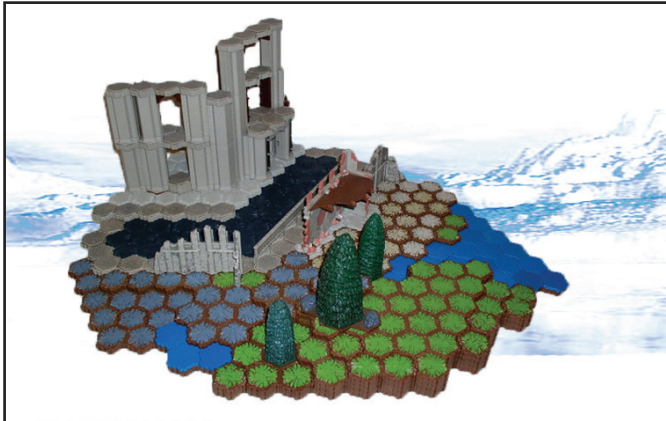


# Corner High Rise Battlefield

An Exclusive C3G Battlefield

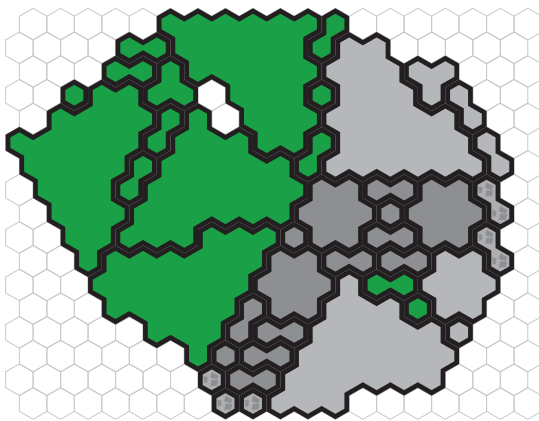
## Corner High Rise Battlefield



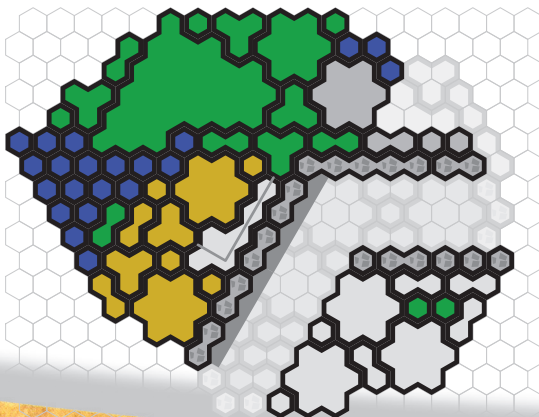
*Every city has a "less desirable end of town", and anybody that values their life knows to avoid that area of town at all costs. But for some people they don't have a choice and they must make the best of their life however they can and make a home wherever they can. They live amongst the criminals and the thugs, but their cries for help go unanswered.*

**Required Sets:** Rise of the Valkyrie™ Master Set, Marvel The Conflict Begins™ Master Set, Fortress of the Archkyrie™, Road to the Forgotten Forests™

