

# Odin's Colosseum Battlefield

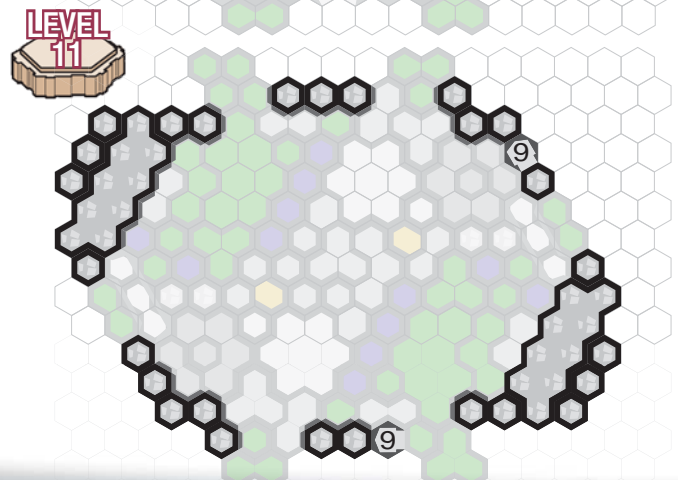
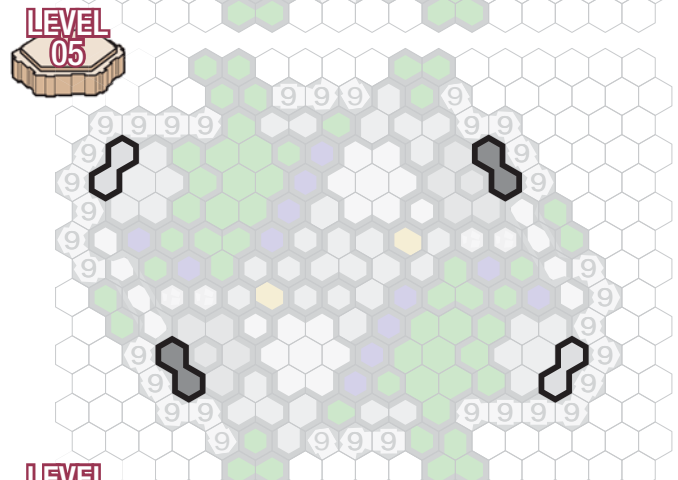
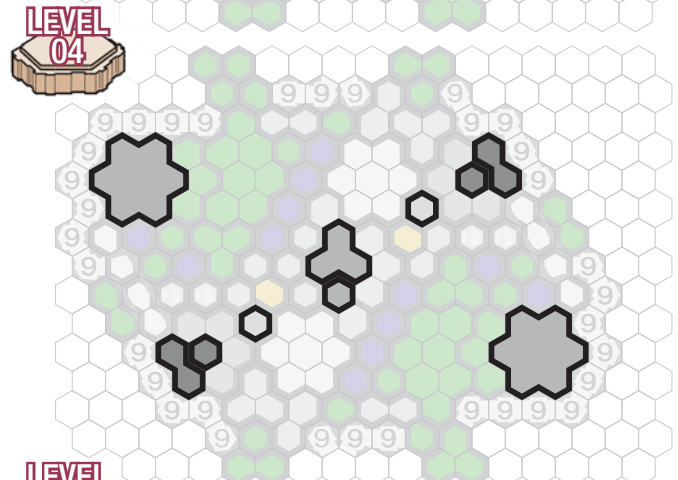
