fatigue zone, and places the recovery token showing a recovery value of 7 in the Book of Skelos.

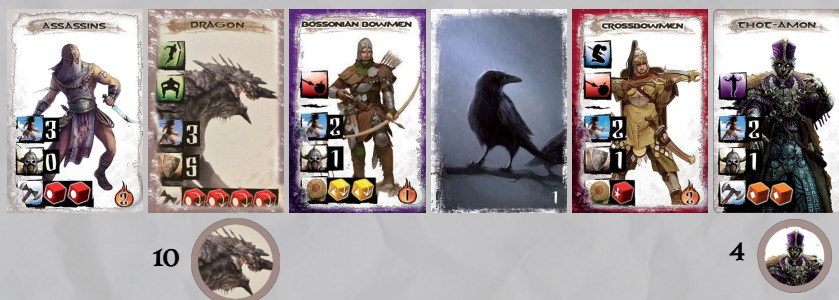


That's a Dragon! : Choose 1 of the following actions for the Dragon:

1. Rampage! Overlord gains 3 Movement points to use on the Dragon. The Overlord may NOT spend gems for a Movement Bonus.

2. Fire Breath! The Dragon may make 1 Ranged attack with  5 rerollable red dice.

After the Dragon's action, the Overlord gains 5 Reinforcement Points. Reinforcements may be placed in any building that is not destroyed (see special rule) or that doesn't hace a Hero or Ally in it.



Spells : Withering, Khitai - Repel, Return Of The Braves Can only be hurt by spells

Special rules

Set Up : The Heroes start in the area marked with a red X.

Boats : the areas with boats are considered normal terrain for Movement.

The River : The water areas adjacent to the Cemetery are considered the River.

A character with Swimming may move through the River as normal.

A character without Swimming must spend 1 extra movement point to move through the River.

A character with Leap may attempt to leap across. They must roll 1 symbol to succeed or remain in their area.

The Dragon may move across the River with no penalty.

Masters of the Mystic Arts : Dark, strange magic is emanating from the masoleum. Thoth-Amon is powerful. He may only be harmed by Brother Voodoo's mystical attacks (Mental Torture spell).

Brother Voodoo : Use the Hadrathus tile to represent Brother Voodoo. Brother Voodoo is activated following the normal rules for an Ally. Any Hero with Leadership may activate Brother Voodoo, but he may only activate once per turn.

Place 3 blue gems on the tile. These gems may only be used to cast spells, following normal spell casting rules. A Hero with Leadership may NOT spend gems for Brother Voodoo to cast spells.

Brother Voodoo is equipped with the following spellcards: Mental Torture, Barrier of the Winds, Mystic Barrier

He starts the game with 3 Life Points.

Venom : Use a Tentacles tile to represent Venom. Venom is activated following the normal rules for an Ally. Any Hero with Leadership may activate Venom, but he may only activate once per turn.

Place 3 blue gems on the tile. These gems count as Movement Points for Venom. A Hero with Leadership may spend gems on a Movement Bonus for Venom following normal rules for Allies.

Venom starts the game with 1 Life Point. But for each Overlord unit that Venom both Constricts AND kills in the same attack, he gains 1 Life Point from devouring them. Venom may never have more than 5 Life Points.

Wall Wrecker : The Wall Wrecker skill can be used on any building marked with a number, 1-7.

The Wall Wrecker skill may also be used to escape a character with the Blocking skill.

Red Door : The Red Door may only be opened by Thoth-Amon moving through it, a Hero that uses Wall Wrecker or if the bridge area adjacent to it is successfully attacked with an explosive orb. Once it is opened, remove the tile from the board.

Destroying Buildings : If a building, numbered 1-6, has 2 or more Wrecked Wall tokens on it, it is considered destroyed. Remove the numbered token. Movement and Line of Sight are not effected by a destroyed building. Use Boulder tokens if you run out of Wreck Wall tokens.

Design Notes : This scenario can be enjoyed as a normal scenario for Conan. However, should you choose to play the full Savage Avengers crossover here are a few miniature substitution suggestions:

I used Heroclix for each of the Marvel Heroes. Most are easily found at a decent price on a website such as Cool Stuff Inc.

Brother Voodoo was the rarest and most expensive.

The Bossonian Archers represent modern mercenary thugs with small hand guns.

The Crossbowmen represent modern mercenary thugs with larger fire arms, such as automatic rifles.

Heroes:

Conan the General- I chose this version of Conan for the Leadership Skill. He is in charge.

Ikhmet- I chose Ikhmet to represent Elektra because of the Precision Strike skill. I needed Elektra to hit hard with light weapons.

Niord- Wolverine needed a high defense to represent his regeneration. Niord's Red Guard dice was perfect.

Balthus- the penultimate shooter in Conan tales. Perfect fit for The Punisher.

Tentacles- I thought best represented Venom. I made him an ally because no Hero had Reach and Constriction.

Hadrathus- Brother Voodoo is an ally but I feel that having him be the only one that can hurt Thoth Amon makes him critical to the team.

All due respect and apologies to REH and Marvel.

Dan Maurio