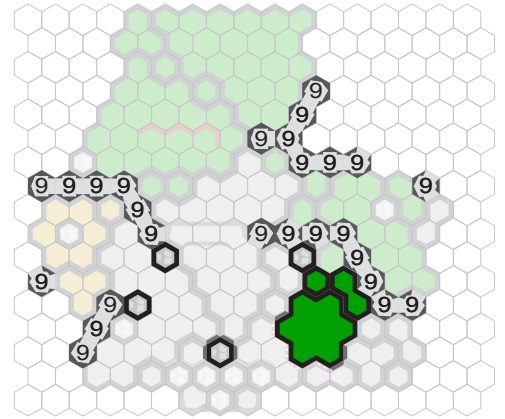


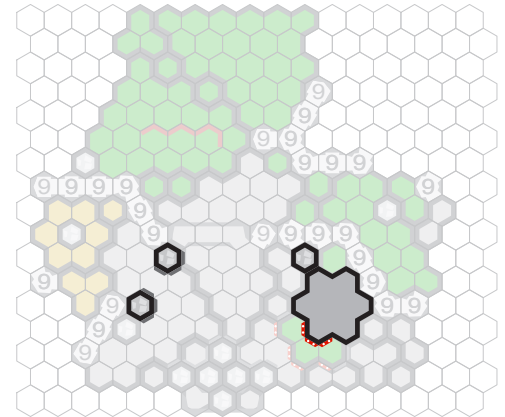
## CASTLE DOOM BATTLEFIELD



LEVEL  
03



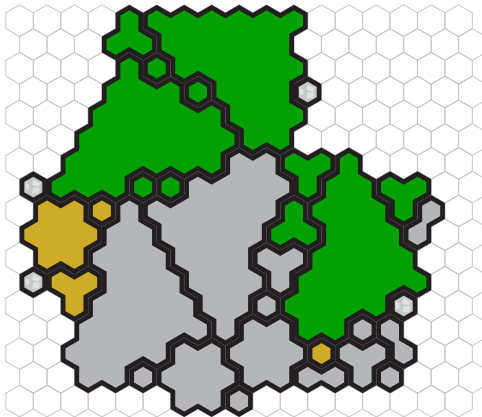
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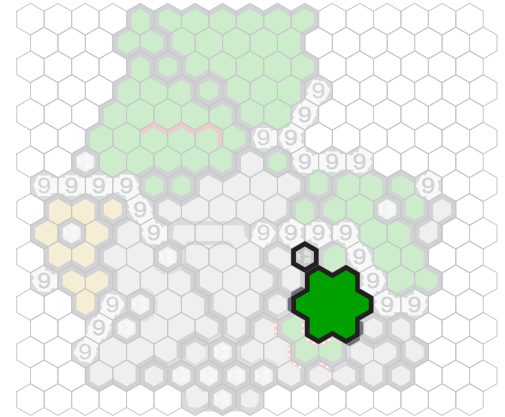
**Required Sets:** Rise of the Valkyrie™ Master Set, 2 Fortress of the Archkyrie™

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!

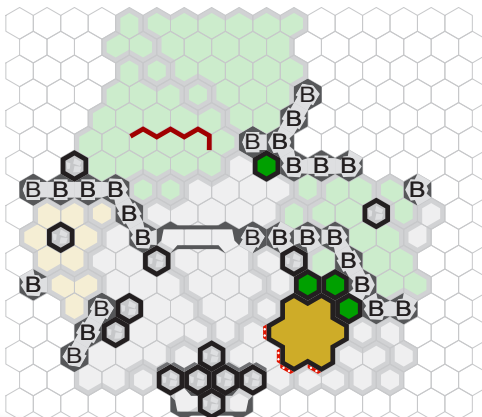
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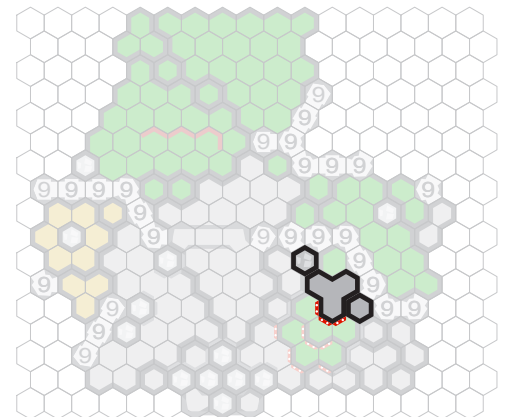
LEVEL  
05



