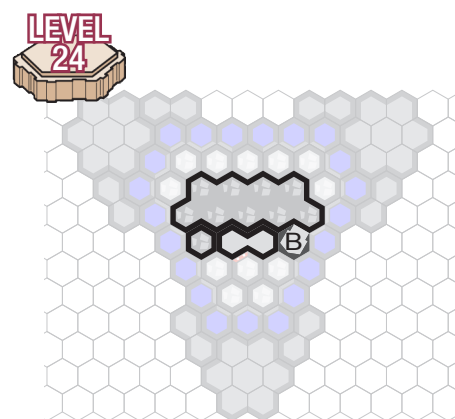
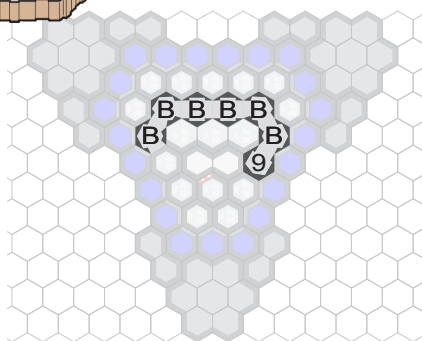




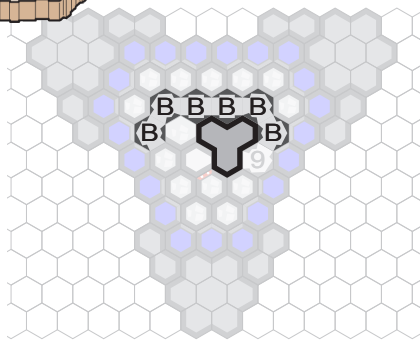
A beacon of Freedom and symbol of American liberties, the Statue of Liberty is one of the United States', and New York City's, most famous landmarks. She has welcomed countless refugees to U.S. shores with her mantra of "Give me your tired, your poor, your huddled masses." How better to strike at American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



