

HEROSCOPE™

THE BATTLE OF ALL TIME

MARVEL®

HEROSCOPE FANTASTIC FORCES UNITE! RULES

AGES 8+ FOR 2 PLAYERS

THE INVASION HAS BEGUN!!!!

Fantastic Forces battle villains on the surface, beneath the surface, and out of this world. But will it be enough to defend the planet against those who are willing to destroy it????

FANTASTIC FORCES UNITE!

Hopefully by now, you've heard about the C3G.

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This is an unofficial, community-made and not-for-sale custom project. We are not official representatives of Hasbro, Wizards of the Coast, Marvel or anything like that. We are just a bunch of guys (but ladies are more than welcome to join) who love the game of Heroscape and want to expand on what was started with *Marvel: The Conflict Begins*.

C3G stands for Comics Customs Creators Guild, and is made up of Heroes, Sidekicks, Allies, Executive Review Board members, and the community as a whole. We each contribute in our own way to bring you figures, glyphs, maps, scenarios, and optional rules that are playable, balanced, and most importantly, fun.

We started with the release of the DC Heroscape Master Set: *World's Finest* in January 2010. That set was a full nine months in the making and included 11 Unique Hero figures and two squads, eight glyphs, mechanics for new Equipment Glyphs, optional Knockback rules, five maps and a five-part scenario.

That was followed up by *Wave One: Rise of the Mutants*, with 11 more Unique Hero figures, an additional squad, and our first Uncommon Hero, Sentinel (who happened to be our first double-based figure as well).

More and more figures were released. As the popularity of C3G figures grew, there was a clamoring by the community to be more involved in the project. We put them to work: as playtesters, as photographers, and as synergy updaters. New designs even went public for a short period of time, but it was decided that the most efficient way to maintain the quality and productivity of the group was to keep the majority of the designs private until they were ready for release.

Shadow of the Bat was next released in July as a five-figure booster of DC Unique Heroes. A limited number of public design threads have been maintained as a means to keep the community involved in the design process, while maintaining the high C3G quality you have come to expect.

In October we unleashed a new type of hero, the Event Hero, as part of our first Super Secret Exclusive (SSE). Entire battles can now be waged against a single hero. A new permanent glyph was also included as part of that exclusive.

November's SSE was Commissioner Gordon, another support figure for our favorite pointy-cowled Hero.

Christmas 2010 saw the release of *Wave 4: The Fight Against Fear*. This four-booster wave included 10 Unique Heroes, 2 Common Heroes, and 3 Common Squads.

We have expanded our ranks by opening up our Art Department to include new talent and added new members to our Executive Review Board. And I'm sure you've seen information put out by our new Promotions Director.

You will find our latest SSE, Namor and the Glyph of Gift of Atlantis, incredibly useful as you play through the scenarios in this release.

So now here we are, over a year after our initial release with the new C3G Marvel Heroscape Master Set: *Fantastic Forces Unite!*

This master set contains 11 Unique Heroes, 1 Uncommon Hero, 1 Common Hero, 1 Common Squad, 9 glyphs, optional Molten Lava rules, 5 maps, and another five-part scenario. We have taken the superhero theme even further by creating 5 additional destructible objects and optional rules for tossing some of them around the battlefield.

What you will find when you start to play with this custom expansion is that our high standards of consistency, playability and theme are captured in each of the figures, destructible objects, glyphs, maps and scenarios. You will also find numerous opportunities for strategic decision-making.

None other than Grungebob himself has said, "I highly recommend C3G. Their processes are extremely thorough, and I would put any of their creations right up there with the official Marvel figures both released and unreleased."

Hours of theoryscaping, playtesting, and editing have gone into each aspect of this custom expansion to ensure that power names and text are consistent, synergies are not overpowering, and point costs are balanced.

We have strived as a group to maintain our own sense of balance. There are times, as there are in any group, when we do not always agree. For the sake of the project, we work to develop a consensus. No one person is responsible for anything that the C3G releases, as we are all in this together. The successes are our successes; the mistakes are ours collectively as well. We correct those mistakes and move forward.

With the release of this master set, we will have 100 custom figures released for SuperHeroscape, with another 25 or so ready for release, 9 in active production, and more than 200 that have been drafted. The intent of the Heroes is to focus on releasing figure boosters and scenarios for a while, so on behalf of the C3G, I hope you enjoy this master set.

It's FANTASTIC!!!!

Humbly,
SirGalahad

Greetings Stranger!

For time untold have my people been burdened with the task of watching and recording history. Solemn oaths, we have taken, to merely watch and record but never to involve ourselves in the conflicts no matter how dire. Few are the faces of humanity who have seen me or my ilk. For I am Uatu, the Watcher of the planet you call Earth!

As I have said we are pledged only to watch, but during the millennia I have watched humanity, I have grown quite fond of them. And while I am forbidden to take direct action, I find myself offering warning in the most dire of circumstances. The story I tell here is one such time.



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C3G rule for Event Heroes. Optional rules for playing your Superheroes on maps using the Volcarren Wasteland™ expansion. Optional rules for throwing Destructible Objects.

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This section features five different battlefields that you can create. Each Battlefield includes level-by-level building instructions and game scenarios.

GAME CONTENTS

- 15 Figures
- 9 Glyphs (7 Equipment Glyphs and 2 Permanent Glyphs)
- 2 Destructible Objects
- 14 Army Cards
- 9 Glyph cards
- 5 Destructible Object cards

THE FIRST TIME YOU PLAY

Consider re-basing your HeroClix figures to look more appropriate on a Heroscape map. The C3G recommends “Impact Miniatures” 30mm Plastic Bases, which come in sets of 15 as well as Heroscapers.com’s own Cavalier’s SuperHeroscape base stickers. For a re-basing tutorial refer to Hahma’s tutorial linked in the C3G Public Directory at Heroscapers.com.

For the full Heroscape immersion, the Glyphs and two of the Destructible Objects have downloadable stickers that should be applied to unused glyphs and to the bases of HeroClix attack dials respectively.

Object: Create a battlefield, choose your Army, and battle against your opponent. To win, be the first to achieve your Victory condition.

NOTE ABOUT DICE

The C3G produced Marvel Heroscape Custom Master Set: *Fantastic Forces Unite!* was designed to be played with the white combat dice found in the Marvel Heroscape Master Set and is fully compatible only with this set of combat dice. When using different dice, house rules are necessary to ensure full compatibility.

NOTE ABOUT SUBTITLES

When you look at a C3G card for the first time, you might notice a few differences between it and an official Marvel Heroscape card. One of those is the “subtitle” or the “title below the title.” These are, more or less, secret identities and they have a very specific game use.

In the official rules for Heroscape, you’re not allowed to have two Unique Heroes with the same name in your army at the same time. This rule prevents, for instance, a player from fielding both the 80-point *Rise of the Valkyrie* Raelin and the 120-point *Swarm of the Marro* Raelin simultaneously. This system works great as long as no two characters have the same name.

Enter the comic book universe! No sooner do you get to the Green Lantern Corps than you start to understand why this rule is problematic when it comes to Superheroes. What if you want Flash (Barry Allen) to fight alongside Flash (Wally West)? Well as long as both of them only have the names Flash or all your Green Lantern Corps members only have the name Green Lantern, you’re in trouble.

That’s why we introduced the character subtitles. These distinguish Batman as Bruce Wayne, so if there’s a later version of Batman with Dick Grayson behind the cowl, you’ll be able to play both at once. Subtitles are considered an extension of the character name, so you’re never drafting just “Superman” into your army, you’re drafting “Superman: Kal-El”.

So the C3G rule on Subtitles is: If two army cards have the same name, and different subtitles, they are considered different units and can be in the same army at the same time. However, if the subtitle of one army card is the same as the name or subtitle of another army card, follow the official rule, and the two cards cannot be in the same army at the same time. **EXAMPLE:** An Army is not allowed to have one Spider-Man (Peter Parker) and one Peter Parker.

Also, if two army cards have the same name, and at least one card does not have a subtitle, the two cards cannot be in the same army at the same time.

If two Unique Hero army cards have the same name, and no subtitles, follow the official rule, and the two cards cannot be in the same army at the same time. **EXAMPLE:** Each Army is allowed to have only one Annihilus, because he is a Unique Hero and he does not have a subtitle.

If two Unique Hero army cards have the same name, and different subtitles, they are considered different units and can be in the same army at the same time. **EXAMPLE:** Each Army is allowed to have one Black Widow (Yelena Belova) and one Black Widow (Natalia Romanova) because their subtitles are different from one another.

Hopefully this will not only pepper a bit more theme into your games but also keep your army options as open and exciting as they should be in the world of SuperHeroscape!

C3G Heroscape Immersion

- Remove the Attack Dial from the bottom of your HeroClix.



- For any Attack Dial you wish to make into a Turbo Lift Destructible Object, *carefully* cut the top off (at least) one of the larger teeth so that it is level with the 2 lower ones on either side. This allows you to place it on a ladder rung more freely.



- Re-based HeroClix are a ready addition to any Heroscape battlefield.

- Download & print the stickers for the Destructible Objects. Cut them out & stick them on the HeroClix Attack Dials.



- Add them to your battlefield & let the fun begin.

OPTIONAL RULES

EVENT HEROES

This rule, although optional, should always be used when playing with a C3G Event Hero. The main thing to remember about Event Heroes is that because they are a different type of hero, they are not susceptible to powers that specify Unique or Common Heroes.

EVENT HERO SPECIAL RULE:

When selecting cards to put in your Army, you cannot select two of the same Event Army Card. Event Heroes are never destroyed without first taking enough wounds to be destroyed. If a terrain rule or a special power on any Army Card, Glyph, or Destructible Object would automatically destroy an Event Hero, that terrain rule or special power instead inflicts 4 wounds on that Event Hero. Players may never take temporary or permanent control of an opponent's Event Hero.

EVENT HERO CLARIFICATION - Event Heroes may not pick up Equipment Glyphs. Equipment Glyphs may only be equipped by Unique Heroes.

MOLTEN LAVA

These rules are designed as optional rules for playing Heroscape using the Molten Lava tiles from the Volcarren Wasteland Expansion Set with C3G Custom Superheroes.

MOLTEN LAVA RULE:

Treat molten lava spaces like water spaces except for the following:

When a figure moves onto a molten lava space, you must roll for molten lava damage.

Double-spaced figures:

When a double-space figure stops in one or two molten lava spaces, it must roll only once for molten lava damage.

Flying:

Figures with the Flying special power may fly over molten lava without rolling for molten lava damage.

Rolling for Molten Lava damage:

Roll the 20-sided die.

Figures without the Super Strength special power:

If you roll a 1-14, the figure is destroyed.

If you roll a 15-19, the figure receives one wound.

Figures with the Super Strength special power:

If you roll a 1-10, the figure is destroyed.

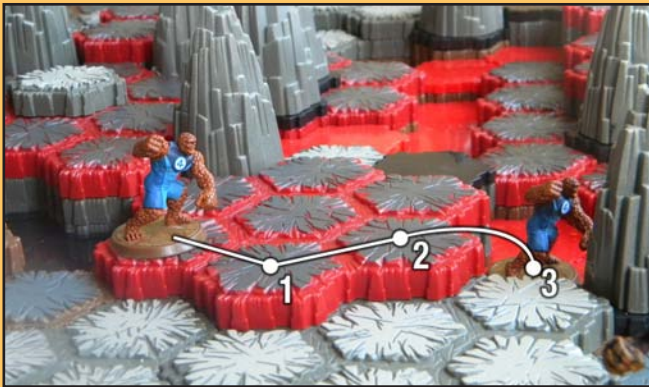
If you roll an 11-19, the figure receives one wound.

For all figures:

If you roll a 20 or higher, the figure has miraculously survived, without any wounds.

EXAMPLE 1: Moving onto Molten Lava

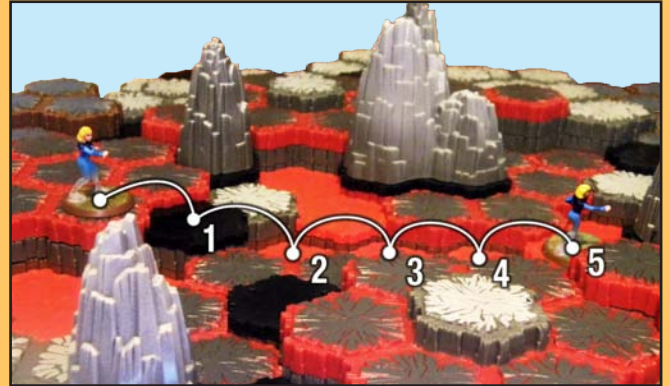
When you move a figure onto a Molten Lava space, that figure must stop there and then roll for Molten Lava damage.



