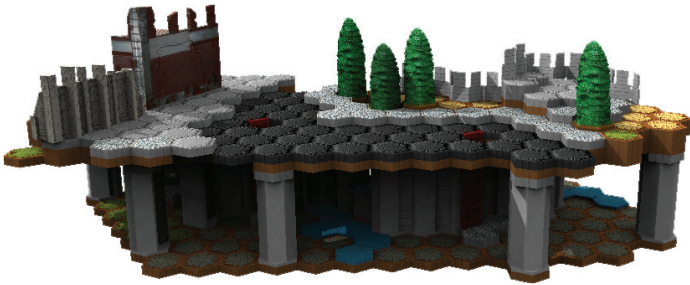


The Sewer Entrance Battlefield

An Exclusive C3G Battlefield

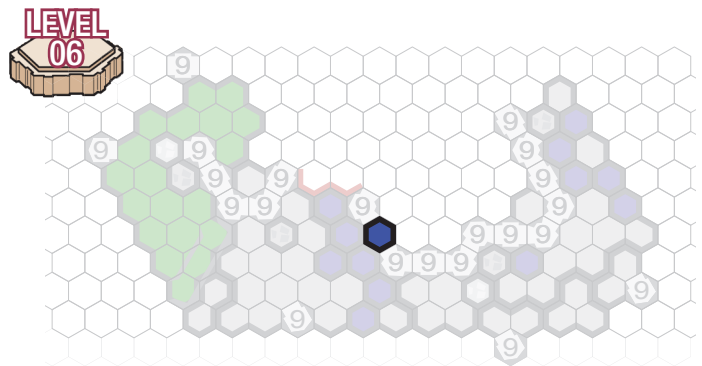
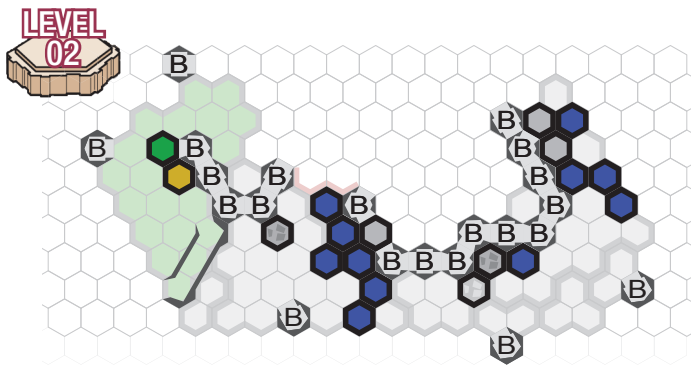
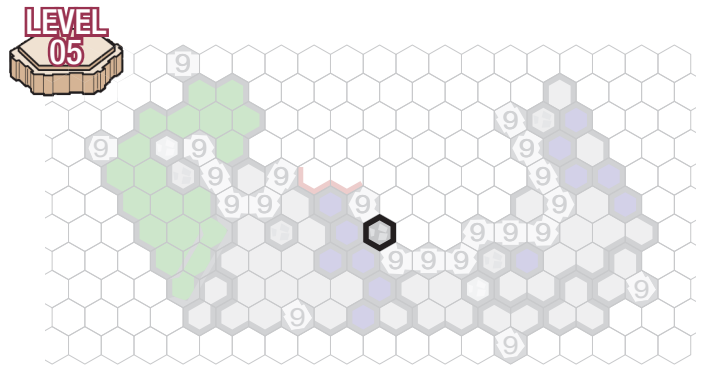
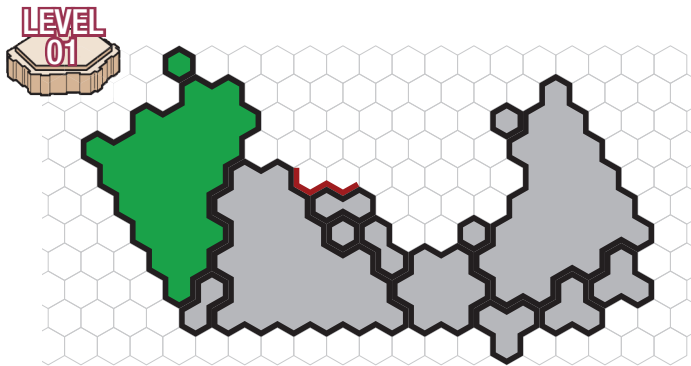
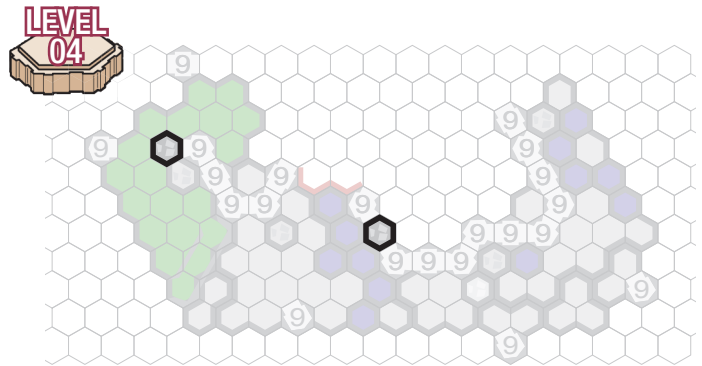
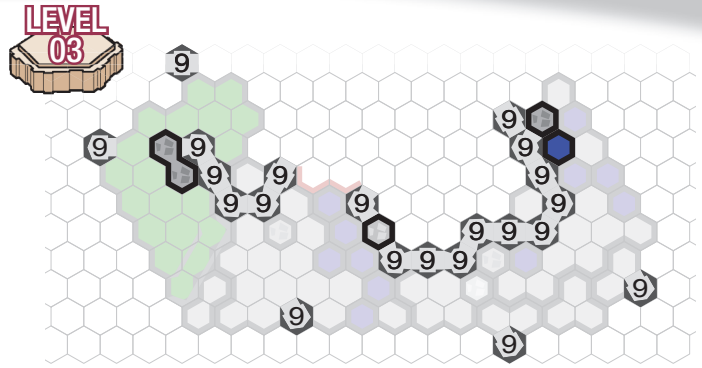