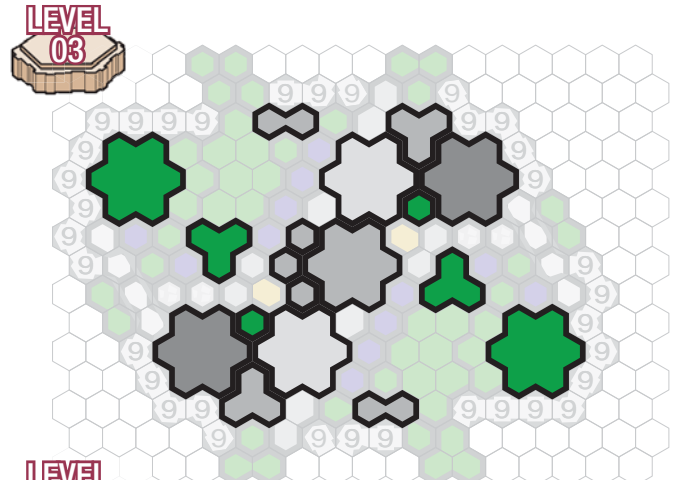
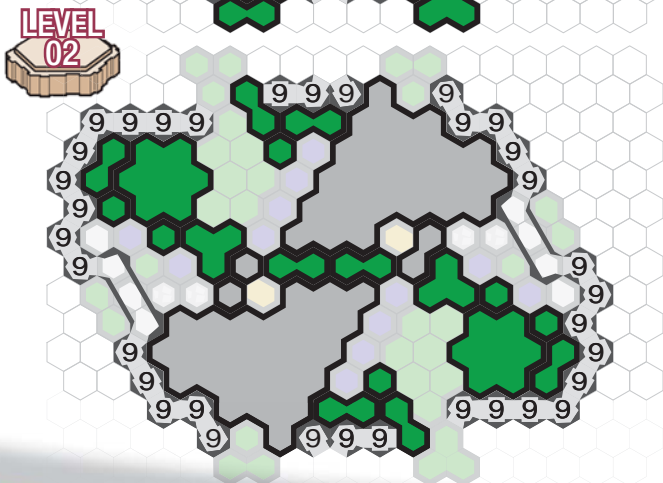
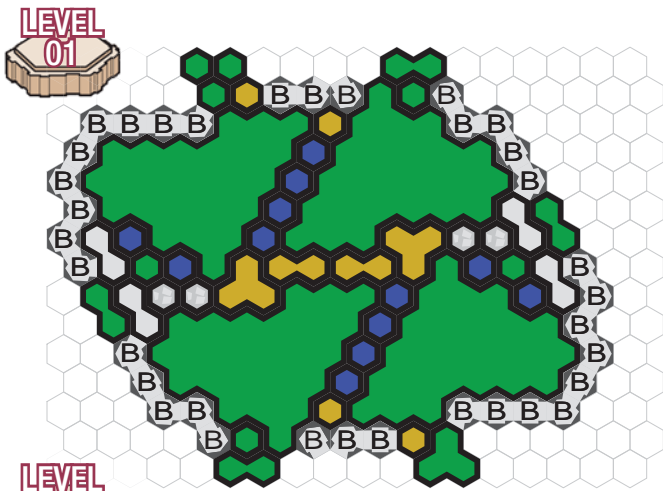
An Exclusive C3G Battlefield



Ancient Valhalla has one timeless tradition of conflict and victory, where warriors can test their might before the gods of Asgard. Here in this Colosseum lives are ended for the weak of heart and victory is claimed for the cunning warrior.

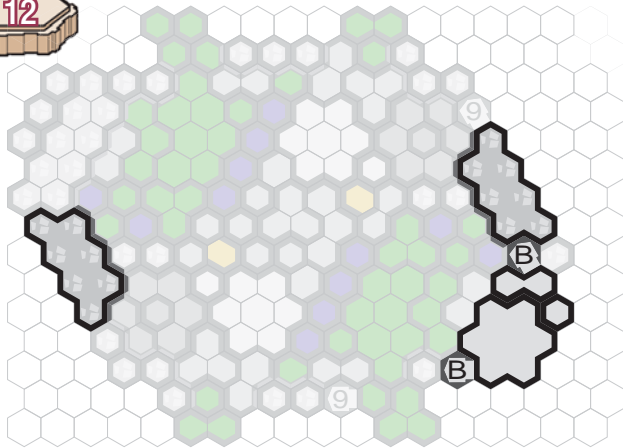
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Required Sets: MtCB Master Set, RotV Master Set & 2 FotA Set

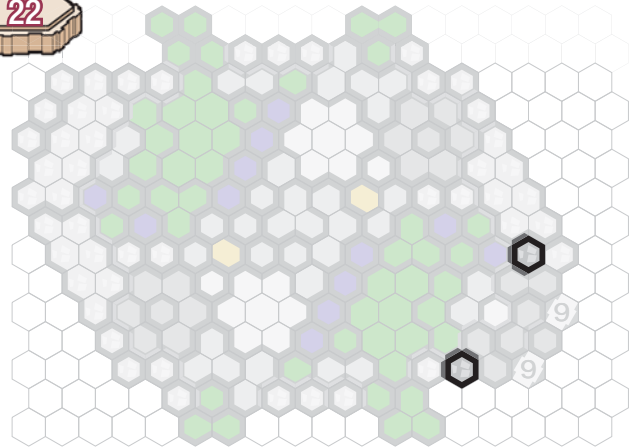


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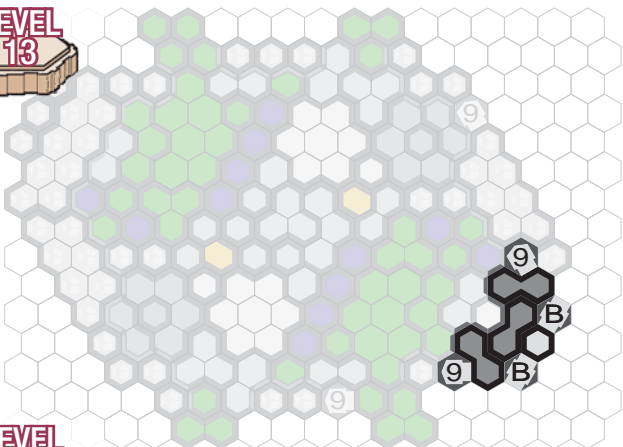
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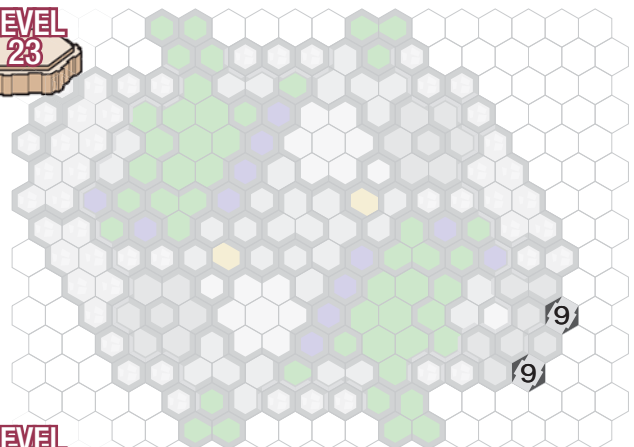
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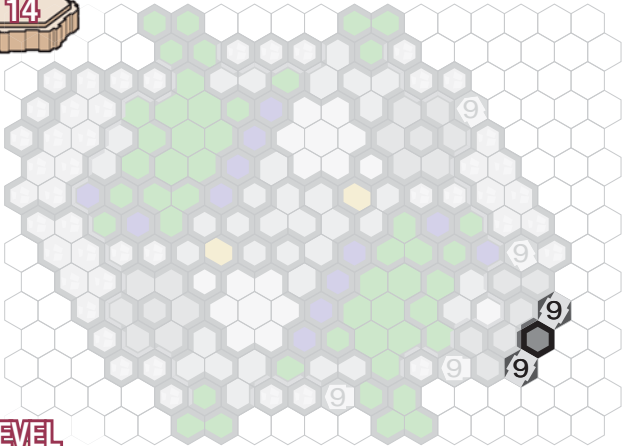
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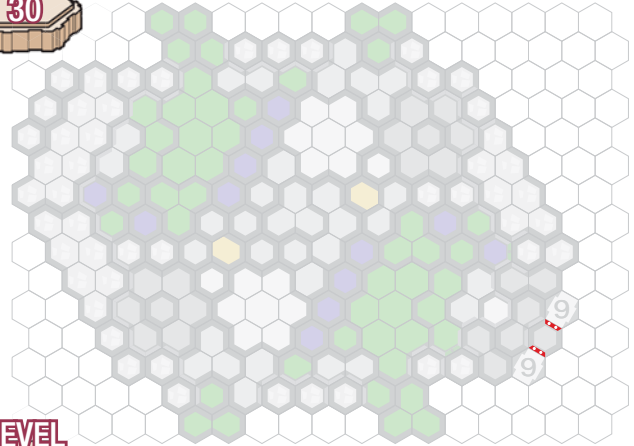
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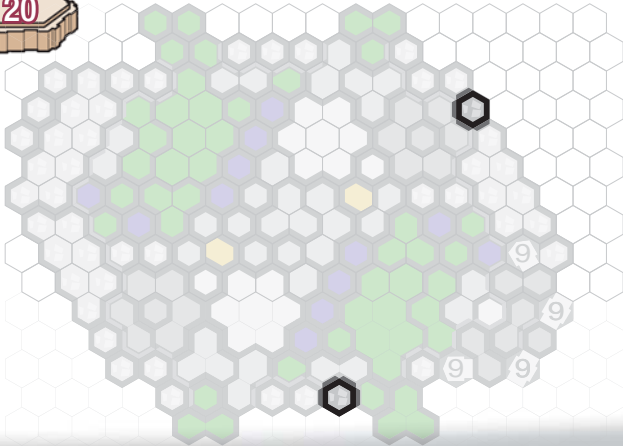
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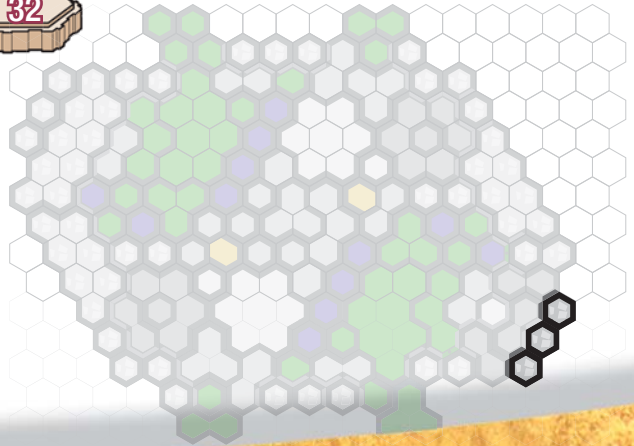
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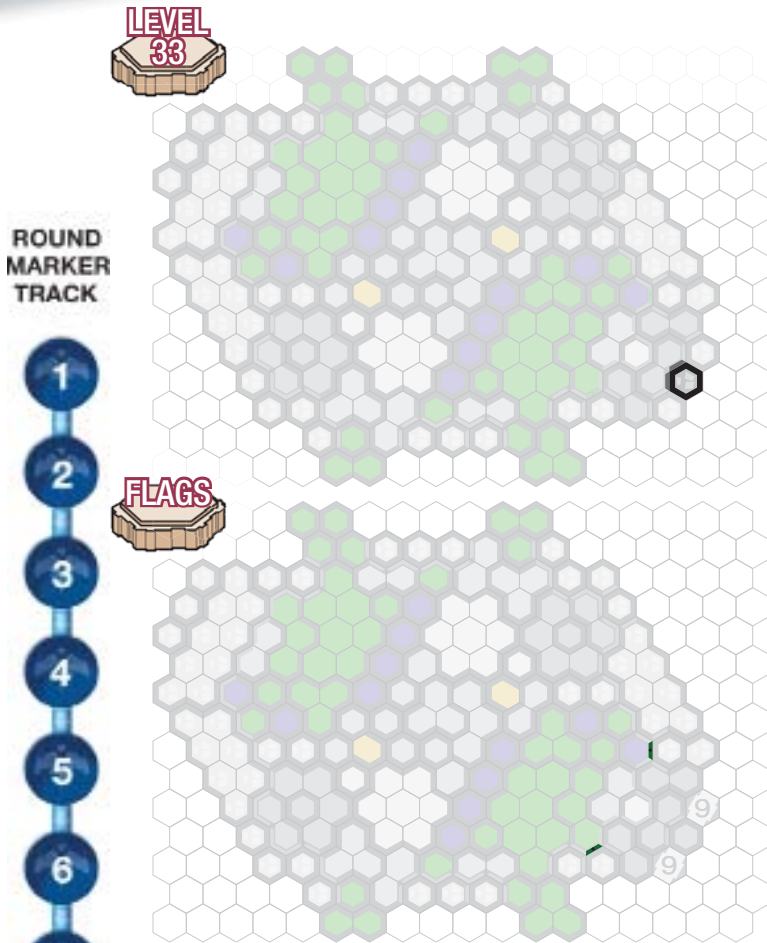
LEVEL  
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LEVEL  
32







## Odin's Colosseum Scenarios

### MASTER GAME - Odin's Challenge

(2-6 players and one non-player to act the part of Odin - It is recommended to play at least 3 players)

*Every so often, Odin, the high ruler and god of Asgard, summons warriors from all over to compete in his own private contest of gladiatorial combat. Prior to the battle royal, the warriors are given gold to spend in several different ways to gain loyalty, support, approval, power, and even Odin's favor. Who will be victorious in this dance of power and diplomacy? Only time will tell, and only one team may stand highly honored in the eternal halls of Asgardian legend.*

**All Player's Goal:** Destroy all of your opponent's figures.

**Setup:** So that the figures in play cannot fly atop of the walls of the Colosseum, place other figures up there like Kyrie, Gladiators, and other C3G warriors.

**PREMADE ARMIES:** (Odin should feel free to create any other C3G two man Unique Hero armies that he sees fit)

World's Finest: Superman 400 + Batman 200 = 600

Brave and the Bold: Green Lantern 350 + Flash 250 = 600

Wicked Grin: Darkseid 380 + Joker 190 = 570

Avengers: Incredible Hulk 370 + Captain America 220 = 590

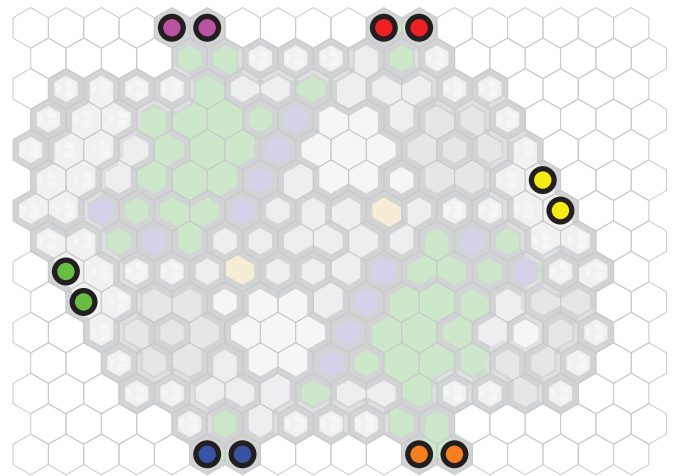
New Avengers: Thor 430 + Spider Man 160 = 590

X-Factor: Wolverine 280 + Deadpool 285 = 565

1 squad of Jandar Sentinels and 1 squad of Minions of Utgar will also be required.

Each player requires a pen and a piece of paper (you can use the sheet provided on the last page). Players are also given 100 gold pieces to secretly give to the Gladiator Trainer, Odin's Temple, Asgardian Crowd, and Kyrie Military. Once the players have secretly written their spending, they must submit them all to Odin. Odin will at that point announce the highest to lowest donations for the 4 Receivers of Donations and give all gifts to the players that have earned them (use the lists below). Roll a 20-sided die to determine any ties.

Once the players have selected their Armies, Odin will assign each army to a start zone.



#### RECEIVERS OF DONATIONS:

Gladiator Trainer: Players choose their Premade Army in order of highest donator choosing first, down to the lowest donator choosing last.

Odin's Temple: The highest donator gets a +4 to initiative for the entire game. The second highest donator gets a +2 to initiative for the entire game. When Odin rolls for "Odin's Decision", he rolls 2 fewer attack dice for the highest donator to Odin's Temple, and 2 additional attack dice for the lowest donator to Odin's Temple.

Asgardian Crowd: The highest donator always avoids the Angry Crowd special rule. Second highest bidder may choose one Unique Hero to always avoid the Angry Crowd special rule.

Kyrie Military: Highest donator chooses 1 squad of Jandar Sentinels or 1 squad of Minions of Utgar to add to his army. Second Highest donator receives the squad that the highest donator did not choose to add to his army. This squad does not start the game on the battlefield, instead, the controlling player may immediately place this squad on any unoccupied space on the battlefield when their first Unique Hero is destroyed.

#### Special Rules:

Odin's Decision: Whenever a Unique Hero is destroyed by another Unique Hero, before removing it from the battlefield, Odin must roll 12 attack dice. If Odin rolls 6 or more skulls, the figure is destroyed. If Odin rolls 5 or fewer skulls, the figure survives. Place the same number of wound markers equal to the figure's life number on its card, and then remove one wound marker from its card (so that it is one wound away from death). Odin rolls 2 fewer attack dice for the highest donator to Odin's Temple, and 2 additional attack dice for the lowest donator to Odin's Temple.

Angry Crowd: At the start of every round, after order markers have been placed and before initiative has been rolled, Odin must roll the 20-sided die separately for each figure that has one or more wound markers on its card. Add one to the roll for each wound marker on its card. If you roll a 20 or higher, that figure receives 1 wound.

**Victory:** When all other players have no figures left on the battlefield you win.

# Odin's Challenge DONATION BALLOT

You have 100 gold coins to make donations to the recipients below. Spend your gold by writing in the amount you wish to give to each recipient. The recipients will grant boons to the most adoring benefactors.



GLADIATOR TRAINER

ODIN'S TEMPLE

ASGARDIAN CROWD

KYRIE MILITARY

## Boons Granted

**GLADIATOR TRAINER:** Players choose their Premade Army in order of highest donator choosing first, down to the lowest donator choosing last.

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