LEVEL  
02

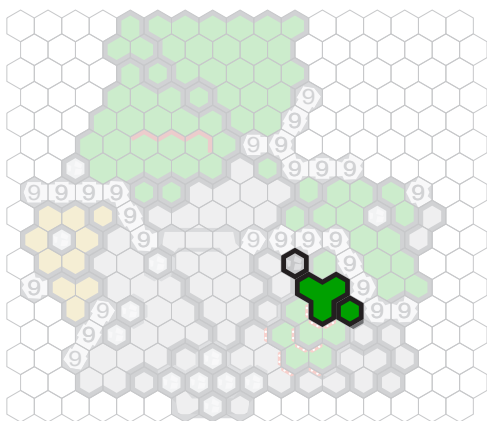


LEVEL  
06

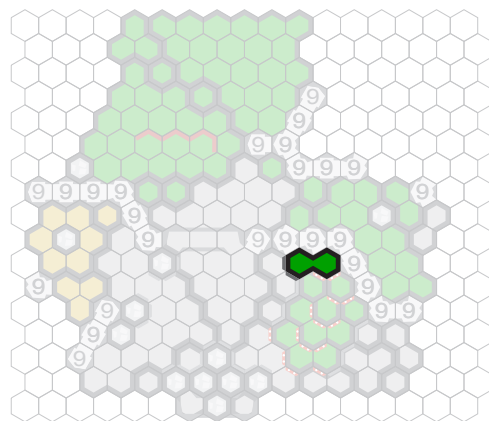


# Castle Doom Battlefield

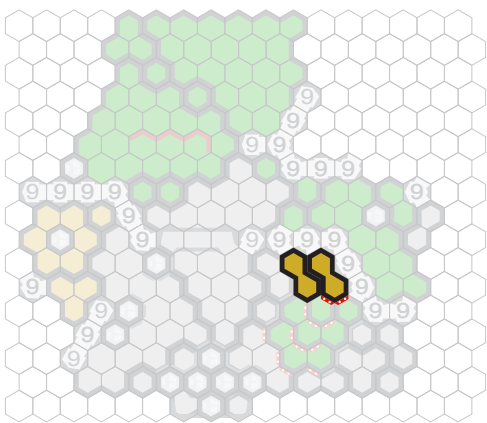
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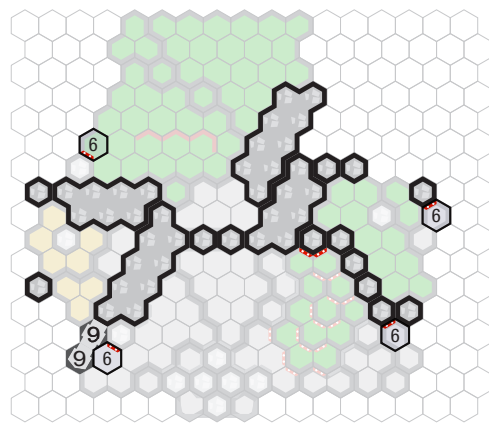
LEVEL  
11



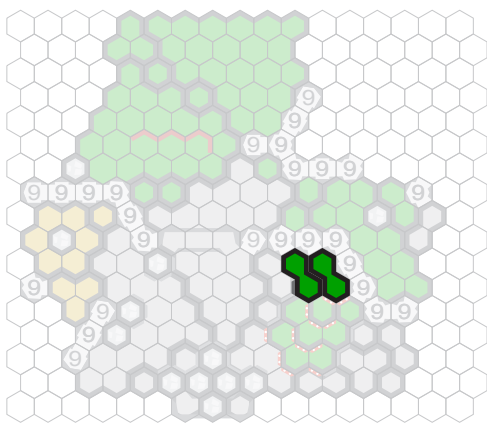
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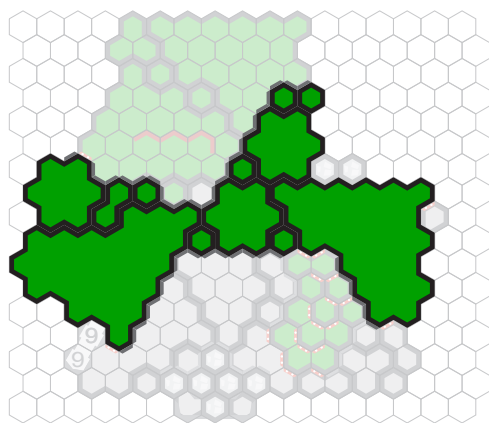
LEVEL  
12



