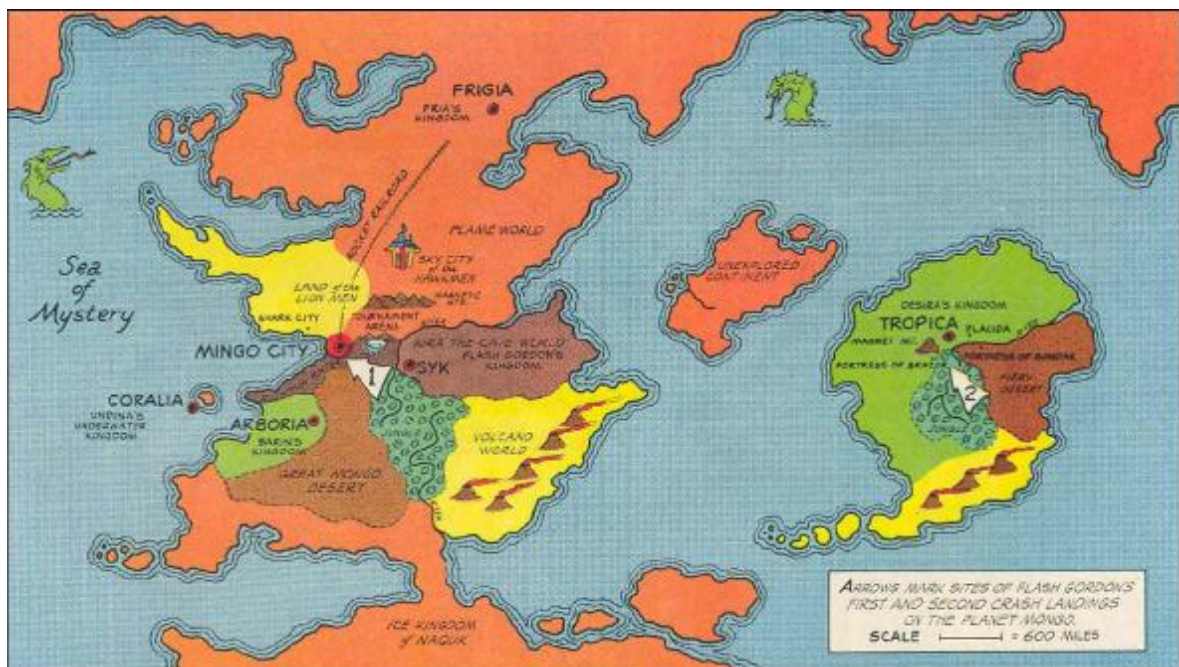


SAVAGE MONGO ADVENTURES!

Version 1.0



A Selection of Reference Cards depicting Characters from The Flash Gordon Universe, for use with Savage Worlds Showdown!



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SAVAGE MONGO.

Equipment Notes.

The Mongo Mark III Ray-Pistol.

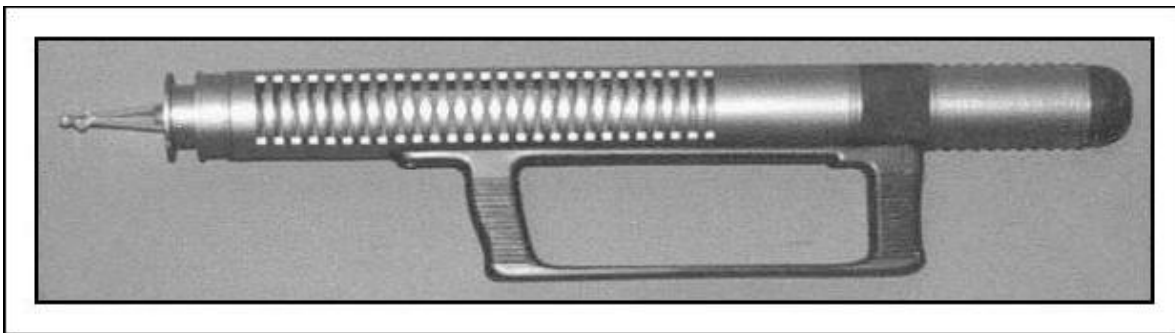


Probably the most versatile weapon in the Mongo arsenal, the Mark III Ray Pistol is an excellent short to medium range weapon. When on the standard setting it is capable of 20 shots before needing a new capacitor, and has excellent Armour Piercing capabilities. When used on its high setting, it produces a continuous beam which lasts for around 5 minutes and is capable of cutting through a bulkhead or through the hull of a Rocketship.