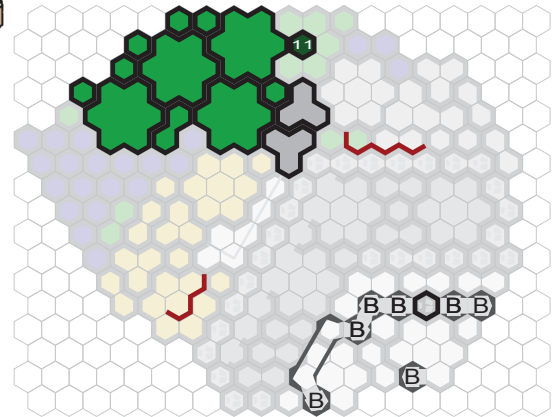
**LEVEL 01**



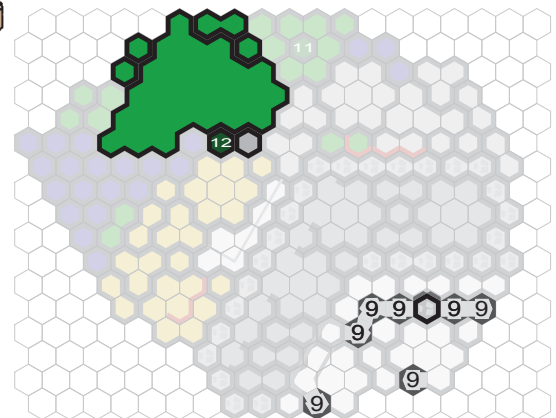
**LEVEL 02**



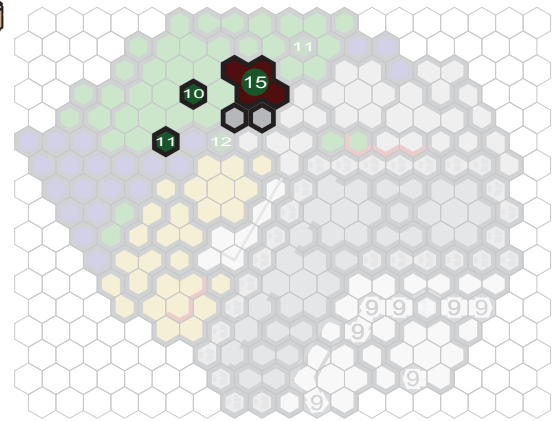
**LEVEL 03**



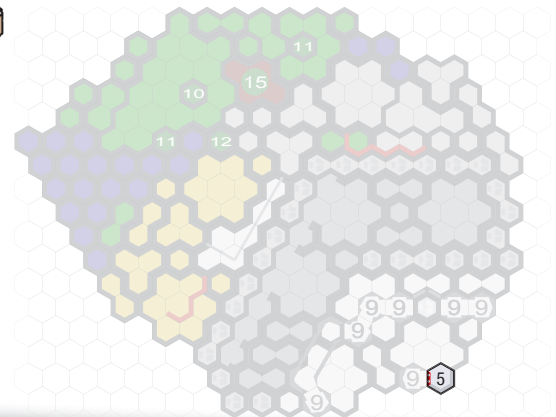
**LEVEL 04**



**LEVEL 05**



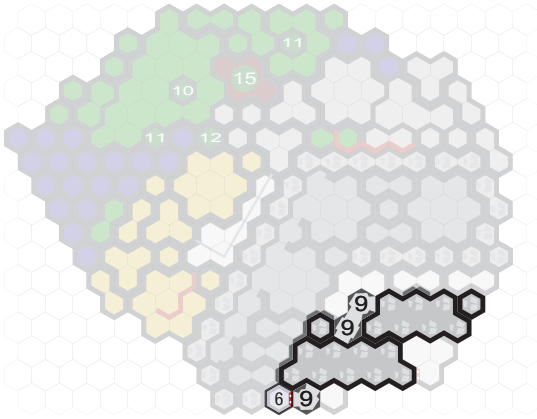
**LEVEL 11**



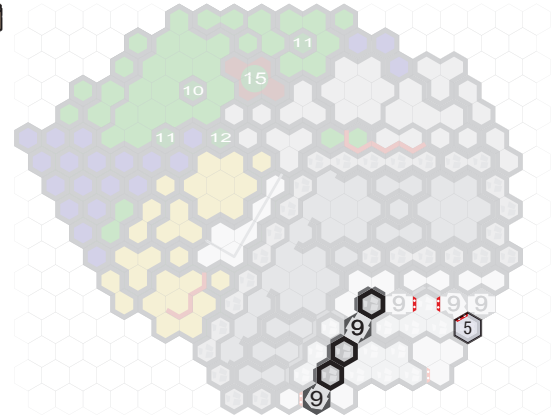
# Corner High Rise Battlefield

An Exclusive C3G Battlefield

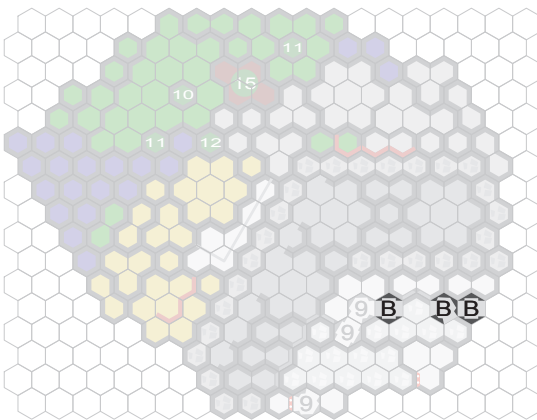