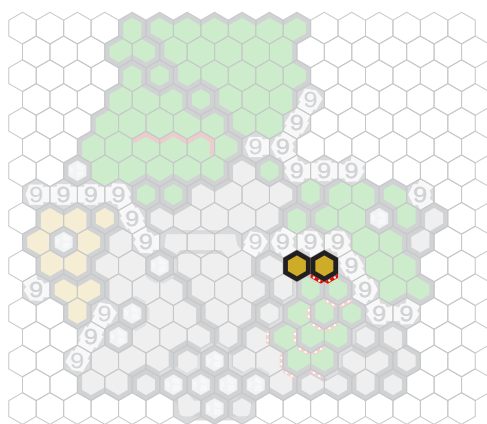
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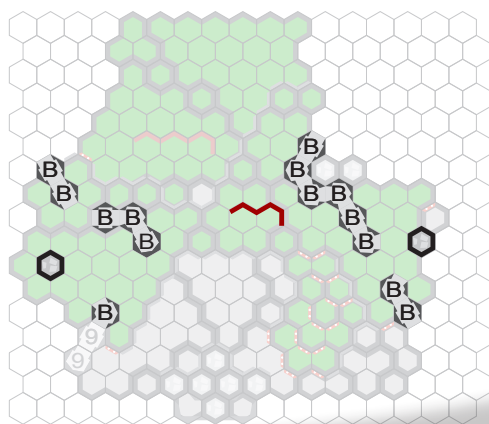
LEVEL  
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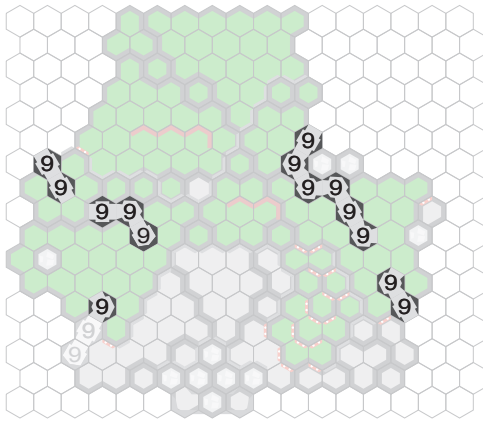
LEVEL  
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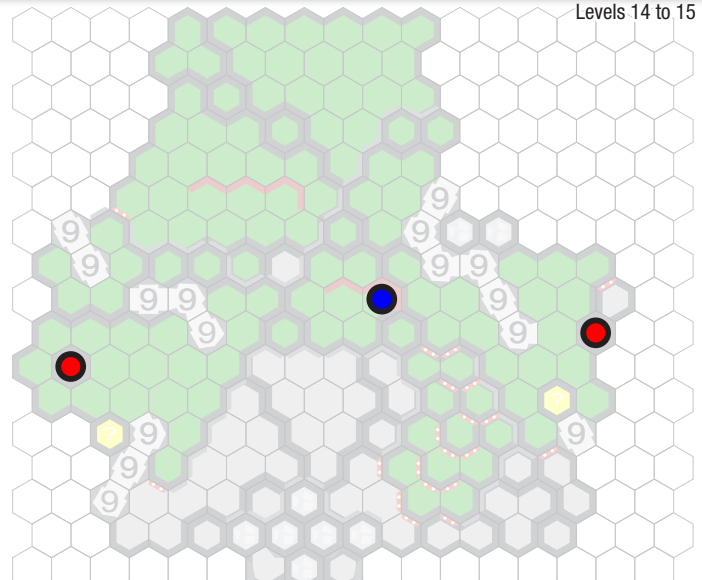
LEVEL  
14







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)

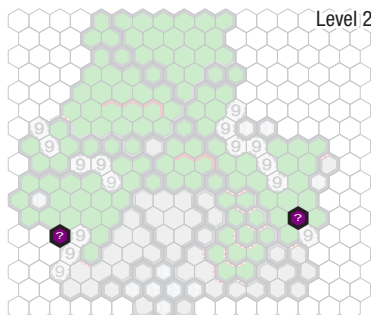
Following the Moloids back to Castle Doom there is only one course of action for our adventurers to follow. They must force their way into Castle Doom and put a stop Doctor Doom's evil plans, whatever they might be. This won't be an easy task.

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

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

**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.

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