Weapon	Ranges	Damage	ROF	AP	Shots	Notes
Mark III Ray-Pistol	6/12/24	3D6	1	2	20	Beam Setting (Lasts 5 minutes).

The Mongo Mark IV Ray-Gun.

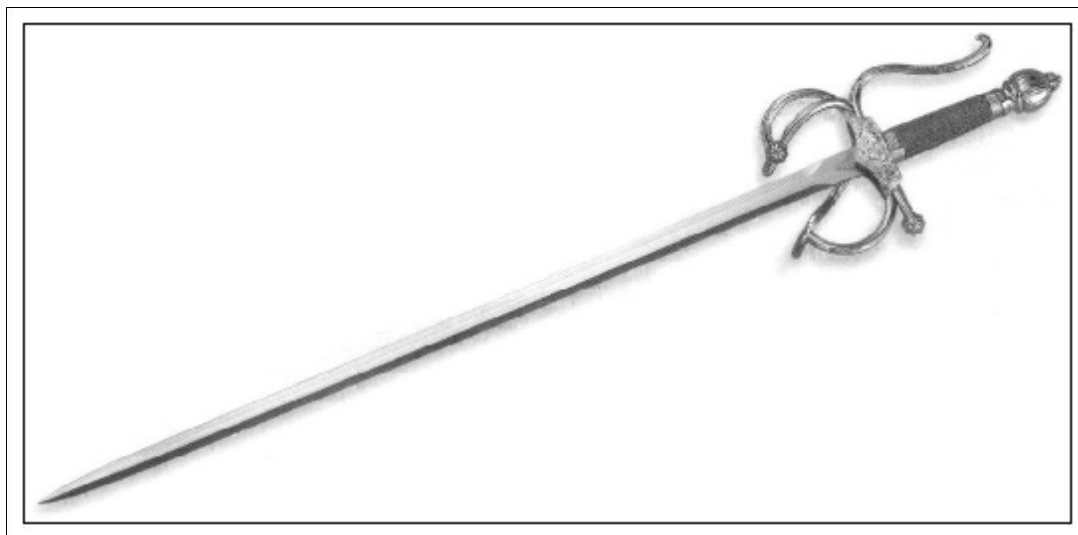
The Mark IV Ray-Gun, though mis-named (it is actually a Rifle) is a light and portable as a weapon half its size. Fantastic Armour Piercing properties and a high capacity of shots. Though it lacks the Beam Setting of its smaller cousin the Mark IV is capable of semi-automatic rate of fire, whereas the Mark III Ray Pistol is not. These qualities make the Mark IV Ray-Gun the weapon of choice for the many armies of Mongo.



Weapon	Ranges	Damage	ROF	AP	Shots	Notes
Mark IV Ray-Gun	12/24/48	3D8	1	4	30	Capable of ROF 2.

The Mongo Duelling Sword.

Mongo Duelling Swords are designed especially for fighting Duels, and are perfectly balanced for this purpose. Hence they are less damaging than normal Long Swords (only Str+2) and they confer a +2 Parry bonus when fighting with one.



Weapon	Ranges	Damage	ROF	AP	Shots	Notes
Mongo Duelling Sword	N/A	Str+2	N/A	N/A	N/A	+2 Parry Bonus.

Abilities Notes.

Champion (Flash Gordon Only).

The Champion ability normally confers +2 Toughness, and +2 Damage Vs Supernatural Evil. Flash however, gains this bonus whenever fighting any and all Evil opponents.

Very Attractive.