LEVEL  
13



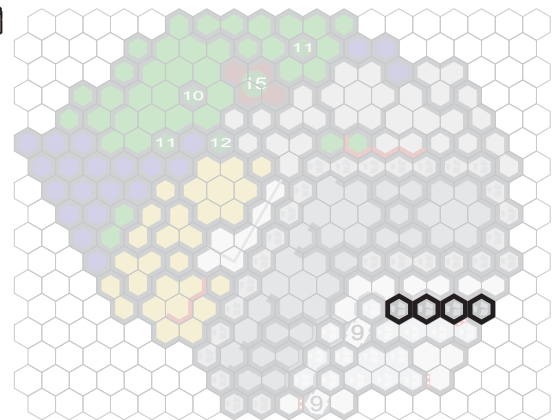
LEVEL  
22



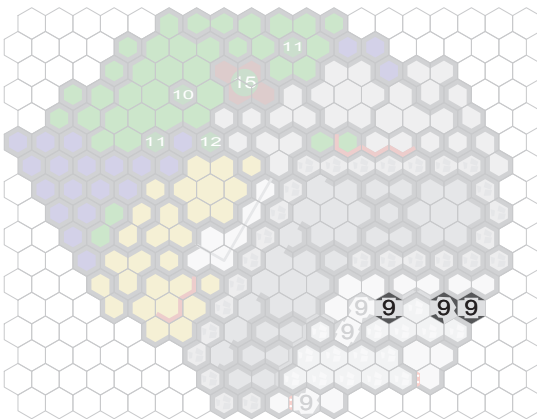
LEVEL  
14



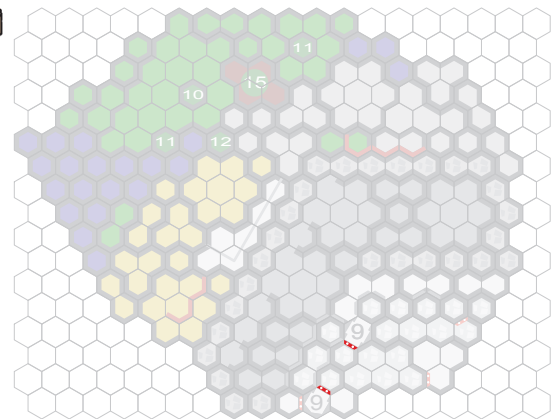
LEVEL  
24



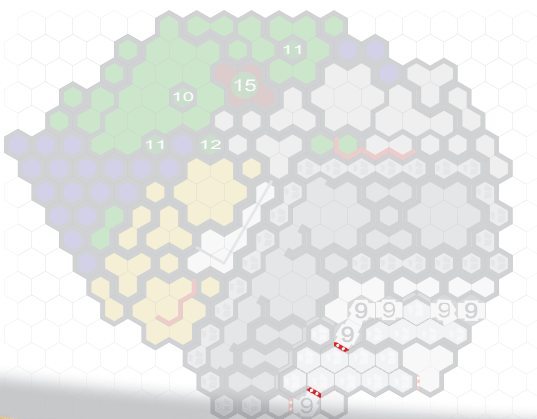
LEVEL  
15



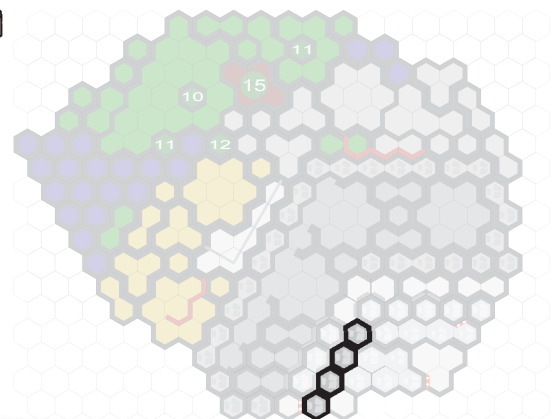
LEVEL  
29



LEVEL  
20



LEVEL  
31





# Corner High Rise Scenarios

## Corner High Rise Scenario

### MASTER GAME

#### Hostage Holdout

(2 players)

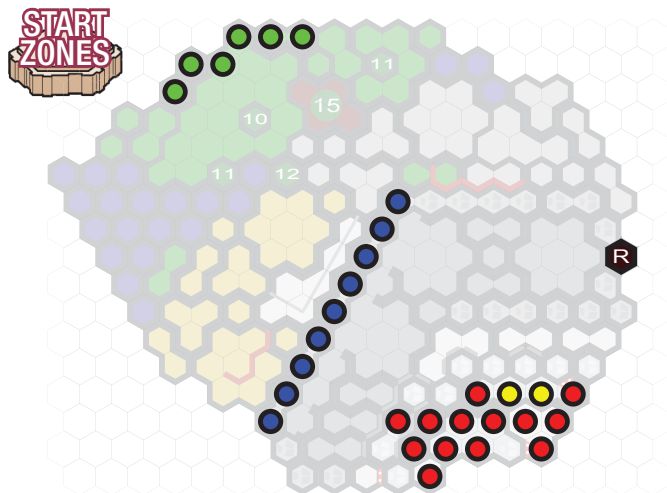
*After a bungled robbery at the Second National Bank, Two-Face and his associates fled to a corner high rise down in the slums. In an attempt to avoid capture, Two-Face's gang used civilians as protective shields for the escape. Now, holed up in the apartment building with nowhere to go, Two-Face is threatening to kill the civilian hostages if the police surrounding the high rise don't withdraw immediately.*

*The police just need to hold the thin blue line until the superheroes arrive. But will they arrive in time?*

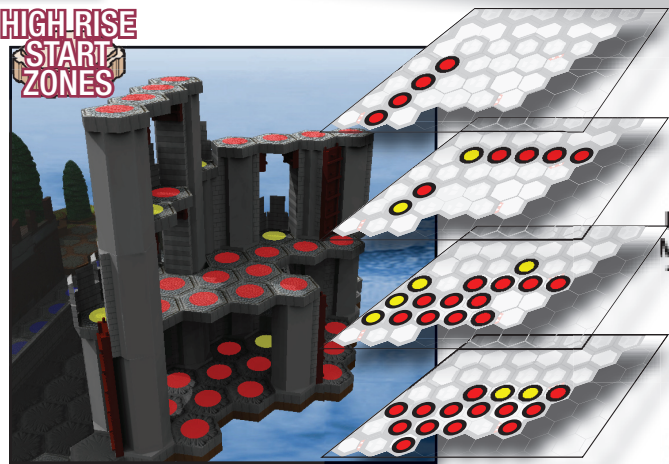
**Player 1's Goal:** Save the hostages.

**Player 2's Goal:** Fight off the police before Reinforcements arrive, or destroy the hostages.

**Setup:** Place the Glyph of Reinforcements power side up where shown.



HIGH RISE  
START  
ZONES



ROUND  
MARKER  
TRACK

1

2

3

4

5

6

7

8

9

10

11

12

Player 1's army consists of 3 squads of 5th Precinct Beat Cops and 2 squads of Civilians. The Beat Cops start in the blue start zones and the Civilians in the yellow start zones.

Player 2's army consists of 2 squads of Street Thugs and Two-Face and starts in the red starting zones.

After both players have placed their figures, they may draft an additional 400-points of all Unique Heroes. Player 1 may place their drafted Unique Heroes on any empty green start zone space at the end of round 2. Player 2 may place their drafted Unique Heroes on the red start zone spaces with the rest of their army, before the game begins.

**Special Rules: HOSTAGE SITUATION** - Until after the first Civilian attacks or rolls for a leaving engagement attack against any of Player 2's Army, Civilians may not be attacked with a normal or special attack, and they may not be destroyed or receive any wounds from any special powers used by Player 2's Army. At the beginning of each round, Player 2 may choose one Civilian that is engaged with at least one Unique Hero figure he controls, and destroy it.

**Victory:** When the other player has no figures left on the battlefield you win. If all Civilians are destroyed before the end of round 12, Player 2 wins. If the battle reaches the end of round 12, then the battle is over and the player with the most points on the battlefield wins (see Scoring on page 14 in the Heroscape Marvel Rules guide).