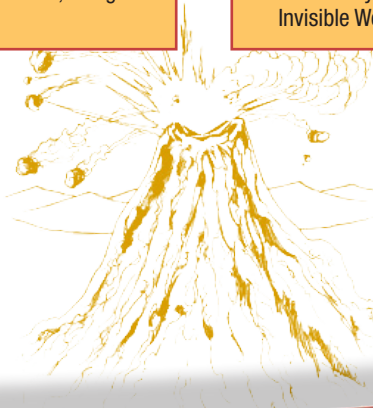
Although Thing has a move of 5 he must stop his movement on the 3 space because it is a Molten Lava space. The player controlling Thing now rolls the 20-sided die. Because Thing has the Super Strength special power, if you roll 1-10, he is destroyed, but if you roll 11-19, he only receives 1 wound. As with all figures, if you roll a 20, Thing survives without any wounds.

EXAMPLE 2: Flying onto Molten Lava

When you move a figure with the Flying special power, that figure may pass over Molten Lava spaces, but if that figure ends its movement on a Molten Lava space, the player controlling that figure must then roll for Molten Lava damage.



Invisible Woman, with a Move of 5 and the Flying special power, passes over the Molten Lava spaces with moves 2-4, but because she ended her turn by landing on a Molten Lava space, the player controlling Invisible Woman must now roll for Molten Lava damage.



DESTRUCTIBLE OBJECTS

Destructible Objects are an official inclusion in the game, as seen with the Fortress Door and the Destructible Wall. This optional rules set allows for the addition of mechanics that really bring out the flavor of Destructible Objects in superhero smash-ups and send Destructible Objects flying around the battlefield.

Some C3G Destructible Object cards have size designations in the card's left box. The size designations include Small, Medium, and Large. Only Destructible Objects with a size designation are affected by this Optional Rules set.

These rules cover the following areas:

- Targeting Destructible Objects
- Attacking and Defending Destructible Objects
- Throwing Destructible Objects
- Destroying Destructible Objects

EXAMPLE 1: Destructible Object Card

Size/Height: Like the Official Destructible Objects cards, the Destructible Objects cards that are affected by this rule set have the same appearance but with the inclusion of a size and height. The Size and Height indicate the object's actual size and height as per the standard Heroscape game mechanics, but also by their inclusion symbolise that this Destructible Object is compatible with this rule set.



TARGETING DESTRUCTIBLE OBJECTS

Instead of choosing a figure to attack, players may target a Destructible Object. Destructible Objects may be targeted and attacked in exactly the same way a figure is targeted and attacked. In addition, Destructible Objects with a size designation are considered to be the same as figures of that same size designation when it comes to special powers on Army Cards or glyphs.

Some examples would be: Magneto's Magnetic Throw and Jean Grey's Telekinesis where small or medium Destructible Objects can be moved the same way small or medium figures are moved with these powers.

ATTACKING AND DEFENDING DESTRUCTIBLE OBJECTS

A Destructible Object may be attacked by a normal attack, a special attack, or by a special power that only causes wounds. Add Height Advantage where appropriate. A Destructible Object may receive wounds the same way that a figure may receive wounds. A Destructible Object cannot be targeted or attacked by special powers that may "destroy" it in one attack. Any non-attacking player can roll defense for the Destructible Object.

EXAMPLE 2: Attacking a Destructible Object



Invisible Woman's normal range is 4 so she may choose to attack any one of the battlements highlighted with her normal attack of 3.

DESTROYING DESTRUCTIBLE OBJECTS

When a Destructible Object has as many Wound Markers as the Life number on its Army Card, it is destroyed. Remove the destroyed Destructible Object from the battlefield. Even if the Destructible Object is attached to other terrain or a hex space, you may still remove it. Figures can now move onto the spaces previously occupied by the Destructible Object.

THROWING DESTRUCTIBLE OBJECTS

Any figure with the Super Strength special power may throw Destructible Objects with size designations.

Please reference the chart below to see how far Destructible Objects may be thrown:

- Small Destructible Objects may be thrown up to 5 spaces.
- Medium Destructible Objects may be thrown up to 4 spaces.
- Large Destructible Objects may be thrown up to 3 spaces.

Either immediately before taking a turn or immediately after taking a turn with an eligible, unengaged figure adjacent to an unoccupied Destructible Object, that figure may throw that Destructible Object. A figure can only throw a Destructible Object with this rule set once per turn.

That means that if a figure throws a Destructible Object before taking a turn, the same figure cannot throw a Destructible Object after taking the same turn.

To throw a Destructible Object, a figure (with the Super Strength special power) must be on a space adjacent to an unoccupied Destructible Object. Then:

- Remove the Destructible Object from the battlefield. Even if the Destructible Object is attached to other terrain or a hex space, you may still remove it.
- Place the Destructible Object on an empty space within the number of spaces indicated above according to the object's corresponding size.
- Roll a number of Attack dice equal to the remaining life points on the Destructible Object's Army Card once. The thrown Destructible Object and all other Destructible Objects and figures adjacent to the thrown Destructible Object are affected.
- Affected figures (including the Destructible Object) roll defense dice separately. Because Throwing Destructible Objects at figures is neither a Normal Attack or Special Attack, special powers and glyphs that specifically work for or against Normal Attacks or Special Attacks, or both, cannot be used by a figure when rolling Attack dice for a thrown Destructible Object or when rolling Defense dice against a thrown Destructible Object. When a figure rolls Defense dice against a thrown Destructible Object, determine the defending figure's height advantage (if any) against the thrown Destructible Object itself, not against the figure that threw it.

When throwing a Destructible Object larger than one hex in size, all target spaces must be on the same level, and the Destructible Object may never be placed on uneven terrain.

EXAMPLE 3: Detaching a Destructible Object

Annihilus starts or ends his turn adjacent to a Battlement Destructible Object that is attached to a concrete piece of terrain. Because he has the Super Strength special power he may now choose to throw the Battlement Destructible Object.



EXAMPLE 4: Throwing a Destructible Object

In this case the Battlement has a size of Small, allowing Annihilus to throw the Battlement Destructible Object up to 5 spaces away. Resolve the damage caused by and to the Destructible Object. In this case the Battlement has a life of 1 so 1 attack die will be rolled. The player controlling each figure adjacent to the battlement must roll Defense dice against the thrown Destructible Object. The player controlling the figure that threw the Destructible Object also has to roll Defense dice for the thrown Destructible Object.



EXAMPLE 5: Throwing a Destructible Object on Your Turn

If you choose to throw a Destructible Object before taking a turn with a figure, after damage is resolved from the thrown Destructible Object, the figure may continue its turn.



Glyphs

Depending on the scenario, Glyphs are placed on top of battlefield spaces either power-side up or symbol-side up. Glyphs are stationary unless otherwise stated in a scenario. When one of your figures moves onto a Glyph that is symbol-side up, stop there and turn the Glyph power-side up; the powers on the Glyph take effect immediately. When your figure lands on a power-side up Glyph, it must stop. Note: A double-space figure must stop when its leading side moves onto a Glyph.

Some Glyphs grant temporary powers, while others grant longer-lasting ones.

PERMANENT GLYPHS

The power of each permanent Glyph is in effect for as long as a figure is standing on it. Exception: The Glyph of Mysterious Artifact, the use of which is directed by the specific Game Scenario.



Glyph Of Cosmic Shielding (Special Defense +2)
All Unique Heroes you control roll 2 extra defense dice against Special Attacks. When a Unique Hero you control receives one or more wounds from a special attack, that figure receives one additional wound.



Glyph Of Mysterious Artifact (Artifact)
The rules for this glyph vary, depending on the Game Scenario.

EQUIPMENT GLYPHS

An Equipment Glyph may be picked up by a Unique Hero that lands on the Glyph. The Equipment Glyph is then placed on the Army Card of that Unique Hero and the power of the Glyph is either a permanent enhancement to that Hero or used at a more appropriate time later, dependent on the Glyph itself. A Unique Hero can carry only one Equipment Glyph at a time.

For a complete listing of the Equipment Glyph rules, refer to the World's Finest Rulebook.



Glyph Of The Gift of Atlantis (Water Movement)
A figure carrying this Glyph does not have to stop its movement when entering water spaces and cannot be targeted for a normal attack by a non-adjacent figure while occupying a water space.



Glyph Of Probability Manipulator (Dice Re-roll)
When this figure rolls attack or defense dice, you may re-roll all of the dice once.



Glyph Of Experimental Medicine (Heal)
This figure may inject this Medicine after revealing an Order Marker on its Army Card. Remove up to 4 Wound Markers from this figure's Army Card. After removing up to 4 Wound Markers from this figure's Army Card, roll the 20-sided die. If you roll 1-7, destroy this figure.



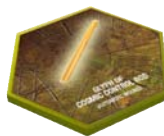
Glyph Of Teleportation Belt (Teleportation 3)
After moving this figure normally, you may choose any empty space within 3 spaces of this figure. Place this figure on the chosen space. When this figure starts to Teleport, it will not take any leaving engagement attacks. This figure cannot lose this Glyph by receiving wounds.



Glyph Of Latverian Life Spell (Life Protection)
When this figure receives enough wounds to be destroyed, roll the 20-sided die before removing this figure. If you roll 15 or higher, ignore any wounds.



Glyph Of Shrinking Ray Gun (Reduce Attack & Size)
After this figure takes a turn, you may choose any figure within 4 clear sight spaces. Roll the 20-sided die. If you roll 4 or higher, the chosen figure rolls 2 fewer Attack dice and loses its Size and Height for the duration of the round. Instead, it has the Size and Height of Tiny 1. When the chosen figure moves, it will not take any leaving engagement attacks. Common figures that are affected by this glyph are destroyed.



Glyph of Cosmic Control Rod (Automatic Wound)
After moving and before attacking, you may choose an opponent's figure within 4 clear sight spaces of the figure equipped with this Glyph. Roll the 20-sided die. If the figure equipped with this Glyph is a Scientist, add 2 to the roll.

- If you roll 1-4, the figure equipped with this Glyph receives one wound.
- If you roll 5-19, the chosen figure receives one wound.
- If you roll 20 or higher, the chosen figure receives two wounds.

Attaching and Using the Turbo Lift

EXAMPLE 1: Attaching the Turbo Lift

After cutting at least one large tooth off the attack dial, the Turbo Lift will fit snugly on a ladder rung.



EXAMPLE 2: Moving on to a Turbo Lift

Turbo Lifts themselves have a height of 1; therefore, the side of the lift itself must be counted when moving onto them. In the example above Puppet Master moves 4 to attain a position on top of the Turbo Lift.

EXAMPLE 3: Using the Turbo Lift

During the turn of a figure occupying a Turbo Lift, the Turbo Lift can be moved to any rung on that ladder, and the figure is moved with it.

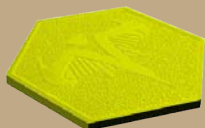


Battlefield Key

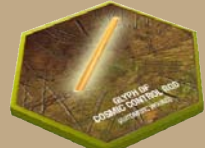
The graph below shows the color of each tile type and the set it came with. As you build your battlefield, notice the center colors to identify the tile type, so you'll know which ones to use. The black borders will help you identify what size tile of that type to use, from 24, 7, 5, 3, 2 and 1 space tiles.

RISE OF THE VALKYRIE	SWARM OF THE MARRO	BATTLE FOR THE UNDERDARK	MARVEL: THE CONFLICT BEGINS	VOLCARREN WASTELAND	FORTRESS OF THE ARCHKYRIE	ROAD TO THE FORGOTTEN FORREST	TICALLA JUNGLE
Grass Tiles	Swamp Tiles	Dungeon Tiles	Asphalt Tiles	Lava Field Tiles	Wall Walk Tiles	Road Tiles	Palm Tree 14 Height
Rock Tiles	Rock Tiles	Rock Tiles	Concrete Tiles	Molten Lava Tiles	Fortress Door	Stone Wall	Palm Tree 15 Height
Sand Tiles	Sand Tiles	Sand Tiles	Grass Tiles		Corner Base	Evergreen Tree 15 Height	Palm Tree 16 Height
Water Tiles	Grass Tiles	Grass Tiles	Warehouse Ruin		Straight Base	Evergreen Tree 12 Height	Underbrush 9 Height
Long Ruins	Swamp Water Tiles	Shadow Tiles			End Base	Evergreen Tree 11 Height	
Short Ruins	Water Tiles	Water Tiles			Corner Wall	Evergreen Tree 10 Height	
	Marro Hive	3 Peaked Rock Outcrop			Straight Wall		
		Rock Outcrop 7 Height			End Wall		
					Battlement		
					Ladder Rung <small>(number indicates amount)</small>		

SYMBOL-SIDE UP



POWER-SIDE UP



GLYPHS KEY

PLACED SYMBOL-SIDE UP:

PLACED POWER-SIDE UP:

GLYPH OF COSMIC SHIELDING

GLYPH OF MYSTERIOUS ARTIFACT

GLYPH OF PROBABILITY MANIPULATOR

GLYPH OF EXPERIMENTAL MEDICINE

GLYPH OF TELEPORTATION BELT

GLYPH OF LATVERIAN LIFE SPELL

GLYPH OF SHRINKING RAY GUN

GLYPH OF COSMIC CONTROL ROD

GLYPH OF THE GIFT OF ATLANTIS

This present crisis revolves around a team – nay – a family of adventurers whose amazing feats of heroism I have had the privilege of witnessing. That any action performed by human beings is capable of amazing my eyes, at this point, is by itself a startling revelation.

