

Savage Avengers: Compromised



S.H.I.E.L.D Transmission:

“Director Fury?”

“What is it Colson!?!”

“Banner’s been compromised.”

“Mother f...zzzt”

(End of transmission.)

An unsanctioned team of Avengers have tracked Bruce Banner to an old miner’s shack deep in the Yukon territory. Compromised by what Conan, the Cimmerian, has identified as Stygian sorcery, Banner has been in hiding since he lost control of the Hulk three weeks ago, hoping to avoid any collateral damage while searching for a solution, which he discovered in the form of a mysterious Elixir.

Black Widow, Wolverine and Conan arrive only to discover other, more sinister parties have taken an interest in Banner and would like to ensure that whatever Stygian magic is coursing through the Hulk’s veins, stays there.

The woods surrounding the shack are bristling with machine guns and booby traps... and Banner is angry.

“This had better work.” Black Widow says, holding up a Vibranium syringe.

Winning the Game

The Heroes win the game once the Hulk is eliminated.

Setup

The game starts with the Heroes turn. The Heroes start in an area with the event token.

Suggested Heroes (3)

For this scenario it is recommended that players use the following Heroes:

Conan; Conan's Sword, Shield

Black Widow (Balthus); Throwing Daggers, Leather Armor, Dagger

Wolverine (Niord); Aesir BladeX2, Leather Armor

After setup, each Hero moves 4 gems from their Reserve zone to their Fatigue zone

Book of Skelos Track

1. Bossonian Archers (Purple)
2. Kothian Archer (3 Life Points)
3. Tentacles (Grey)
4. Demon of the Earth (10 Life Points)
5. Event Tile

Place the numbered Activation tokens 1 through 5 face down in the Reserve section of the Book of Skelos. Place the 5 Overlord tiles beneath numbers 1 through 5. The order of the tiles does not matter; it only matters that each is assigned a number and has a corresponding number facedown in the Reserve section of the Book of Skelos.

Events

Hulk Smash: Hulk activates and targets the Hero with the most gems in their reserve.

Special Rules

Elixir: place the Elixir equipment card in the Hulk's Starting area.

Healing Factor: Wolverine recovers 1 extra gem each recovery phase.

Hulk's First Activation: move the Hulk into the area adjacent to the building and place a wrecked wall token on the building. This takes up all his Movement points.

Mindless Rage: Hulk will always move during any of his activations. If he doesn't have to move to reach the Target Hero, he will attack then the Player moves him his full movement away from the area he is in. Hindering and Blocking do not affect this move.

Impenetrable Skin: During setup place the green aura token on space 2 of the track sheet. Each time Hulk suffers a wound, move the token down once space toward 0.. The number that the green aura token is on is added to Hulk's armor rating.

Don't Make Him Angry: Hulk gains 1 Orange dice for melee combat for each point of Impenetrable Skin Armor he has lost. (up to 2 extra orange dice)

"Sun's getting real low": Hulk will not target Black Widow unless she is the only Hero left in the game or if Black Widow attacks him.

Eliminating the Hulk: Once the Hulk is reduced to 0 life points do not remove his tile or model. Any Hero in Hulk's area that has the Elixir card may use a simple manipulation to administer the elixir and remove Hulk from the game. If Hulk is not removed from the game before his next activation, he gains 3 Life points and set his Impenetrable Skin token to 1 and he activates as normal.

Booby Traps: When a Hero enters an area with a Booby Trap (Tentacles), the Hero must stop and the Booby Trap makes a free attack roll against the Hero. This attack disrupts the Hero's Movement. The Hero may then continue his turn. The Booby Traps may not be attacked by a Ranged Attack. A Constricted Hero may not be targeted by a Booby Trap in another area.

Body Armor: All Mercenaries (Bossonian Archers and Kothian Archer) get 1 Orange dice automatically added to their Defense.

Line of Sight: Only the dolmans (stone columns) and the building block line of sight. No map feature on the center tile blocks line of sight.

Necessary Expansions: This scenario requires access to the Monolith Source Book, King Pledge components as well as the Nordheim expansion and Demon of the Earth expansion. The tiles are from the Perilous Ruins and Forgotten Cities Geomorphic Tile set from Modiphius.

Design Notes:

This scenario is completely playable as a regular Conan scenario for the solo/ co-op mode found in the Monolith Sourcebook. However, if you would like to fit the Marvel feel and theme and you have the right HeroClix models, here's what I did to do that;

Hulk: represented by the Demon of the Earth. Blocking for grabbing and smashing. Wall Wrecker, for dramatic effect. Orange combat dice to allow the Hulk's anger to grow without getting too overpowered.

Black Widow: represented by Balthus. Feline Grace and Ranged Combat skills. Throwing knives represent the various small fire arms Black Widow uses.

Wolverine: represented by Niord. Ambidextrous with Aesir blades represent his claws. High defense dice represents his healing factor

The **Bossonian Archers** and the **Kothian Archer** are machine gun armed mercenaries and their commander. Any modern light ranged weapon model will work to represent them. I used Hulk Buster Soldier HeroClix.

The **Tentacles** are various trip wires and booby traps. The Reach and Constrict Skills simulate a variety of traps and snares. I used Artifact tokens to represent the traps.

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