Dale is a particularly attractive girl, who turns heads at a glance (even Ming's!). The 'Very Attractive' Ability counts in Game terms as Taunt, anyone affected by Dales good looks cannot do anything that turn (assuming they fail a Spirit Vs Spirit roll).

Investigator.

A Wild Card with this Ability may make a Smarts roll to find clues, (if the scenario requires it).

Expert.

A Wild Card with the 'Expert' Ability may attempt a Smarts roll (with a Target Number of 8) to attempt to use ANY piece of equipment during the game. If the roll is successfully made, the Wild Card counts a 'Skilled' with that particular piece of equipment for the duration of the Scenario.

Total Obedience (Emperor Ming Only).

Any Imperial Mongo troops within 18" of Ming automatically pass Guts checks, no roll is required. After all, they are more afraid of Ming than the Enemy!

Improved Block (Force Shield).

Some Wild Cards with the Improved Block Ability, have the words 'Force Shield' in brackets after it. This means that any 'Block' bonuses are added to the TN when shooting at the Wild Card too, due to an Energy Barrier protecting them. This stacks with the Block Ability, giving a +3 Bonus to Parry and a +3 added to the base Target Number of 4 when being shot at. Ming in particular wears his Force Shield at all times, even when sleeping.

GOOD GUYS REFERENCE CARDS.



FLASH GORDON



ATTRIBUTES:

Strength: D8 Agility: D10 Vigour: D10
 Smarts: D6 Spirit: D8

SKILLS:

Fighting: D12 Guts: D12+3 Notice: D6
 Shooting: D10 Stealth: D8 Throw: D10


PACE: 8 PARRY: 8 TOUGHNESS: 7

Organization: Grand Alliance Allowance: Unique Points Cost: 195 Points


ABILITIES: Acrobatic, Block, Champion*, Combat Reflexes, Dodge, Fleet Footed, Great Luck, Improved Nerves Of Steel, Quick Draw, Strong Willed.

Weapon	Ranges	Damage	ROF	Notes
Mongo Duelling Sword	N/A	Str+2	N/A	+2 Parry
Mark III Ray-Pistol	6/12/24	3D6	1	AP: 2

NOTES: *Flash's Champion ability works slightly differently, when fighting against Evil foes he gains +2 Damage and +2 Toughness at all times.



DALE ARDEN



ATTRIBUTES:

Strength: D8 Agility: D8 Vigour: D6
 Smarts: D4 Spirit: D8

SKILLS:

Fighting: D6 Guts: D10 Notice: D8
 Shooting: D4 Stealth: D8 Throw: D8

PACE: 6 PARRY: 5 TOUGHNESS: 5

Organization: Grand Alliance Allowance: Unique Points Cost: 105 Points

ABILITIES: Very Attractive (Counts as Taunt, anyone affected by Dales good looks cannot do anything that turn, Spirit Vs Spirit), Investigator (May make a Smarts roll to find clues, if the scenario requires it), Level Headed, Luck, Nerves of Steel.

Weapon	Ranges	Damage	ROF	Notes
Mark III Ray-Pistol	6/12/24	3D6	1	AP: 2

NOTES:



HANS ZARKOV



ATTRIBUTES:

Strength: D6

Agility: D6

Vigour: D6

Smarts: D12

Spirit: D8

SKILLS:

Fighting: D6

Guts: D8

Notice: D8

Shooting: D6

Stealth: D6

Throw: D6

PACE: 6

PARRY: 5

TOUGHNESS: 5

Organization: Grand Alliance

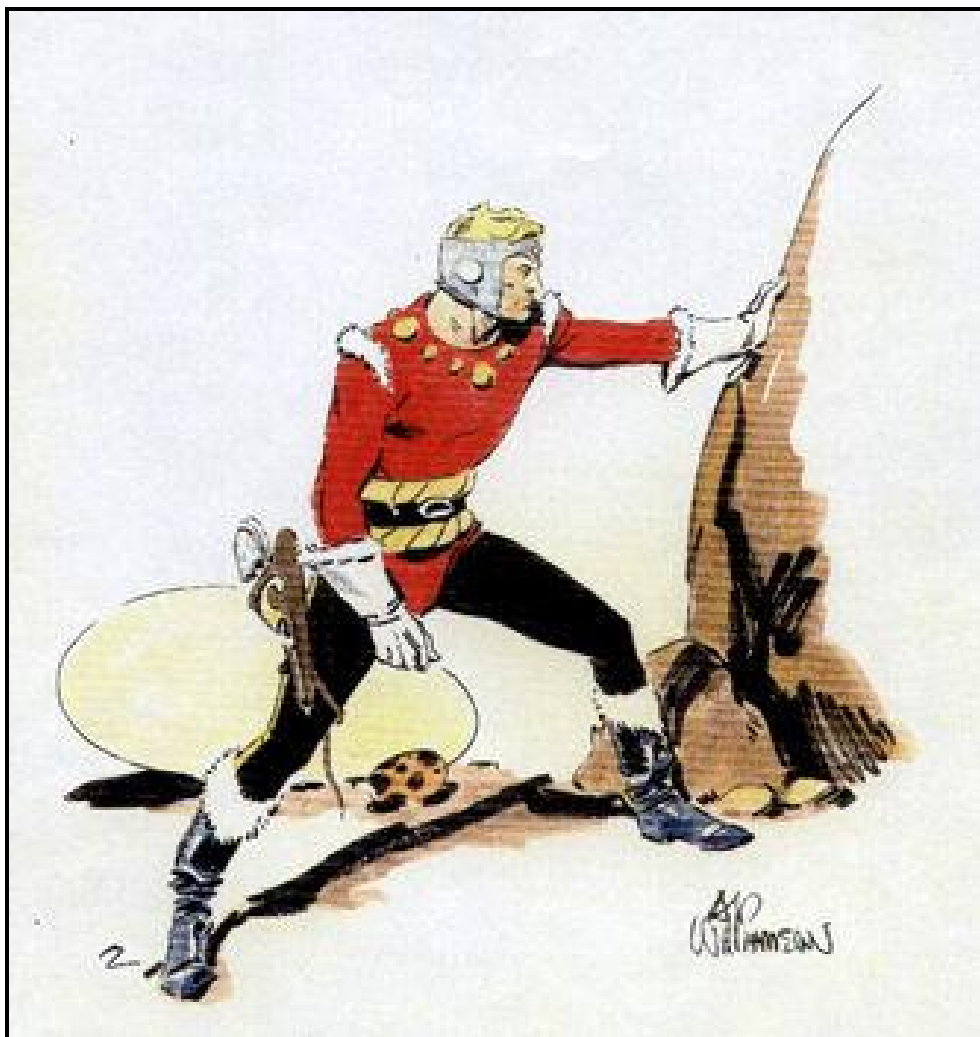
Allowance: Unique

Points Cost: 95 Points

ABILITIES: Ace (+2 to Piloting Rolls), Expert (May make a Smarts roll to attempt to use ANY piece of equipment during the game with a TN:8), Investigator (May make a Smarts roll to find clues, if the scenario requires it), Level Headed.

Weapon	Ranges	Damage	ROF	Notes
Mark III Ray-Pistol	6/12/24	3D6	1	AP: 2

NOTES:



BAD GUYS REFERENCE CARDS.



EMPEROR MING



ATTRIBUTES:
Strength: D6 Agility: D8 Vigour: D8
Smarts: D12+1 Spirit: D10

SKILLS:
Fighting: D10 Guts: D12+3 Notice: D10
Shooting: D8 Stealth: D10 Throw: D8

PACE: 6 PARRY: 7 TOUGHNESS: 6

Organization: Imperial Army Allowance: Unique Points Cost: 175 Points

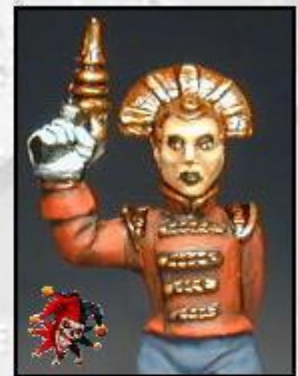
ABILITIES: Ambidextrous, Block, Improved Block (Force Shield), Total Obedience (troops within 18" of Ming automatically pass Guts checks – they are more afraid of Ming), Harder To Kill, Fear, Great Luck, Improved Nerves of Steel, Strong Willed.