LEVEL
25



LEVEL
36



LEVEL
46



LEVEL
26



LEVEL
37



LEVEL
47



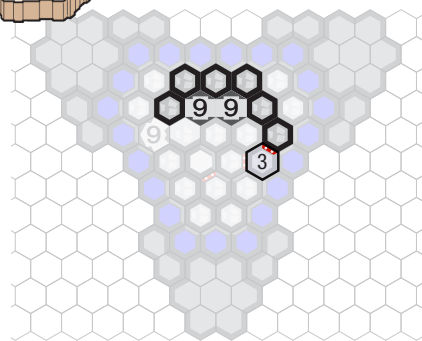
LEVEL
34



LEVEL
37



LEVEL
48



LEVEL
35



LEVEL
43

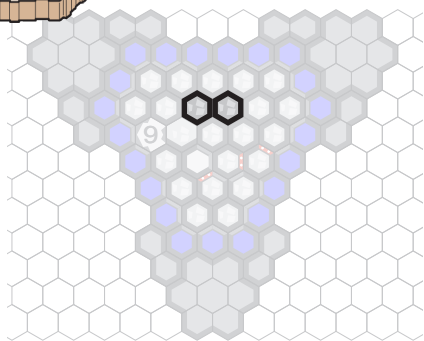


LEVEL
55

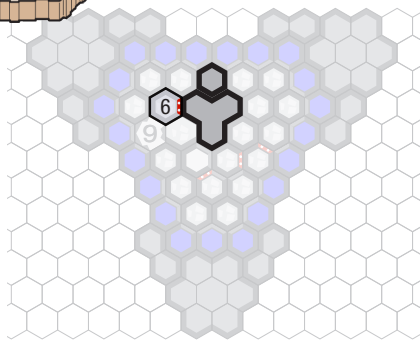


Statue of Liberty Scenario

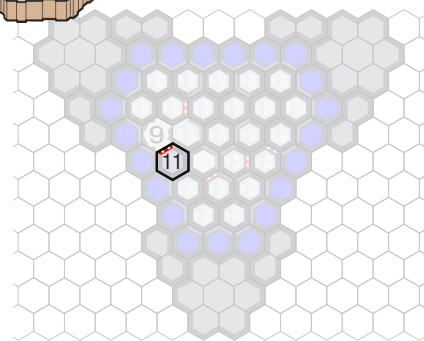
LEVEL
57



LEVEL
59



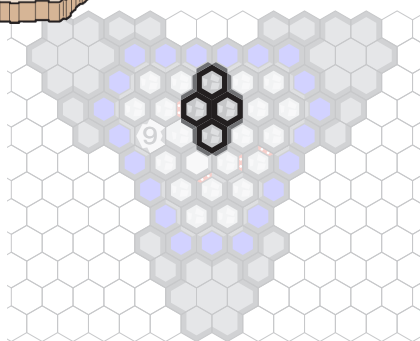
LEVEL
63



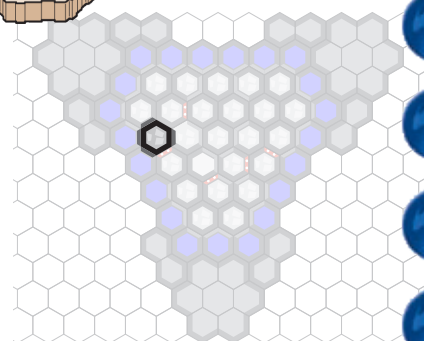
LEVEL
58



LEVEL
60



LEVEL
64



MASTER GAME - Cosmic Invasion

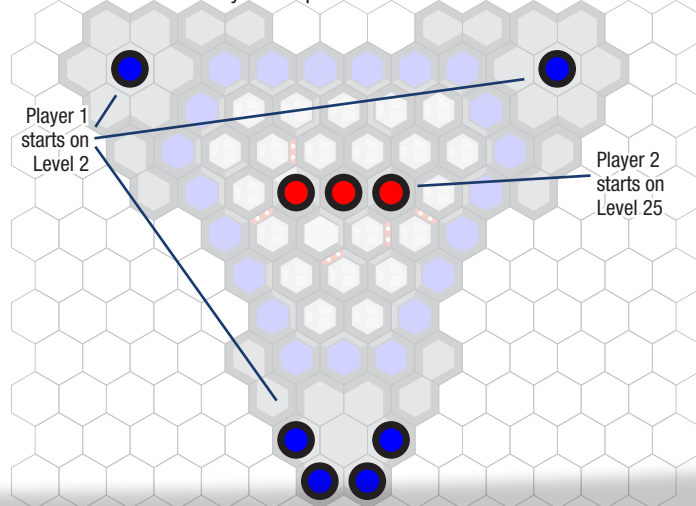
(2 players)

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.

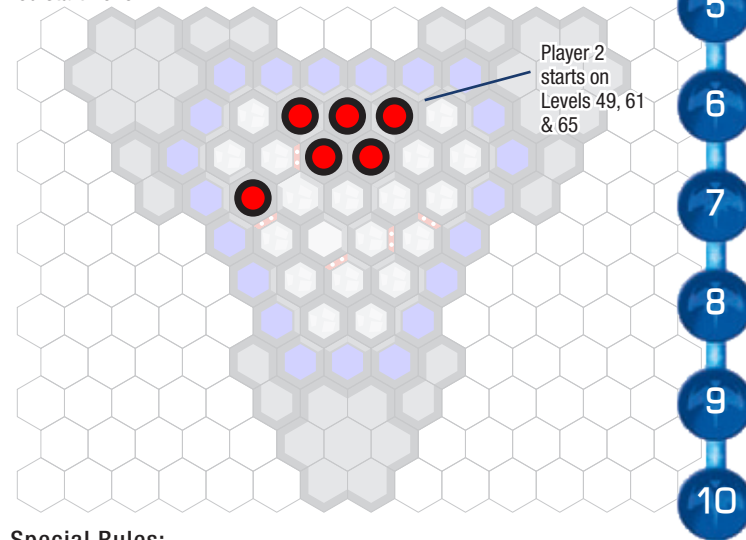
Player 1's Goal: Save the Earth from the invading Skrulls and their Arthrian ally.

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.