And yet, I have seen such things! I was there when the patriarch sequestered a space rocket for his experiments, unbeknownst to him that his dearest friends were to become his life's work as a result. I was there when the cosmic storm assaulted the rocket containing he and his cohorts, bombarding them with Cosmic Rays and forever changing the course of their lives. I was there when the rocket crashed and as they were again exposed to Earth's atmosphere the metamorphosis – nay – rather the genesis of this little group occurred. The one known as Ben was the first to experience the change as his limbs grew heavy and his speech gravelly and he transformed into a walking, talking mound of rock, known as the Thing.

Reed, the future patriarch, was the next to succumb as he tried to calm his rapidly mutating childhood friend. As he reached out to Ben, wishing to stop him and comfort him, Reed found that he had wrapped his own, now elastic, limbs and body around Ben completely.

Johnny, Reed's hot-headed soon-to-be brother-in-law, realized that he could not find his sister and began to panic. As his pulse raced and he grew more frantic, his body suddenly ignited into white hot flame and he became more than Johnny – he became the Human Torch!

Reed's eventual wife Sue, meanwhile, had not truly gone missing. No, she had merely disappeared from the visible spectrum. Johnny could not find his sister, for she had become an Invisible Woman! She quickly realized she could still be heard, however, and slowly calmed the fears of her family and friends.

These four fantastically transformed adventurers banded together first as a team and later as a family, with Reed taking the role of the scientist and patriarch to look into the fantastic changes their bodies had undergone. He himself took the moniker of Mr. Fantastic and, with that, the Fantastic Four were born!

As I have conveyed, many are the fantastic feats that I have witnessed this foursome accomplish. I have seen them save humanity and the planet they call home more times than even I can count. Please listen while I relate one such tale to you. One that I have chosen to name Fantastic Forces Unite!

CAMPAIGN MASTER GAME RULES

FANTASTIC FORCES UNITE!

Death: If a figure in Player 1's army is destroyed in any of the scenarios, that figure can no longer be drafted by Player 1. **EXCEPTION:** Player 1 starts the game with the Glyph of Mysterious Artifact. Player 1 may discard the Glyph of Mysterious Artifact to revive a figure that had been destroyed in any previous scenario. The Glyph of Mysterious Artifact can only be used when placing figures onto starting zones for a new scenario.

Wounds: When Player 1 continues onto a new scenario in the campaign, all wound markers are removed from each of Player 1's Army Cards.

Respite: Anytime a figure that Player 1 controls receives 1 or more wounds but is not destroyed, Player 1 may immediately remove that figure from the battlefield and current scenario. After removing a figure with Respite, remove all wound markers from the figure's Army Card, and that figure may still be drafted for any future scenario.

Equipment Glyphs: When Player 1 continues onto a new scenario in the campaign, any Equipment Glyphs Player 1's figures control belong to Player 1, and Player 1 may redistribute any Equipment Glyphs when placing figures onto starting zones for a new scenario. Player 1 may choose not to distribute an Equipment Glyph in order to save it for another scenario.



It begins at the Baxter Building in New York City, home of the Fantastic Four. The famous patriarch Reed Richards is in his laboratory as usual trying to uncover the mysteries of the universe. His beautiful bride and mother of his children, Sue Richards, enters with her customary playful grimace.

"Reed, it is an extraordinary day outside and you promised Franklin and Valeria we would go spend the afternoon in Central Park!"

Suddenly, a rumble like that of the very earth quaking shakes the entire building. Johnny Storm flies in, trailing flame, followed by the crater-like form of Ben Grimm.

Ben stares, wide-eyed, and quips, "What in the name of my Sweet Aunt Petunia did ya do this time, Stretch?"

Reed telescopes his neck to peer out the window while his hand is simultaneously hanging up his lab coat across the room.

"For once, I am not the guilty party! Though, I suppose we'd best go investigate the causal factor in this disturbance."

Ben looks puzzled and Johnny tries to clear things up for him, "He means let's go see what made the Big Boom, Einstein."

Ben glares and says, "This better be important, I was jus' gonna watch the Islanders game!"



Johnny blazes ahead, and the remaining three follow him out to the hallway.

Once the four reach the lobby they are met with an angry mob of civilians the size of the Macy's Thanksgiving Day parade. "What the..." Ben grumbles.

Reed reaches to try and calm a young lady but - before he can utter a word - she hurls a rock at him. He is surprised to see it break into pieces just a foot in front of his face as if there were an invisible wall before him.

"Hey, Stretch, did you forget to pay the employees again? hu,hu," Ben laughs gruffly.

As Sue grasps the hand of her beloved, she attempts to comfort him by saying, "Clearly these people are not in their right minds, Reed. There is no reason for them to have such ill will toward us."

"But you are wrong, Sue" Reed exclaims. "There must be a reason ... there is always a cause to every effect!"

Johnny speaks up as he flies overhead, "Hey you love birds, sometimes you can't see the forest for the trees! Some of those people outside are our friends, but one definitely isn't. Don't you see him across the street with that oversized, bald head of his? It's Puppet Master! And it looks like..... NO! He... he's got Jen, the Sensational She-Hulk!"

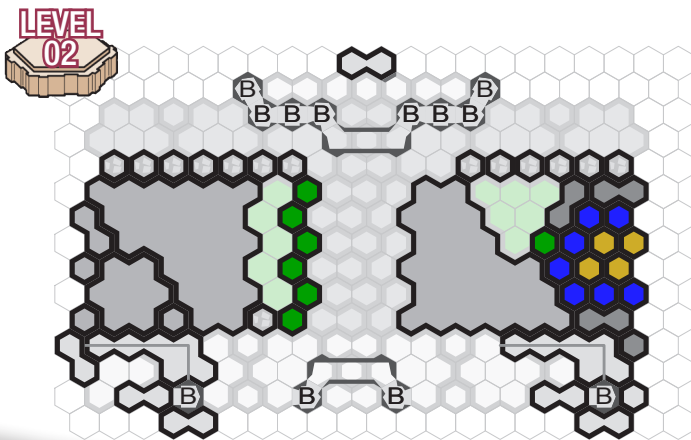
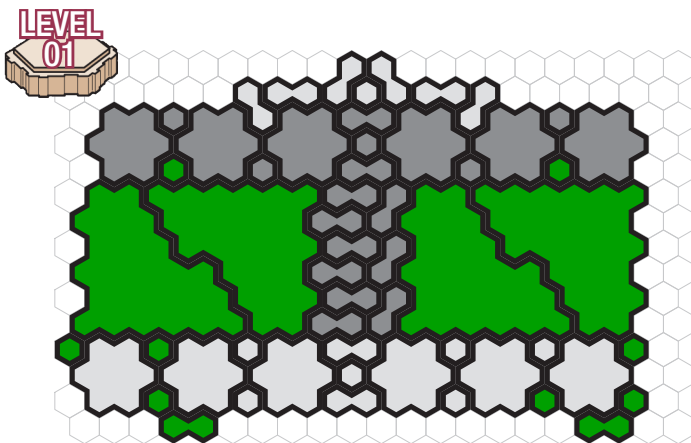
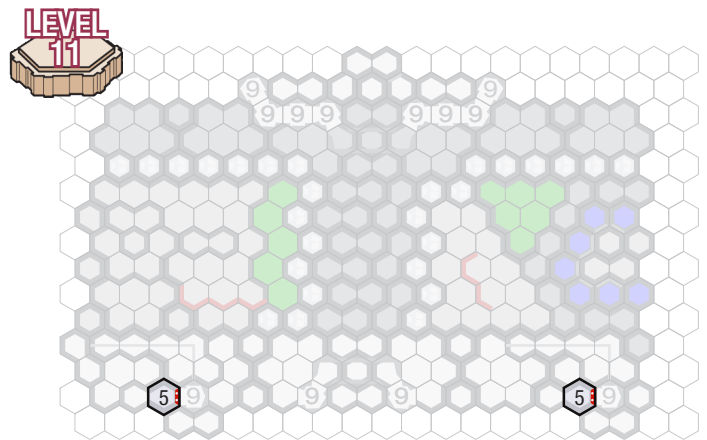
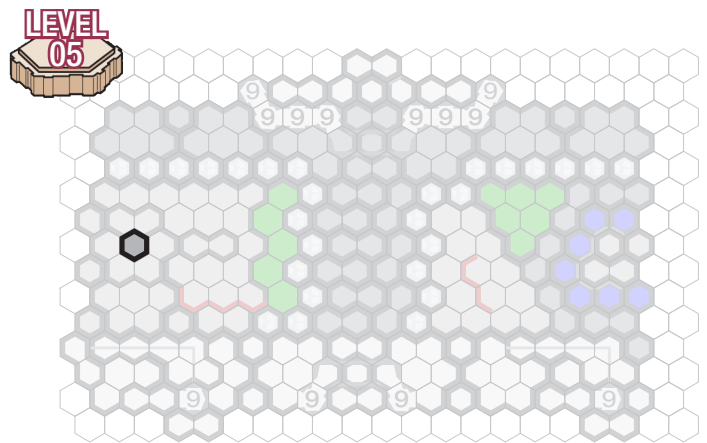
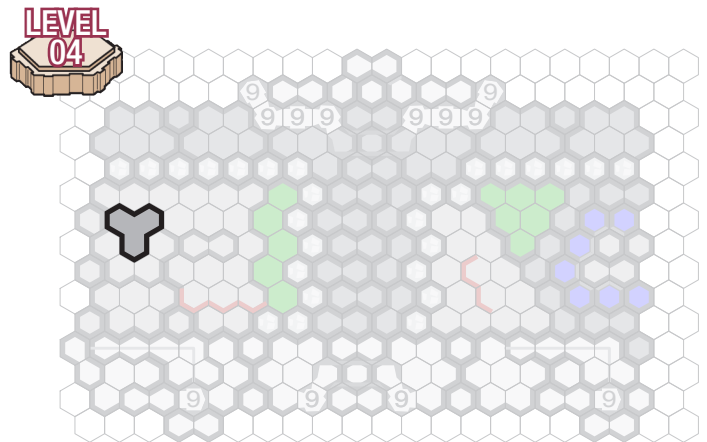
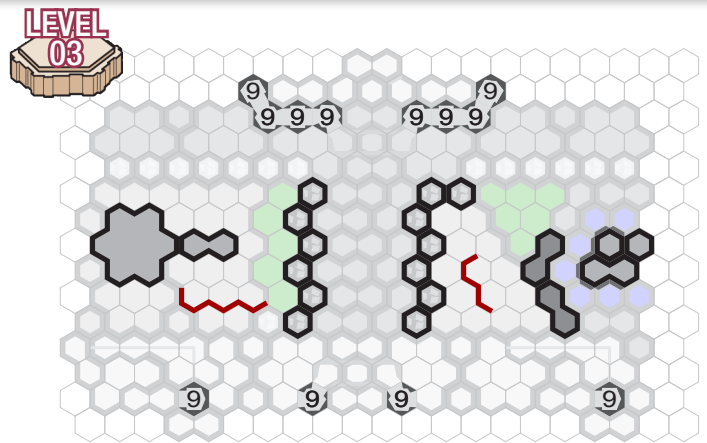


BAXTER BUILDING BATTLEFIELD



Required Sets: Rise of the Valkyrie™ Master Set, 2 Fortress of the Archkyrie™, 2 Marvel: The Conflict Begins™ Master Sets

The Baxter Building: a 35-story high-rise, an iconic part of the New York City's skyline, and more poignantly known as the home and headquarters of the famous family quartet, The Fantastic Four. The landlord was eager to rent out the top 5 floors to the superhero team for the publicity and prestige it would bring, but he soon regretted his decision, as the building became a constant target for numerous attacks by supervillains. With the building under attack the street below is not the safest place to be.



MASTER GAME - Battle At the Baxter Building

(2 players)

On the streets below the Baxter Building a large crowd has gathered, and things look like they are getting out of control. But contrary to this belief is the evidence that now indicates the crowd is controlled, but controlled by the Puppet Master, and he has She-Hulk under his control also. With all those innocents in the way, how can our adventurers save their friend?

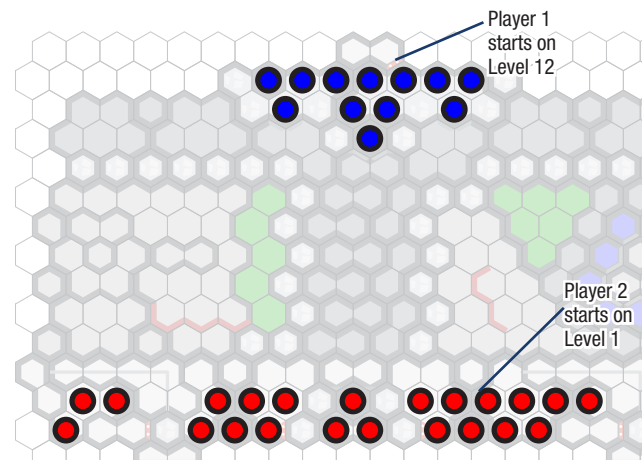
Player 1's Goal: Defeat Puppet Master by saving the citizens and your own allies from his destructive wrath.

Player 2's Goal: Destroy the adventurers that dare stand in your path of the just vengeance that you would bring upon the Fantastic 4 and their beloved city.

Setup: The Fortress Doors should not be placed in the Doorways for this scenario.

The Breakable Wall Sections should be placed in the Warehouses for this scenario.

Shuffle the Glyph of Experimental Medicine and the Glyph of Shrinking Ray Gun and place them power-side down on the two spots designated on the map.



Player 1 drafts an army of 4 Unique Heroes that are Adventurers or Scientists, but Player 1 cannot draft She-Hulk. Player 2 brings a pre-made army of Puppet Master, She-Hulk, and 3 squads of Civilians.

Player 1's figures start in the blue start-zone. Player 2's figures start in the red start-zone.

Special Rules:

Willpower Reinforcement: At the start of the game, before initiative is rolled, Player 1 may choose one figure he or she controls. That figure cannot be targeted with Puppet Master's String Pull 14 special power.

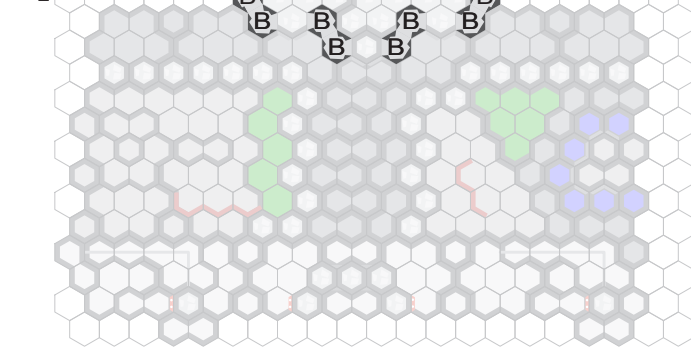
Excessive Force: When a Civilian receives 1-3 wounds, it is destroyed and removed from the battlefield as normal, but when a Civilian receives 4 or more wounds, it is destroyed and removed from the battlefield and then placed on Puppet Master's Army Card, even if Puppet Master has been destroyed.

Victory: When the other Player has no figures left on the battlefield, you win, or if 4 Civilians are placed on Puppet Master's Army Card, Player 2 immediately wins, even if that Civilian was the last figure in Player 2's Army. If the Battle reaches the end of round 10, Player 2 wins.

LEVEL 12



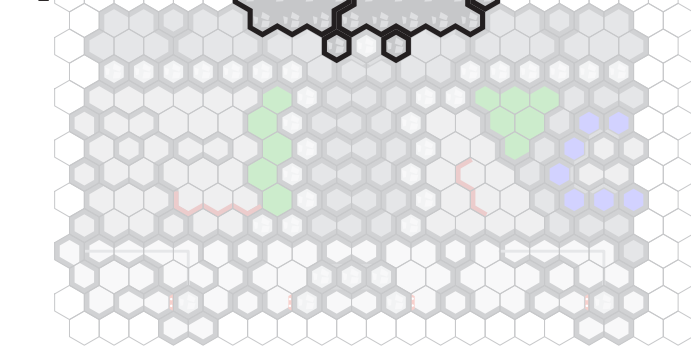
LEVEL 13



LEVEL 14



LEVEL 23



The Fantastic Four return to the Baxter Building with their old friend Jennifer Walters, the Sensational She-Hulk. Everyone is far too concerned for Jen to notice that things have gone quite awry.

Thing carries Jen to the couch and sets her down, trailed by Johnny, Reed, and Sue.

Reed, forever preoccupied with peculiarities, is the first to notice an odd odor. "Does anyone else perceive an odorous emanation?"

Johnny responds, "If you mean something stinks, yeah, I sure do!"

Reed with his hands going one way and his head the other immediately begins to search for the source. Just as Johnny flies out of the room to aid in the exploration, the nefarious Mole Man pops out from behind a door and makes a break for the elevator. Everyone is too startled to give chase, and he makes his getaway with ease.

As Jen comes to, Ben asks, "Shulkie, you alright now?"

Jen quips, "If I'd known you cared that much I might never have left, you blue-eyed softie!"



"Well, I've deduced what the Mole Man pilfered and the result is a bleak one," Reed announces as he comes back into the room after searching Mole Man's former hiding place. "He has made off with my Negative Zone Portal and the software technology that accompanies it."

Sue angrily responds, "Oh Reed, I told you to destroy that thing after our run-in with Annihilus there. What possible reason could you have for keeping it around?"

"Dear, I'm a scientist and inquiring minds NEED to know. There were so many questions I had about that place after our visit, I couldn't destroy my only link to the answers." Reed hugs her apologetically.

Johnny reenters and surveys the scene, asking, "What did I miss?"

Ben looks from Johnny to Reed and Sue and then to Jen and asks, "Hey Green Genes, you up for an Underground adventure?"

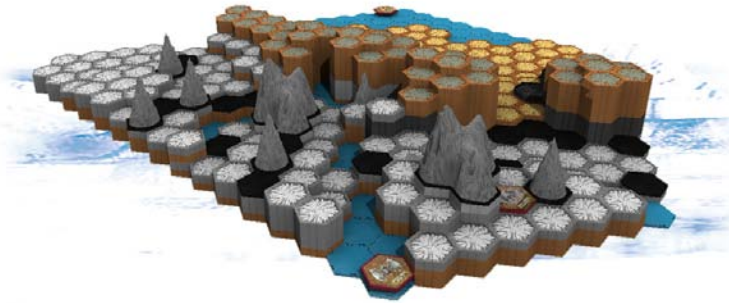
"You want to know if I want to tag along with the Fantastic 4 on another adventure?" She-Hulk asks excitedly. "Sure thing, Rocky."

Sue cuts in "Jennifer, we couldn't ask you to become more involved in whatever this is. You've already been through enough."

"No." Reed replies abruptly. "Ben is right. We don't know what we are getting involved in either, and so from here on out, it would be prudent for us to rely on our friends when we need them."



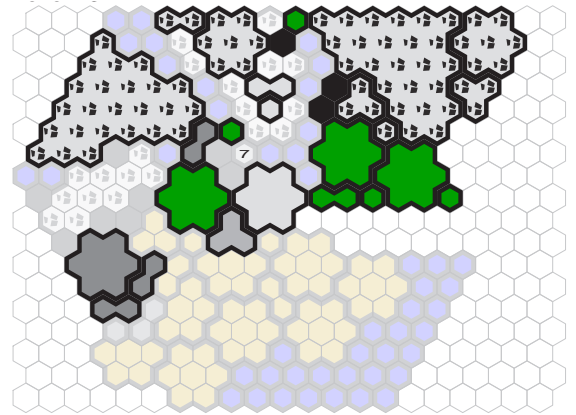
SUBTERRANEA BATTLEFIELD



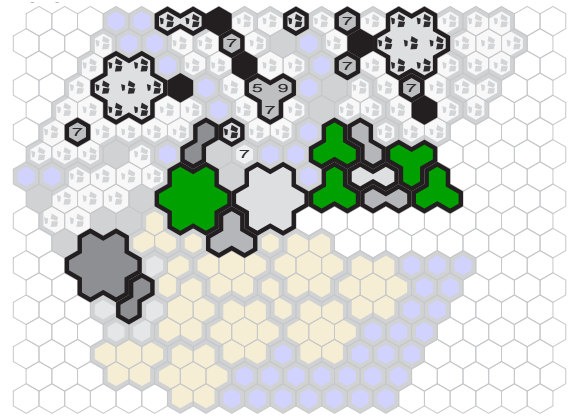
Required Sets: Rise of the Valkyrie™ Master Set, 2 Battle for the Underdark Master Sets™, Marvel: The Conflict Begins™ Master Set

The vast world located under the surface of the Earth, unseen and unknown of by most Humans is Subterranea. Full of stalactites, stalagmites, and underground rivers, it is ruled by the Mole Man and its main inhabitants are the Subterraneans and the Moloids. There are locations on the surface that lead to Subterranea, such as Monster Island and other caves and volcanoes, some of which are natural and some of which were created by artificial means.

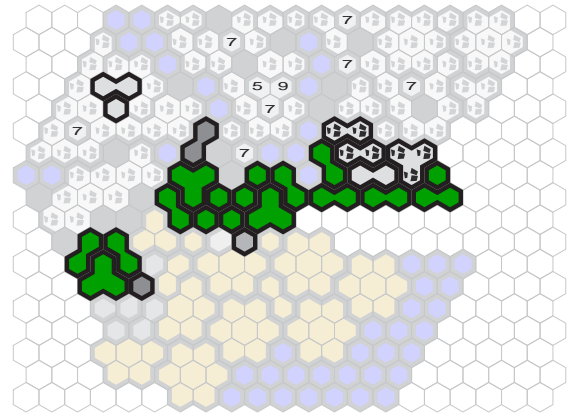
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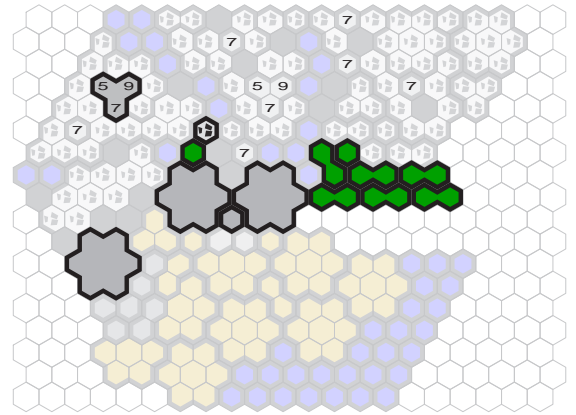
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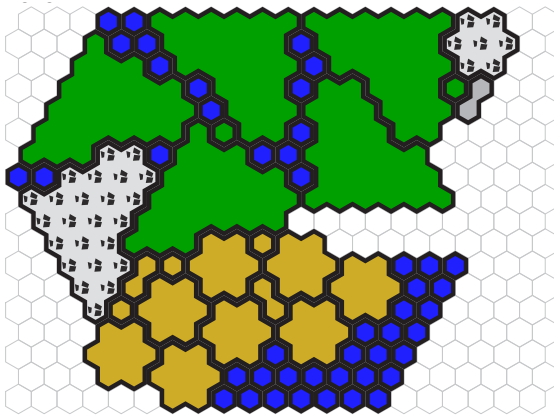
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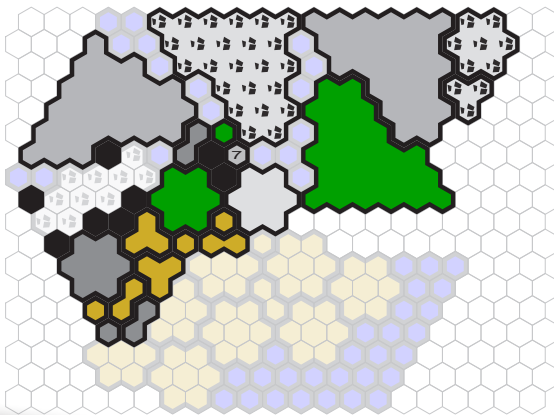
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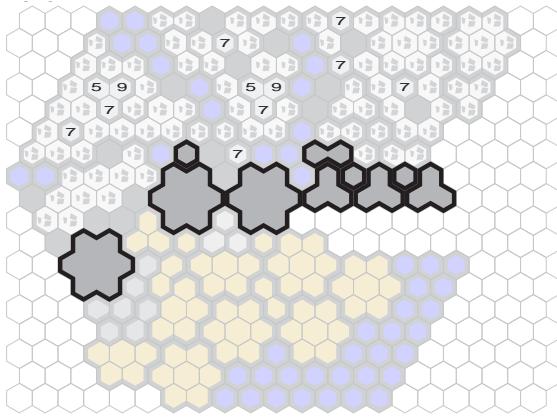


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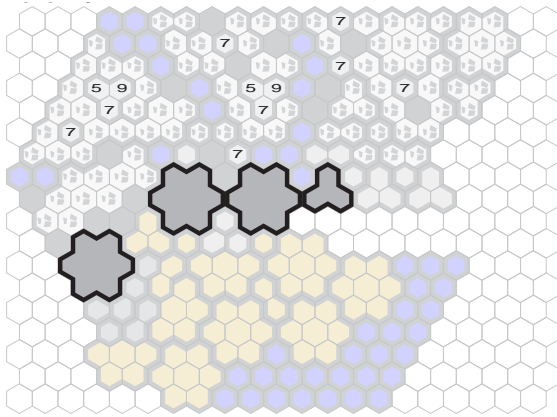


Subterranea Scenario

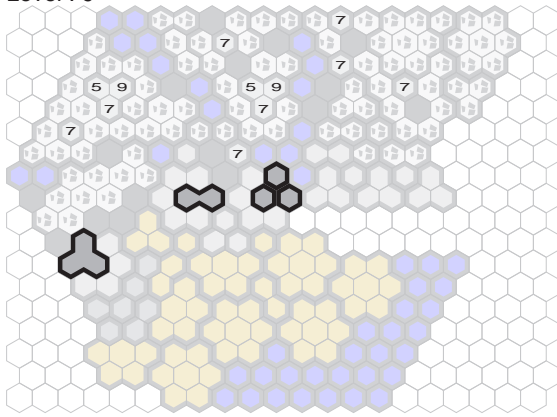
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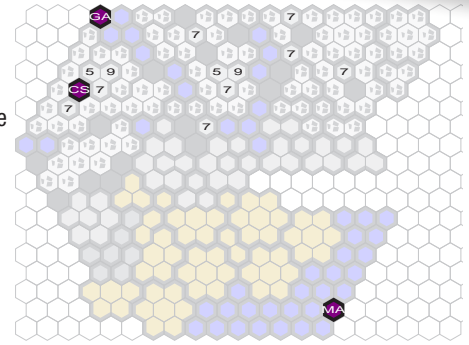
LEVEL 08



LEVEL 09

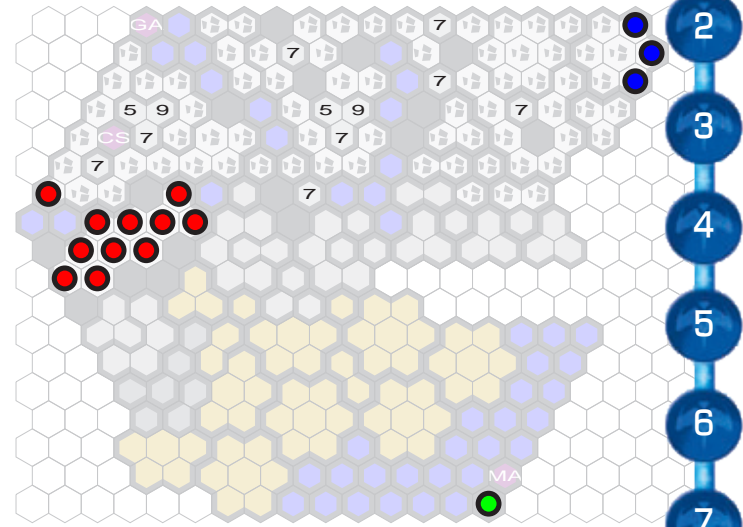


Setup: Place the Glyph of the Gift of Atlantis, Glyph of Mysterious Artifact, and Glyph of Cosmic Shielding power-side up on the three spots designated on the map.



Player 1 drafts an army of 3 Unique Heroes that are Adventurers or Scientists. Player 2 brings a pre-made army of Mole Man, x10 Moloids, and Sub-Mariner.

Player 1's figures start in the blue start-zone. Player 2's figures start in the red start-zone, except for Sub-Mariner, who starts in the green start-zone.



Special Rules:

Out of the Darkness: At the start of each round, before initiative is rolled, Player 2 may roll 1 attack die for each Moloid that is in play. For each skull rolled, Player 2 may place a previously destroyed Moloid on any empty shadow space.

Namor's Allegiance: For the purpose of this scenario, the Glyph of Mysterious Artifact on the battlefield is to be treated as an Equipment Glyph and follows all of the special rules for Equipment Glyphs. If any of Player 1's figures control the Glyph of Mysterious Artifact at the end of the battle, Player 1 may keep this Glyph in addition to the Glyph of Mysterious Artifact Player 1 received at the start of the Campaign and use it in the same way as is determined by the Death campaign rule, or Player 1 may use it in the last scenario (Chapter 5: Cosmic Invasion) to summon Sub-Mariner to the aid of the Adventurers if Player 1 still has possession of it.

Victory: When the other Player has no Unique Hero figures left on the battlefield, you win. If the Battle reaches the end of round 10, Player 2 wins.

MASTER GAME - Subterranean Subterfuge

(2 players)

Following Mole Man into his lair, our team of adventurers and scientists now face Mole Man on his own turf. With an army of Moloids at his back, can you defeat him once and for all?

Player 1's Goal: Defeat Mole Man and his Moloids and if possible, win the loyalty and alliance of Sub-Mariner.

Player 2's Goal: Destroy the adventuring up-worlders that have entered your domain.

"Eeeeeek! I'll tell you where it is if you let me go," Mole Man squeals.

"Stop squirming and start talking or I start clobbering," Thing grumbles as he tightens his grip.

*"OK, *cough* OK *wheeze*, I'll tell you. I had my Moloids take the portal to the one who orchestrated this entire ruse. They are on their way now. If you hurry you may catch them."*

"And just who is this 'one' short stack?" Johnny Storm cuts in. "And you better make it quick before my buddy Rock Face here smashes you into Moleburger."

"DOOM! Doctor Doom he is! And he is waiting, but mind yourself, for there are many spies and traps that lie ahead in the land of Latveria."

"You said 'waiting.' Presumably he is waiting for the Negative Zone portal that I built. Is that correct?" Mr. Fantastic asks.

But just then, an immensely powerful light flashes from the staff of Mole Man and Thing's grip is loosened just enough for the wily villain to slip away and disappear into the dark abyss that is Subterranea.

"Ahh, let him run. Coward. We got better things to do anyways," Ben breathes heavily as he tries to mask how difficult a task it was to contain the slippery Mole Man for so long.

After following the near non-existent trail left behind by a band of Moloids carrying the Negative Zone portal, the Adventurers reach an opening in the side of a long tunnel. On the other side, they view the wide blue skies and rolling green hills of the plains of Latveria.

"What a beautiful castle down below in the valley, Reed. Oh wouldn't it be wonderful to renew our vows there?"

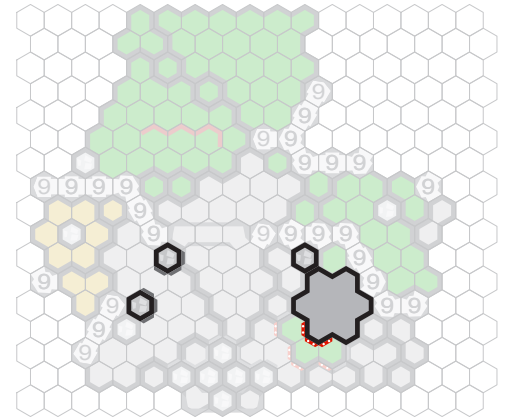
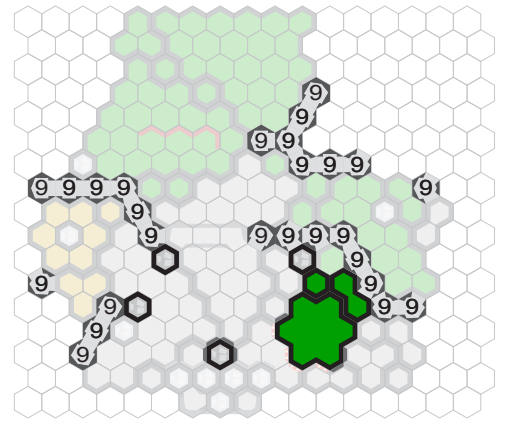
"Sue, you know I love you, but you also know that castle is in fact Castle Von Doom, home of the most sinister man on the planet. I hardly think Victor would make us guests in his home. Besides, I have other, far more pressing concerns on my mind," Reed replies flatly.

"It was just a thought, Reed, goodness. Most men would jump at the chance to vow their love to a beautiful woman in such an exotic locale," Sue pouts.

"Come on you two, now's not the time. The Moloids are dead ahead and they are almost at the Castle door. We better hurry if we want to stop them. Flame On!" Johnny slashes ahead like a fiery sword, calling back as his friends follow close behind, "Last one there has to clip Ben's toenails this month!"

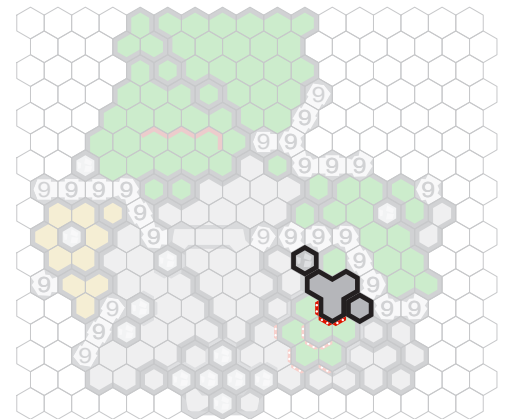
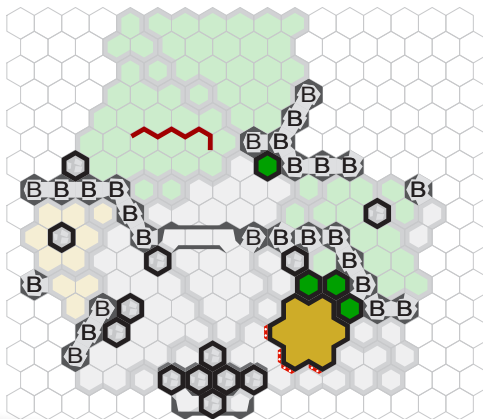
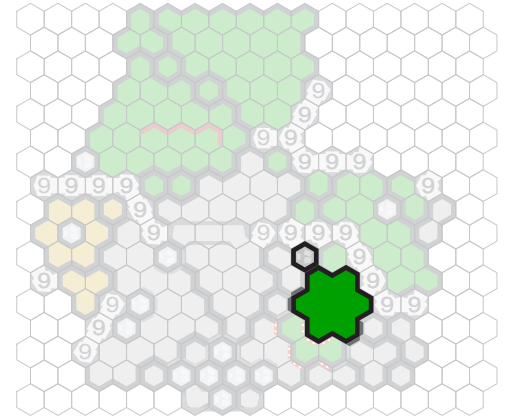
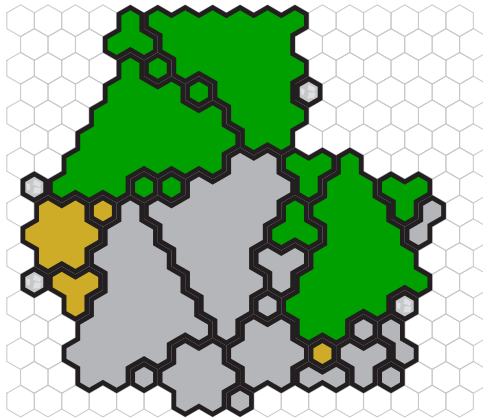


CASTLE DOOM BATTLEFIELD



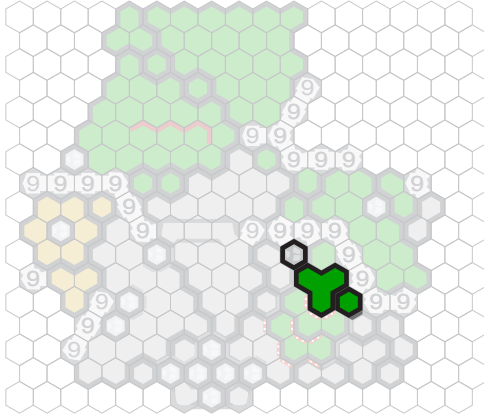
Required Sets: Rise of the Valkyrie™ Master Set, 2 Fortress of the Archkyrie™

The home and headquarters of Doctor Doom, Castle Von Doom overlooks Doomstadt, Latveria. It is a castle built in the 16th century by a Latverian noble, Count Sabbat. Castle Von Doom is highly fortified with extreme measures such as Doom-Knights, Warrior Robots, human Latverian Guardsmen, and Guardian Robots for detection and protection. Also included in Doom's stronghold are stunners, shock fields, gas emitters, and all manner of traps. Any visitors should enter at their own risk!