Weapon	Ranges	Damage	ROF	Notes
Mongo Duelling Sword	N/A	Str+2	N/A	+2 Parry
Mark III Ray-Pistol	6/12/24	3D6	1	AP: 2

NOTES: Some Wild Cards with the Improved Block Ability, have the words 'Force Shield' in brackets after it. This means that any 'Block' bonuses are added to the TN when shooting at the Wild Card too, due to an Energy Barrier protecting them. This stacks with the Block Ability, giving a +3 Bonus to Parry and a +3 added to the base Target Number of 4 when being shot at.



ELITE MONGO GUARD OFFICER



ATTRIBUTES:
Strength: D8 Agility: D8 Vigour: D8
Smarts: D8 Spirit: D6

SKILLS:
Fighting: D8 Guts: D10 Notice: D8
Shooting: D8 Stealth: D6 Throw: D6

PACE: 6 PARRY: 6 TOUGHNESS: 6

Organization: Imperial Army Allowance: 1 per 500 points Points Cost: 125 Points

ABILITIES: Improved Block (Force Shield), Dodge, Nerves of Steel.

Weapon	Ranges	Damage	ROF	Notes
Mongo Duelling Sword	N/A	Str+2	N/A	+2 Parry
Mark III Ray-Pistol	6/12/24	3D6	1	AP: 2

NOTES: Some Wild Cards with the Improved Block Ability, have the words 'Force Shield' in brackets after it. This means that any 'Block' bonuses are added to the TN when shooting at the Wild Card too, due to an Energy Barrier protecting them. This stacks with the Block Ability, giving a +3 Bonus to Parry and a +3 added to the base Target Number of 4 when being shot at.



MONGO GUARD OFFICER



ATTRIBUTES:

Strength: D8

Agility: D8

Vigour: D8

Smarts: D6

Spirit: D6

SKILLS:

Fighting: D8

Guts: D8

Notice: D6

Shooting: D8

Stealth: D6

Throw: D6

PACE: 6

PARRY: 6

TOUGHNESS: 6

Organization: Imperial Army

Allowance: 1 per 250 points

Points Cost: 105 Points

ABILITIES: Block, Nerves of Steel.

Weapon	Ranges	Damage	ROF	Notes
Mongo Duelling Sword	N/A	Str+2	N/A	+2 Parry
Mark III Ray-Pistol	6/12/24	3D6	1	AP: 2

NOTES:



MONGO GUARDSMAN



ATTRIBUTES:

Strength: D8

Agility: D8

Vigour: D8

Smarts: D4

Spirit: D6

SKILLS:

Fighting: D8

Guts: D8

Notice: D4

Shooting: D8

Stealth: D6

Throw: D6

PACE: 6

PARRY: 6

TOUGHNESS: 6

Organization: Imperial Army

Allowance: 4 to 8 Troopers

Points Cost: 55 Points Each

ABILITIES: Block.

Weapon	Ranges	Damage	ROF	Notes
Combat Knife	N/A	Str+1	N/A	-2 Parry.
Mark IV Ray-Gun	12/24/48	3D8	1	AP:4/Capable of ROF 2.

NOTES:



ELITE MONGO GUARDSMAN



ATTRIBUTES:

Strength: D8

Agility: D8

Vigour: D8

Smarts: D6

Spirit: D6

SKILLS:

Fighting: D8

Guts: D10

Notice: D6

Shooting: D8

Stealth: D8

Throw: D6

PACE: 6

PARRY: 6

TOUGHNESS: 6

Organization: Imperial Army

Allowance: 4 to 8 Troopers

Points Cost: 75 Points Each

ABILITIES: Block.

Weapon	Ranges	Damage	ROF	Notes
Combat Knife	N/A	Str+1	N/A	-2 Parry.
Mark IV Ray-Gun	12/24/48	3D8	1	AP:4/Capable of ROF 2.

NOTES:

