



"Slaying is cursed dry work."
- Conan the Savage

After a botched airdrop strands Conan and Frank Castle in the middle of the Sahara, they find themselves with parched throats and blistering skin. In seach of water and shelter from the burning sun, they stgger into a cursed desert town. As the re-awakened dead rise, the Cimmerian and the Punisher must find a way to slake their thirst, soothe thier skin and survive long enough to call for rescue.



Objectives



To win the game the Heroes must stop the effects of the extreme exposure and signal for help.



If 1 Hero dies the Overlord wins the game.



The game start with The heroes' turn.

- Conan (Crossbow)
- Ngora (Sword, Explosive Orb, Explosive Orb) Represents the Punisher

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



The Overlord starts with 5 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.



Reinforcements : Return up to 3 killed Skeleton models to the board. 1 per Reinforcement area.






Special rules

Dry and Thirsty : Conan and the Punisher are suffering the effects of extreme exposure and thirst. At the start of each Hero turn both Heroes moves a gem into their Wound zone. Once a Hero uses both a Life Potion and an Antidote they no longer suffer the effects.

Signal for Help : To signal for help the Heroes must detonate an Explosive Orb on a roof top area. Follow the normal rules for using an Explosive Orb.

"Dammit!" : Frank's arm was injured in the crash. Any Ranged attack he makes suffers a -2 penalty until he uses a Life Potion.




M60 : The Crossbow represents an M60 machine gun. When used in Ranged Combat, the M60 grants the Elite Shooter and Circular Strike skills. Ranged Combat damage may be carried over to any Overlord unit in Line of sight.

"Fah! This is no weapon for a true warrior!" : Conan can become frustrated with the M60 and use it for a Melee attack. It is considered a 2 handed weapon and grants   2 red dice for the first attack. After the first Melee attack with the Crossbow it grants  1 orange die for Melee attacks the remainder of the game. Once Conan uses it as a Melee Weapon the M60 can no longer be used as a Ranged Weapon.

Chests : The Asset Deck contains: Life Potion x2, Antidote x2

"Help me out here." : The Antidote represents a healing balm that will soothe the effects of the desert on the Hero's body. To apply the moisturizer to himself, a Hero must perform a Complex Manipulation with a difficulty of 1. To apply the moisturizer to another Hero only requires a Simple manipulation. Once applied the Hero recovers 2 gems from their wound zone.

"We'll drink, dead men or no." : The Life Potion represents a desperately needed canteen of water. Any Hero who uses a Life Potions recovers 4 gems instead of the normal 2.

Roof top : The areas located on the roof top of the building on the left side of the board provide elevation bonus, including on the stairs areas. A character may jump from these areas to the areas of the street level. That character rolls   2 orange dice for falling damage. If that character has Leap, that character rolls  1 orange die. A character cannot move onto the rooftop areas directly from the street level except when moving through the stairs area.

Wall Wrecker : A character with Wall Wrecker can only use this skill to move across the wall in the warehouse on the right side of the board.

Water Areas : Water areas are not used in this scenario.

Design Notes : Like my other Savage Avengers scenarios, Cursed Dry Work is fully playable as a regular Conan scenario. Disregard all Marvel references and enjoy! Or if you have a Punisher HeroClix, the Stygia expansion and ALL those Skeletons from the King Pledge; lock and load!

Conan the Savage: This scenario was inspired by the Conan the Savage figure from Privateer Press' Savage Mini Crate subscription. If you have it, use it! Otherwise use the corebox Conan figure. Crom doesn't care.

M60: The Crossbow and some special rules for Circular Strike and Elite Shooter combine to represent the M60. Conan can also become frustrated with the strange device and use the M60 to smash in some skulls, but it won't be quite the same after.

The Punisher: I chose N'Gora to represent the Punisher. He is a great all around warrior. Great Melee and Ranged Combat stats. To keep the M60 in Conan's hands for a few turns I decided to hobble the Punisher a little bit with an injured arm from the crash.

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