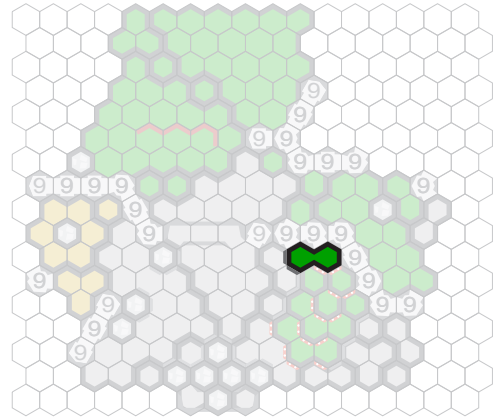


Castle Doom Battlefield

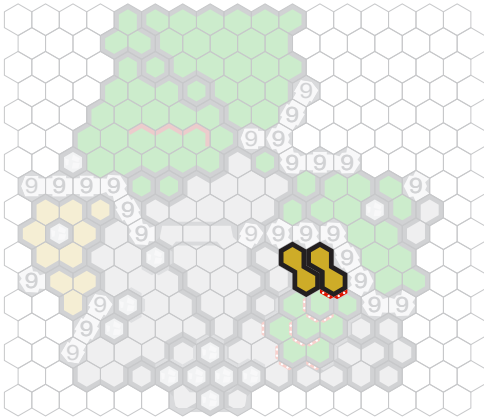
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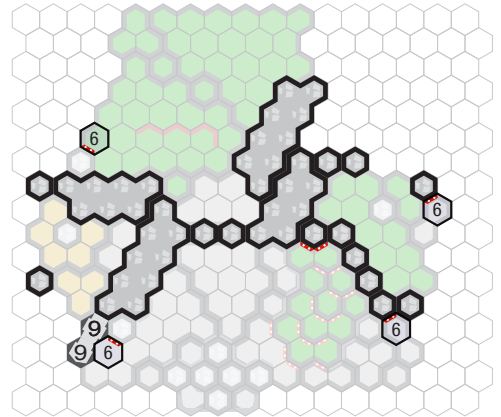
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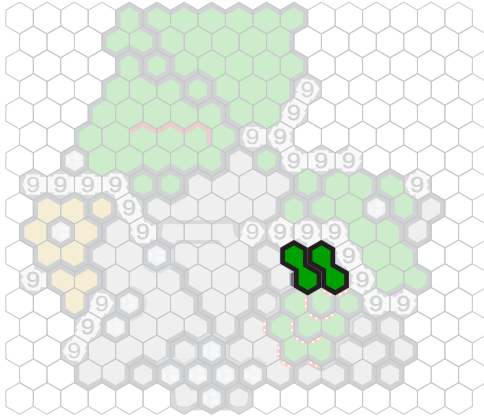
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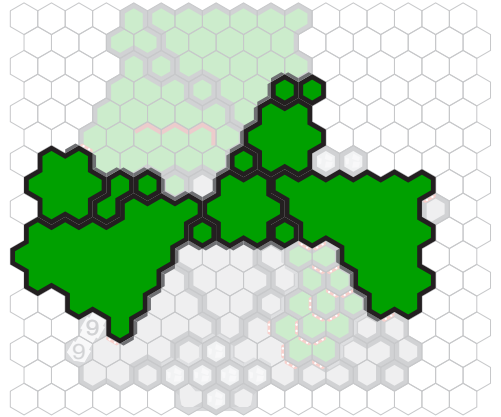
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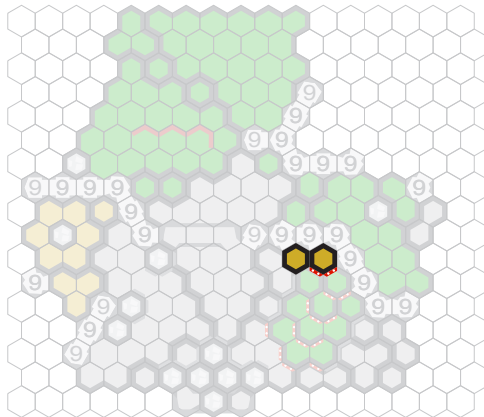
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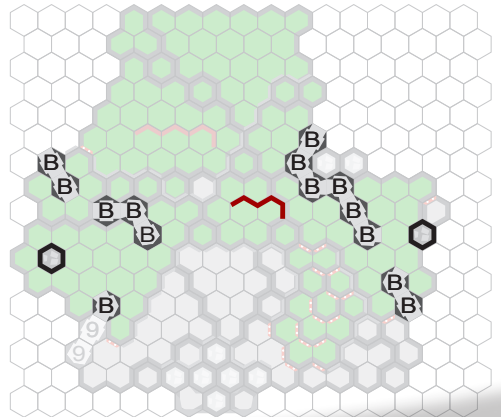
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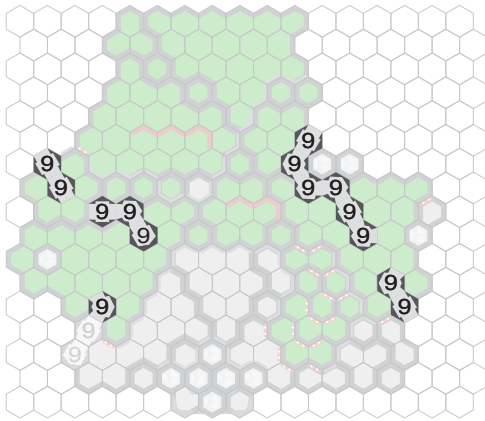


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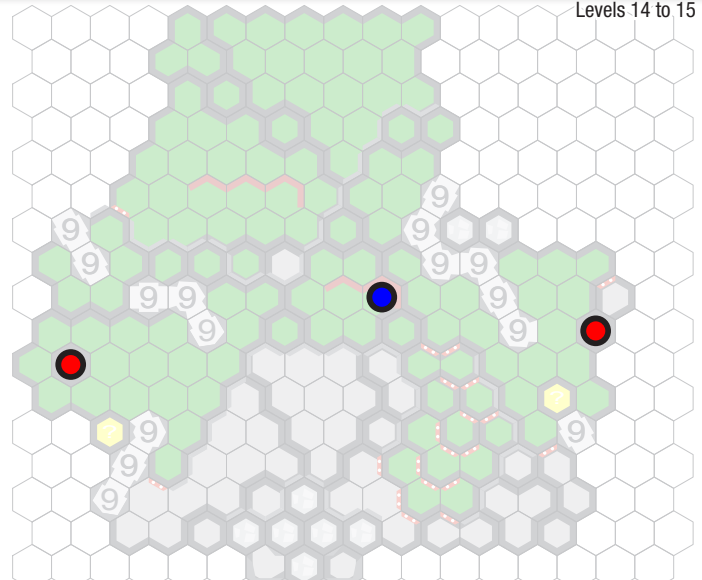


LEVEL
14





Levels 14 to 15



Player 1 drafts an army of 4 Unique Heroes that are Adventurers or Scientists. Player 2 brings a pre-made army of Doctor Doom, x4 Doombots, and x10 Moloids.

Player 1's figures start in the blue start-zones. Player 2's Unique Hero figures start in the red start-zones and Player 2's Common Hero figures start in the yellow start-zones. Player 2 is responsible for choosing the placement of all figures in their respective start-zones.

Special Rules:

Home Advantage: If Player 2 wins initiative for a round, each time Player 2 reveals an Order Marker on Doctor Doom's card during that round, instead of taking a turn with Doctor Doom, Player 2 may take a turn with up to 2 different Doombots Player 2 controls.

Victory: When the other Player has no figures left on the battlefield, you win. If Doctor Doom is destroyed, Player 1 wins. If the Battle reaches the end of round 9, Player 2 wins.



1 MASTER GAME - Doom's Deception

(2 players)

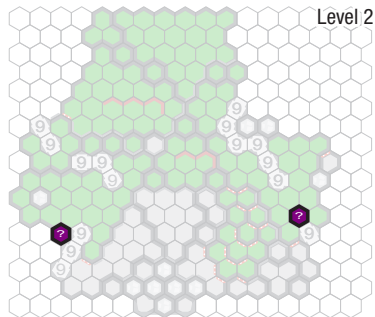
Following the Moloids back to Castle Doom there is only one course of action for our adventurers to follow. They must force their way into Castle Doom and put a stop Doctor Doom's evil plans, whatever they might be. This won't be an easy task.

3 **Player 1's Goal:** Find Doctor Doom and stop him from whatever he is planning.

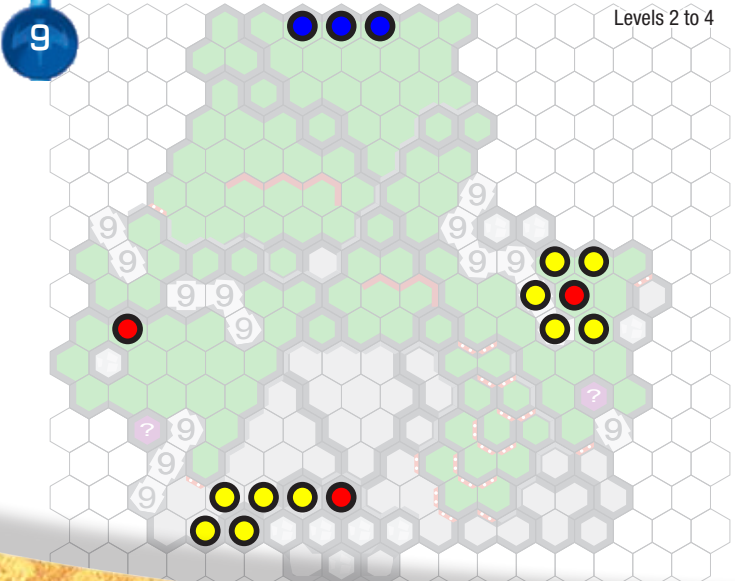
4 **Player 2's Goal:** Stop the fantastic intruders from thwarting your mysterious plans.

5 **Setup:** The Fortress Door should be placed in Archway A (in the middle of the map) for this scenario. The Fortress Door should not be placed in Archway B (in the back of the map) for this scenario.

6 Shuffle the Glyph of Latverian Life Spell and the Glyph of Teleportation Belt and place them power-side down on the two spots designated on the map.



Level 2



Levels 2 to 4

After fighting for what seemed like forever, our beloved heroes of fantastic force and might have cornered the last of the Doombots in Castle Von Doom, which means only one thing: "By means of deductive reasoning, and the process of elimination, it is easy to know that you must be the real Victor Von Doom and not another decoy!" Reed exclaims to his former longtime friend and now sworn enemy, Dr. Doom.

"Ha ha ha ha. Haaaa ha ha ha ha. I see your arrogance has not been tamed since our years as college roommates, Richards!" Doom proclaims.

"Uh, Reed? How is Doctor Doom talking through a TV set if he's cornered right in front of us?" Johnny whispers.

"Because while you are there, young imbecile, I am elsewhere in my castle. You're there with yet another decoy; I could not allow your insolence to derail my Master Plan. Now you will watch as I go through the portal to acquire a great and powerful weapon, while you stay behind to die! Ha ha ha!" Doom responds with his metallic voice. As they look on in horror, the real Doctor Doom's image on the monitor jumps through the portal leaving them feeling outwitted and more than a little cantankerous.

Beeeeoooooooooooo...beep...beep...beep beep...beep beep...

"What the heck is that noise?" Ben bellows in a tone deep enough to topple a nearby sconce.

"It's the Doombot - its auto-destruction sequence has been initiated. We need to get out of here quickly!" Sue responds. With the practiced precision that comes only with numerous adventures together, Sue quickly creates an Invisible Bubble around Ben, Reed, and herself, which Johnny then flies behind and rapidly moves them all out of the room and into a hallway of the castle.

BOOM!!!

Sue attempts to break the silence caused by the ringing in her head. "Oh no, that was our only way out of here! But with the entrance collapsed, it is going to be impossible to go out the way we came in."

"That's OK," Reed suggests with a flip of his hand.

Johnny quickly descends. "OK? OK!? Maybe your big brain was messed up in the explosion, or didn't you notice, but we're trapped in here!"

Reed responds in a way that chills them all, even Johnny, The Human Torch himself. "Johnny, don't panic. We're OK because we are not even going to try to escape Castle Doom, we are going to find that room and follow Victor through."

"Oh no, I am not going back to that... place, if that is what you have in mind!" Sue pleads with Reed.

"I wouldn't dream of asking you to go there Sue, not without the proper equipment and preparation. Honey, Ben and I, our bodies have been changed on a molecular level. You and Johnny, your bodies simply could not survive it, and we don't have time."

"Hey! You geniuses mind fillin' me in? Aunt Petunia's favorite nephew don't know what's going on here," mutters Ben in confusion and frustration.

"We don't have much time. The portal closes soon, and we must still find it and follow Victor if we are to stop him from obtaining what I have ascertained he is after--none other than the Cosmic Control Rod. A device of devastating power that, in the wrong hands, in Victor's hands, could endanger the future of the entire planet! So we have no choice but to get it in our own hands first. The Negative Zone, Ben, that is where we must go, and as soon as possible!"

"Oh brother, when is this gonna end?" Ben snips as they all rush off to find the portal.

As Reed and Ben disappear around a bend, Sue, visibly shaken, turns to her brother for comfort.

"I can only hope that he returns soon and safely."

"He will sis, don't you worry, he won't leave you like that. He loves you too much."

