The Savages must defeat their nemesis, Baron Wellingsford, and avoid the clutches of a giant ape with a bestial fondness for Virginia Dare!

Fresh from their adventure in the Amazon, Buck Savage and crew have headed to a mysterious island in the South Pacific their guide called “Titan Isle.” Here giants walk the land—from terrible lizards to massive serpents. But the king of this jungle island is a terrifying creature the natives call... DONGA!!!

Buck’s team—the “Savages”—have learned that a band of notorious big game hunters have come to Titan Isle to kill and stuff a giant ape for their illegal museum. The showdown occurs as the poachers and their native spearmen open fire on the Savages. But that rumbling from the nearby trees signals the approach of Donga himself!

**Setup**

The Savages set up anywhere within 6” of the southern edge of the map. The Big Game Hunters set up anywhere within 12” of the northern board edge (including up on the cliffs if they so choose).

**Special Rules**

**Donga:** At the beginning of each round, including the first, roll a die. If it is odd, Donga appears at a randomly determined board edge (roll a d4 with 1 being the “north” edge, 2 being east, and so on around the board). Donga acts immediately without a card this round. On subsequent rounds, deal him in normally as a Rogue creature.

**‘Twas Beauty Killed the Beast:**

Donga is instantly attracted to the beautiful Virginia Dare. He won’t attack her under any circumstances. If Virginia is attacked, Donga runs toward the attacker at full speed and makes a Wild Attack. Donga then only changes targets if his victim is dead or Virginia is Shaken or wounded—in which case the ape moves toward the new threat as before.

**Guardian:** Donga isn’t the only one in love with Virginia. If Kator the Ape Boy is adjacent to Virginia when she suffers a successful hit, the player may transfer wounds from Virginia to Kator until he is Incapacitated.
The “Savages” are Buck Savage and his gal pal Virginia Dare, her brother Danny Dare, and Buck’s erstwhile friend “Doc” Gold. They acquired Kator the Ape Boy on an expedition to Africa a few years back. Like Donga, Kator is hopelessly in love with the beautiful Virginia.

**Buck Savage**

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8  
**Skills:** Fighting d8, Shooting d8  
**Pace:** 6; **Parry:** 6; **Toughness:** 7  
**Abilities:** Brawny, Combat Reflexes, Rock and Roll!  
**Gear:** Tommy Gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1), machete (Str+d4).  
**Cost:** 34

**Virginia Dare**

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6  
**Skills:** Fighting d6, Shooting d6  
**Pace:** 6; **Parry:** 5; **Toughness:** 5  
**Abilities:** Alertness  
**Gear:** Colt 1911 (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1), machete (Str+d4).  
**Cost:** 18

**Danny Dare**

**Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6  
**Skills:** Fighting d6, Shooting d6  
**Pace:** 6; **Parry:** 4; **Toughness:** 5  
**Abilities:** Level Headed  
**Gear:** .32 Pistol (Range 12/24/48, Damage 2d6-1, RoF 1, AP 1), machete (Str+d4).  
**Cost:** 15

**Doc Gold**

**Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6  
**Skills:** Fighting d4, Weird Science d8, Shooting d6  
**Pace:** 6; **Parry:** 4; **Toughness:** 4  
**Abilities:** Arcane Background (Weird Science)  
**Powers:** Bolt (Lightning gun), heal (Wonder Tonic)  
**Gear:** Machete (Str+d4).  
**Cost:** 18

**Kator the Ape Boy**

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8  
**Skills:** Fighting d8, Throwing d6  
**Pace:** 6; **Parry:** 8; **Toughness:** 6  
**Abilities:** Acrobat, Guardian (see Special Rules), Sweep  
**Gear:** Spear (Range 3/6/12, Damage Str+d6, Parry +1)  
**Cost:** 24

**Poachers**

The poachers are a group of Big Game Hunters led by Baron Lesley Wellingsford, a minor English noble and troublemaker. Wellingsford sees himself as the last of the old explorers and hunters. His specialty is the more obscure or bizarre creatures of the world, and his private “museum” in England boasts some of the strangest creatures of myth and legend. The Poachers forces consist of:

- **Baron Wellingsford**
  **Attributes:** Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8  
  **Skills:** Fighting d10, Shooting d12  
  **Pace:** 6; **Parry:** 8; **Toughness:** 6  
  **Abilities:** Marksman  
  **Gear:** Elephant Gun (Range 24/48/96, Damage 2d10, RoF 1, AP 2, Snapfire), rapier (Str+d4, Parry +1).  
  **Cost:** 31

- **Poachers (5)**
  **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6  
  **Skills:** Fighting d6, Shooting d6  
  **Pace:** 6; **Parry:** 5; **Toughness:** 5  
  **Abilities:** None  
  **Gear:** Hunting rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), machete (Str+d4).  
  **Cost:** 38

- **Native Spears (5)**
  **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6  
  **Skills:** Fighting d8, Throwing d8  
  **Pace:** 6; **Parry:** 6; **Toughness:** 5  
  **Abilities:** None  
  **Gear:** Spear (Range 3/6/12, Damage Str+d6, Parry +1)  
  **Cost:** 38

**Donga**

Donga is worth Victory Points to whichever side causes his last wound.

**Donga**

**Attributes:** Agility d8, Smarts d8(A), Spirit d8, Strength d12+6, Vigor d8  
**Skills:** Fighting d8, Intimidation d10, Throwing d6  
**Pace:** 10; **Parry:** 6; **Toughness:** 12  
**Abilities:** Fleet-Footed, Gargantuan, Hardy, Large +2, Size +6, Sweep  
**Gear:** Boulders (Range 6/12/24, Damage Str+d20, Heavy Weapon), tree (Str+d20, Reach 3)  
**Cost:** 79

Showdown is the absolutely free miniatures and skirmish rules for the award-winning, best-selling Savage Worlds Roleplaying Game! Inside this action-packed book you’ll find rules for everything from medieval knights to starships, ghosts to goblins, and wizards to warriors. If you can imagine it, Showdown can handle it!

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Set up the map as shown, using a 4’ by 4’ table area. You’ll find cutouts for the trees, rocks, and cliffs in this book, as well as Figure Flats for all the characters involved—including a certain giant ape with the hots for Ms. Dare! Once you have the pieces, use a green cloth for the basic ground, fill in the character cards, and get to fighting!
TRI-FOLD FIGURE FLATS

Print off this page on cardstock or regular paper, and cut out the following models to use in this scenario. Just fold on the inner lines and glue in the tab to make a three-sided (or “tri-fold”) paper model, with the black silhouette representing the back side.

Sample Assembly:

ROGUES: DONGA THE GIANT APE

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Hero figure flat artwork (Buck Savage, Virginia Dare, Doc Gold, Danny Dare, Kator the Ape Boy) by Cheyenne Wright. Other artwork by T. Jordan “Greywolf” Peacock. Permission is granted to print or copy this page for private use only.
JUNGLE TREE CLUSTERS

Print and cut out these templates to represent clusters of dense foliage and particularly large jungle trees. The Savages might be able to use them for cover to avoid sniper fire from the Poachers on the clifftops.