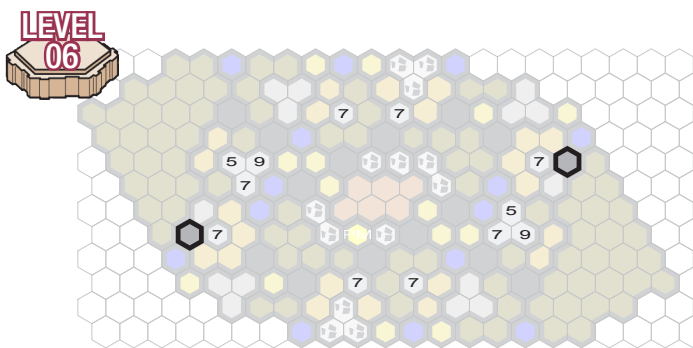
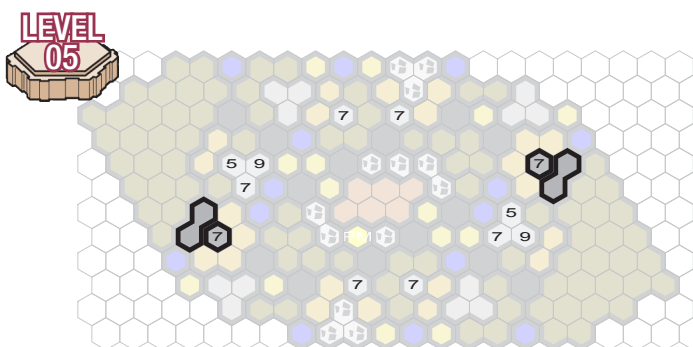
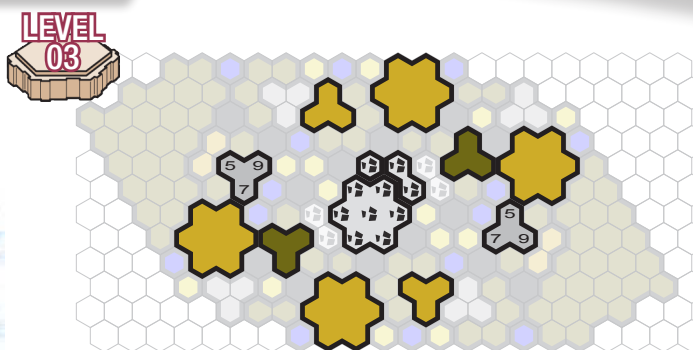
"I know Johnny. I know ... I only hope that's enough to keep him alive!"

NEGATIVE ZONE BATTLEFIELD



Required Sets: Swarm of the Marro Master Set™, 2 Battle for the Underdark Master Sets™

The Negative Zone is a dimension largely uninhabited and is the center of an antimatter universe. Destitute and full of worm-holes, it has been visited few times, however it is inhabited and ruled over by Annihilus, the most powerful being that the universe has ever known. He rules over the desolate wasteland with an iron fist and his Cosmic Control Rod.

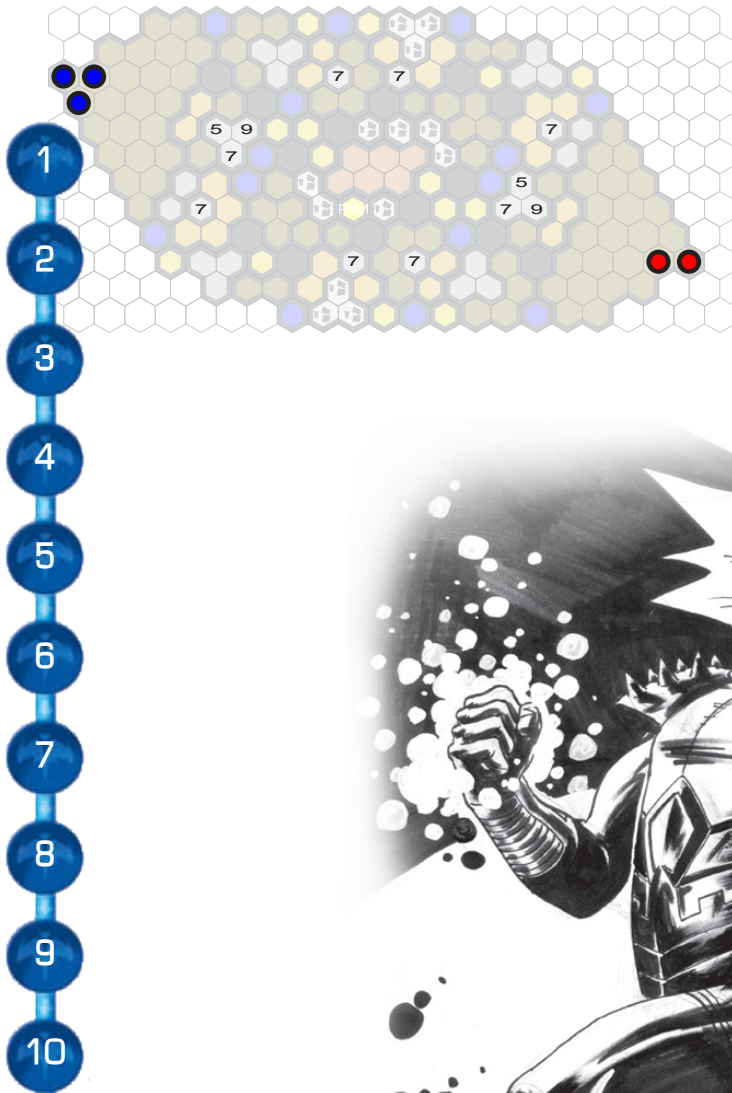


MASTER GAME - Through the Looking Glass (2 players)

Following Doom to into the Negative Zone you must now secure the Cosmic Control Rod and exit through the portal.

Player 1's Goal: Obtain the Cosmic Control Rod and make it back through the portal.

Player 2's Goal: Stop the Earthling thieves from making off with your Cosmic Control Rod.



Setup: Place the Glyph of Probability Manipulator power-side up on the spot designated on the map.

Player 1 drafts an army of 3 Unique Heroes that are Adventurers or Scientists and have the Super Strength special power. Player 2 brings a pre-made army of Doctor Doom and Annihilus.

Player 1's figures start in the blue start-zone. Player 2's figures start in the red start-zone.

Special Rules:

Portal Jump: When a figure moves onto a shadow space, that figure may immediately be placed on any other shadow space within 4 spaces and then that figure may continue its move, but figures may not Portal Jump more than once per turn. Figures that are on a shadow space will take any leaving engagement attacks if they choose to Portal Jump to another shadow space. After a figure that is not an Arthrian portal jumps through a shadow space, immediately roll 1 attack die. If a skull is rolled, the figure receives one wound.

Victory: Player 1 wins when an Order Marker is revealed on an Army Card in Player 1's Army, and that figure is equipped with the Glyph of Cosmic Control Rod while standing on a Player 1 starting zone space. Player 2 wins when all of Player 1's figures have been destroyed or if the Battle reaches the end of round 10.



"Give it up, Victor. We're back on Earth now, and we have the Cosmic Control Rod," Mr. Fantastic remarks as they jump through the portal and land on the shore of New York City.

"That is right, Richards, we are back. Back to a land where your soft politicians give me diplomatic immunity. So why don't you... BACK OFF!" Doom's armor releases a charge of electric energy that shocks the twisting hands that were attempting to wrap around him. "And let's behave like gentlemen, even while we are at war."

"You're no gentleman, Victor. You're a wounded man hiding behind a scarred face and an unfeeling metal mask! You have become a monster!" Reed's arms twist in anguish as he resists his urge to tear the villain apart.

"Monster? Monster? This is how you treat me--a hero of humanity," Doom says, crossing his arms indignantly and raising his chin in a feint of nobility.

"You truly are a self-absorbed egomaniac, Victor. It was you who coerced the Mole Man into stealing the Negative Zone portal from our home. It was you who attempted to steal the Cosmic Control Rod for your own fiendish plans, whatever they were. And it is highly probable at this point that it was you who instigated Puppet Master's assault on Baxter Building that started all of this."

*"Ah, Richards, brilliant as ever, it's why only you can be considered even a minor annoyance to Doom. Yes, all these things were orchestrated by Doom, as was our being here, now, with the Cosmic Control Rod in *hmm* capable hands *chortle* at the outset of this war," Doom replies.*

"War? Victor, what is this war you keep going on about? While things between us are less than amicable, that is your choice and I hardly think we are at war! Don't try to distract me with your delusions of grandeur!"

"Rather than spouting off about things beyond your understanding, you should try taking a look in front of your face," Doom says, pointing and glaring at the great symbol of freedom towering in the distance - the Statue of Liberty itself, "or in this instance, your immediate vicinity."

"You twisted snake. The Statue of Liberty is fine, she... oh my!" Reed's jaw drops about a foot and a half as he is rendered speechless.

"You see now, don't you, my adversary and former friend? While we stand bickering like school boys, our true enemy, humanity's enemy, the Skrull Empire, is staging an invasion of our world, something Doom cannot allow. I foresaw this event through an ancient art of mysticism, something far beyond your feeble mind, and thus took steps to gain a power that would aid us in the battle to come. We must push aside our differences, Richards, and stand against these invaders from the cosmos. Or else, we shall all perish."

Though still a bit rankled at his old foe, Reed cannot argue with the pressing nature of Doom's logic.

"You appear to be right, Victor. Your methods are very wrong indeed, but your motive was just. We must unite our forces and drive back this army, together, as allies, not enemies. After this is over, perhaps we can discuss making this a mutually beneficial permanent change."

"I doubt it sincerely, Richards, but for now, we must strive towards the common goal of protecting our planet."

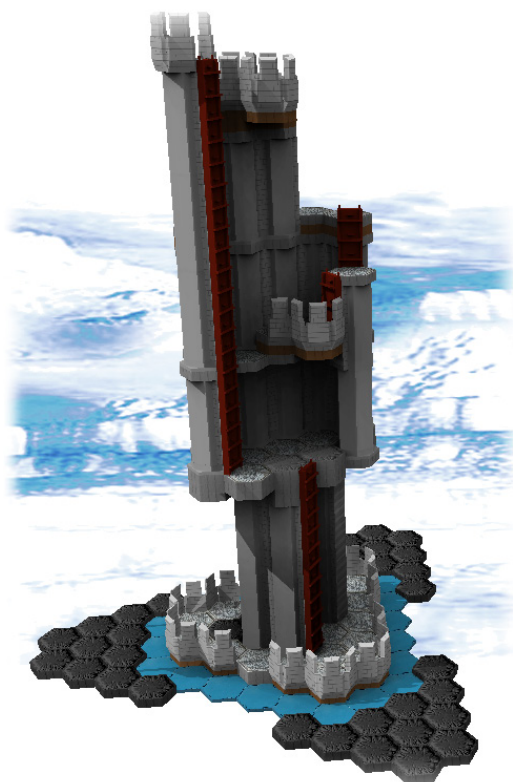
The two race towards the fight, the Negative Zone portal still closing behind them. Before it shuts completely, though, a green claw slips through, followed by an arm, a head, a torso - the very form of Annihilus himself!

The creature shakes with anger, his focus on one thing and one thing only - reclaiming the Cosmic Control Rod that was torn from his grasp!

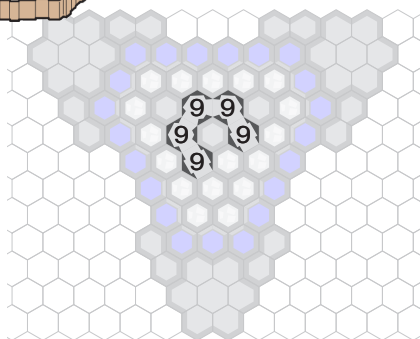
STATUE OF LIBERTY BATTLEFIELD

Required Sets: Rise of the Valkyrie™ Master Set, 2 Fortress of the Archkyrie™, Marvel: The Conflict Begins™ Master Set

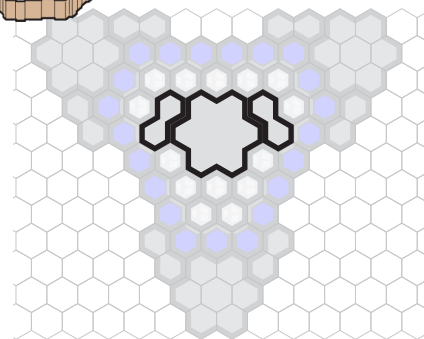
A beacon of Freedom and symbol of American liberties, the Statue of Liberty is one of the United States', and New York City's, most famous landmarks. She has welcomed countless refugees to U.S. shores with her mantra of "Give me your tired, your poor, your huddled masses." How better to strike at American Freedom than by destroying her most famous landmark?



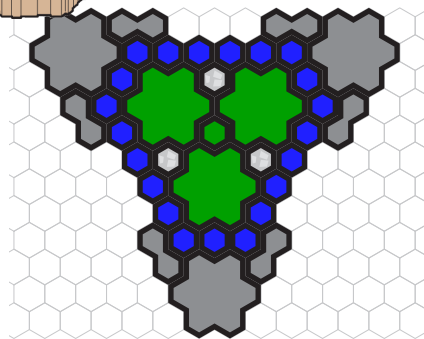
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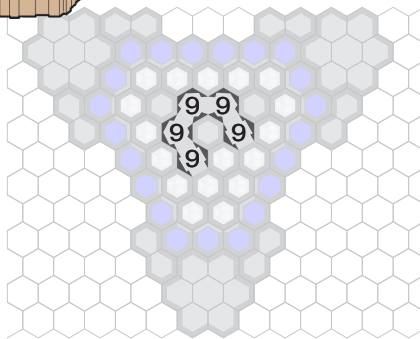
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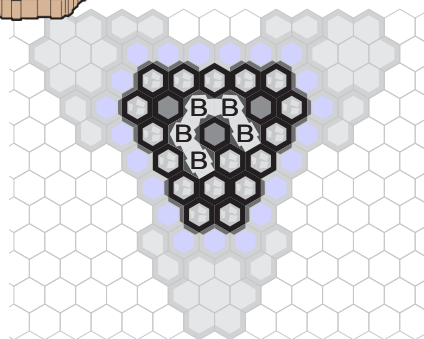
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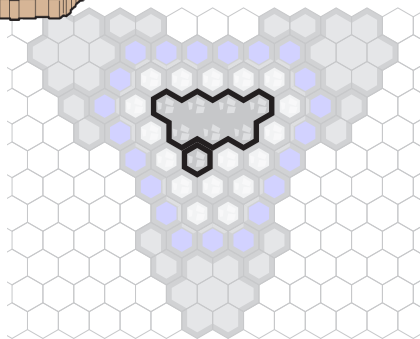
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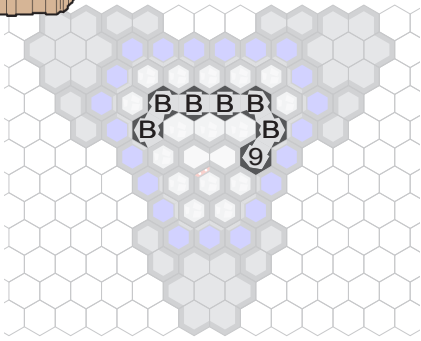
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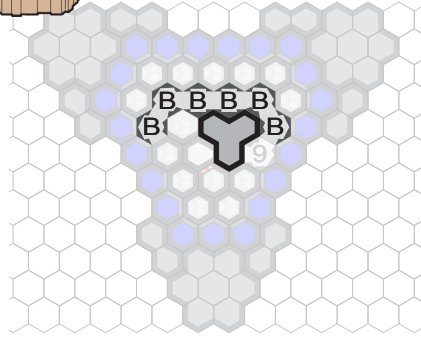
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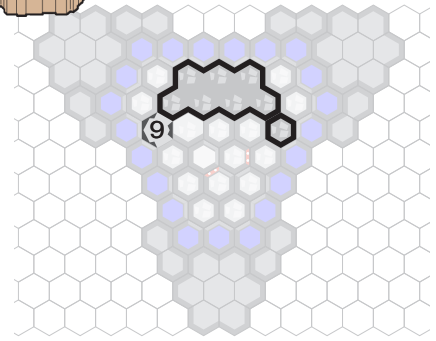
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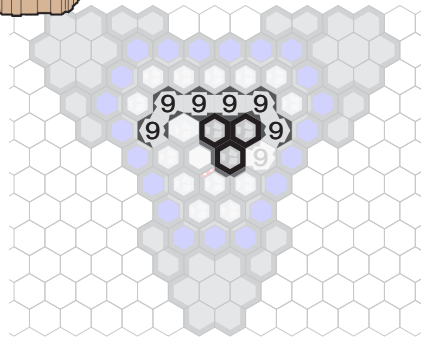
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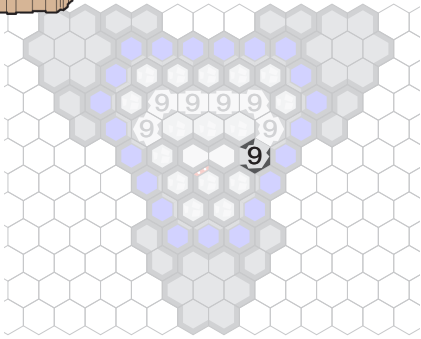
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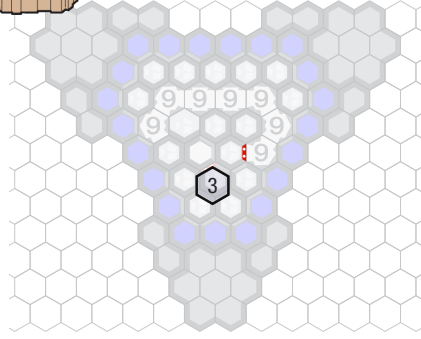
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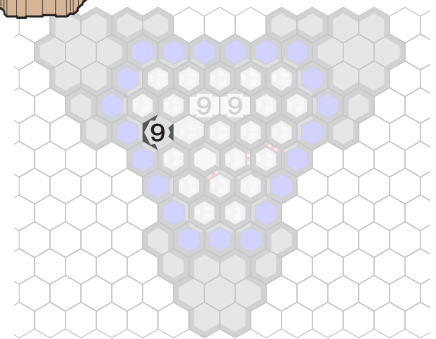
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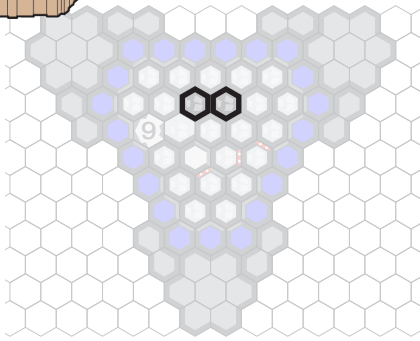


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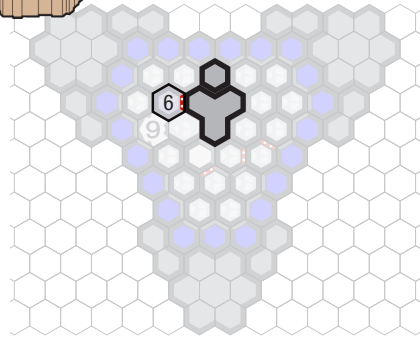


Statue of Liberty Scenario

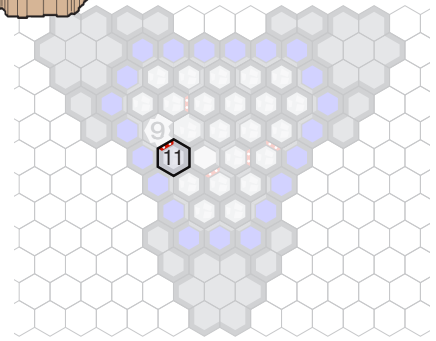
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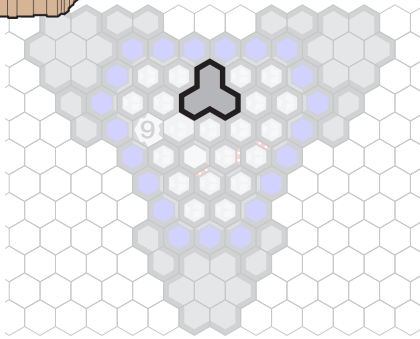
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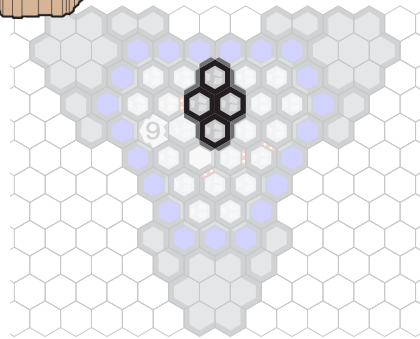
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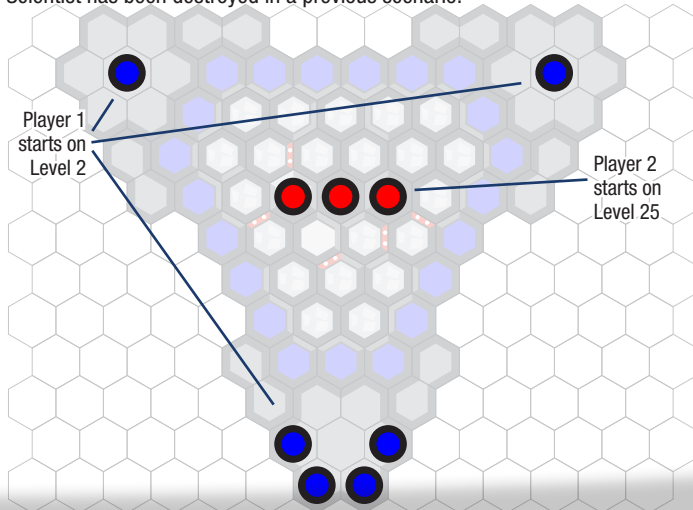
MASTER GAME - Cosmic Invasion (2 players)

Joining forces with their long time nemesis, Doctor Doom, our adventurers must now fight to save the earth in a last ditch battle against the invading Skrulls.

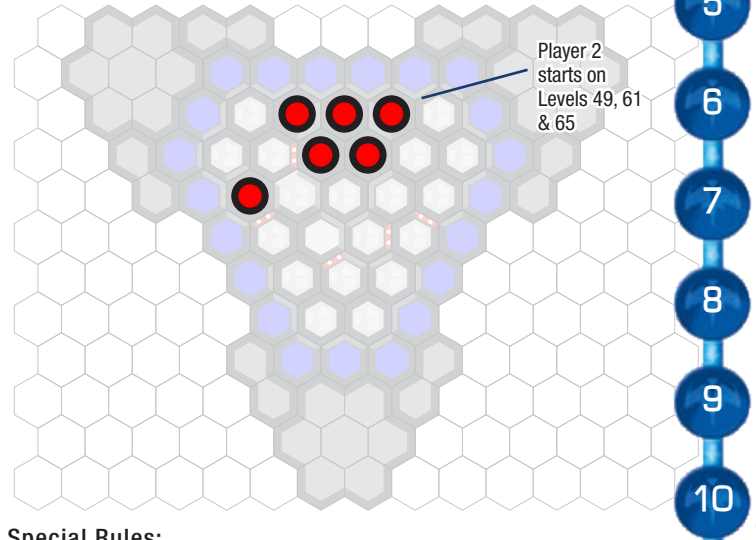
Player 1's Goal: Save the Earth from the invading Skrulls and their Arthrian ally.

Player 2's Goal: Defeat the adventurers who stand in your way of global domination.

Setup: Player 1 drafts an army of Doctor Doom and 4 Unique Heroes that are Adventurers or Scientists. Player 1 may also bring Sub-Mariner if Player 1 has the Glyph of Mysterious Artifact from Chapter 2: Subterranean Subterfuge to discard when drafting. Player 2 brings a pre-made army of Super Skrull, 3 squads of Skrull Warriors, and Annihilus. Player 2 may also bring any one Adventurer or Scientist that Player 1 did not draft, even if that Adventurer or Scientist has been destroyed in a previous scenario.



Player 1's figures start in the blue start-zone. Player 2's figures start in the red start-zone.



Special Rules:

Annihilus' Revenge: Annihilus does not start the battle with the Glyph of Cosmic Control Rod. Player 1 must equip one figure with the Glyph of Cosmic Control Rod at the start of the battle.

Wind Current: Anytime a figure would be placed on a space that would require it to roll for extreme falling damage, the player that controls that figure may instead place that figure on any empty water space.

Infiltrators Revealed: When a figure that Player 1 controls is destroyed, replace that figure immediately, if possible, with one of Player 2's previously destroyed Skrull Warriors.

Victory: When the other Player has no figures left on the battlefield, you win. If the Battle reaches the end of round 10, Player 2 wins.



And so, the Fantastic Four, along with their friends and reluctant ally, were able to once again save their planet from yet another otherworldly conquest. Though Victor Von Doom saved the Earth from certain ... doom with his careful planning, he would return repeatedly to threaten humanity himself. But the Fantastic Family were there to oppose him each and every time. Many are the stories of their incredible adventures and struggles against overwhelming odds, but alas those must be saved for another time.

Though things appeared to be final for their antagonists, this would not be the last our heroes would see of the Skrull Empire, Super Skrull, or Annihilus. The Skrulls would return again to Earth with even larger invasion forces, believing the planet was prophesized to be their new Homeworld.

Annihilus would return to the Negative Zone, but he would seek on many occasions to acquire his revenge on this dimension, ultimately culminating with the Annihilation Wars. But that is yet another tale for another time.

For now, the Fantastic Four have saved humanity and we will leave them as they return home in their Fantastic Car, laughing and celebrating, with Thing and Human Torch slinging good natured insults at each other.

So ends this account, for I must return to that for which I have been tasked. I am Uatu, and I am the Watcher.

CREDITS

Heroes of C3G

* A3n * GreyOwl * Griffin * Hahma * IAmBatman * Necroblade * SirGalahad * Spidey'tillDie * Whitestuff *

C3G Sidekicks

* Good Pig * hidicul * Scapemage921 * tcglkn *

C3G Allies

* All Your Pie * CharosInCharge * Flame Gryphon * johnny139 * Karat * LordEsenwienIV * Lord Pyre *

C3G Promotions Director

* Deathwalker 1970 *

C3G Executive Review Board

* 1Mmirg * Aldin * Davidlhl * Eclipse * hi1hi1hi1hi1 * Matt Helm * Sherman Davies *

C3G Executive Preview Board

* Balantai *

C3G Mapmakers

* A3n * Griffin * Hahma * johnny139 * Taeblewalker *

Special Thanks to

* Adam Souza * Cavalier * EternalThanos86 * mad_wookiee * Master Tang * mrcrimson * quozl * Rich10 * stubobj * The B.I.V. * Wulfhunter667 *

* And many more! *