A derelict building lays abandoned on an empty street. Vacated by the rats long ago, it speaks not a sound. In the sounds of whispers that echo below it's floor it has a secret to tell.

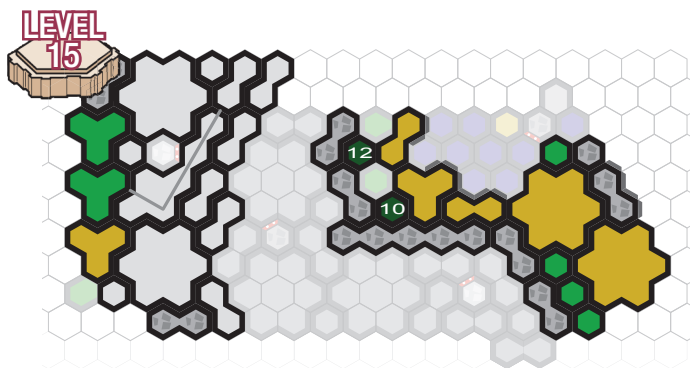
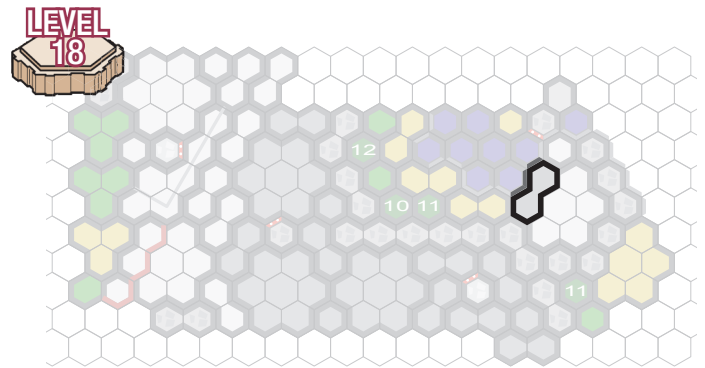
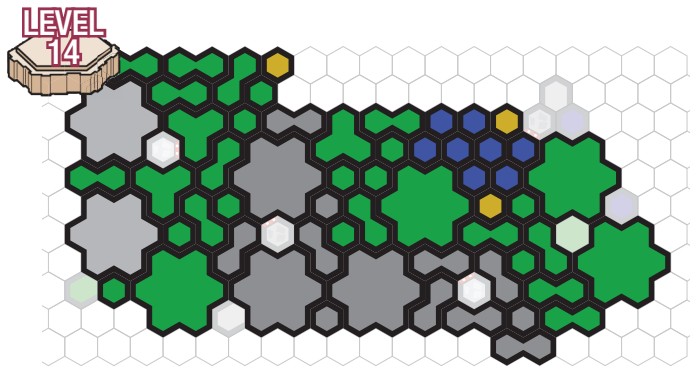
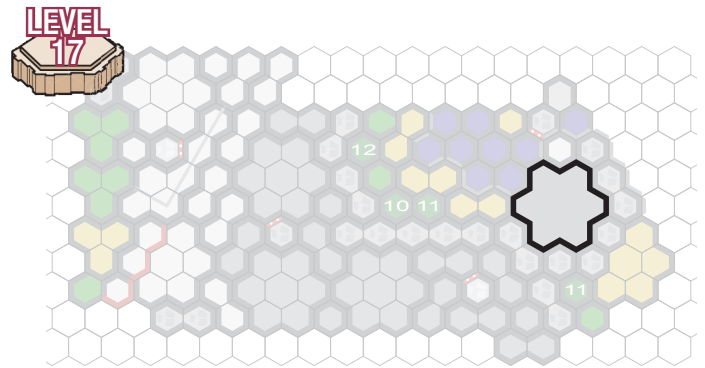
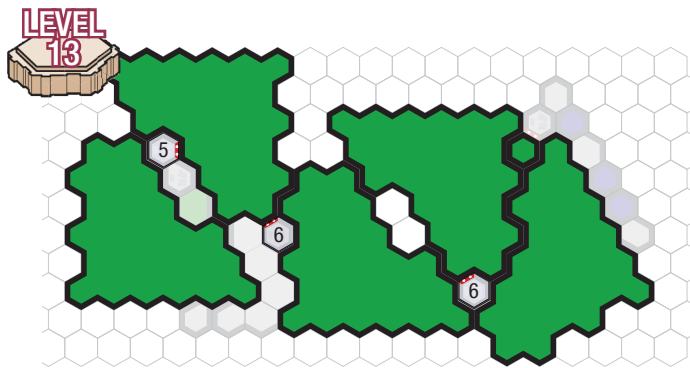
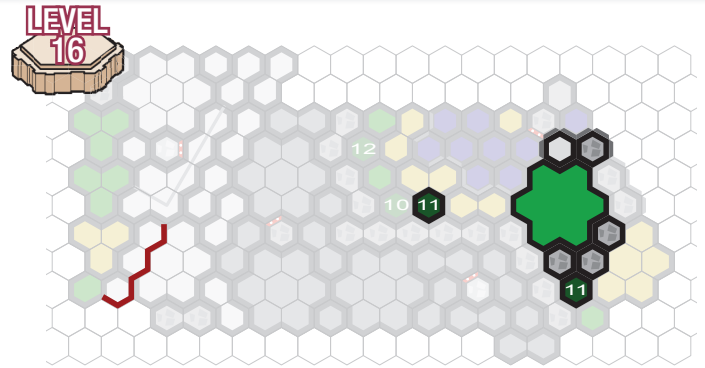
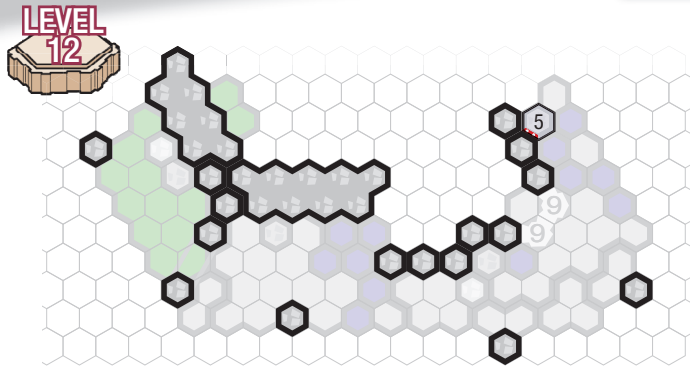
Who or what have made the sewers below their home? And what lies beyond that door?

The Sewer Entrance Battlefield

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



The Sewer Entrance Battlefield



The Sewer Entrance Scenarios

The Sewer Entrance Scenarios

MASTER GAME - Shadows Over Gotham

(3 players)

Even without her other half, Harley Quinn makes for a powerful ally. With the Joker in prison, she has only one thing on her mind: take down the bat. Both Penguin and Black Mask are gearing up for a full-scale turf war, and are desperate for any aid they can get. The first to take the cape and cowl is the first to earn Harley's favor, and so, allies and enemies all at once, they await the arrival of a very special guest.

The clock chimes nine. A swoosh overhead. A shadow darts by. The Batman has arrived.

Player 1's Goal: Defeat both the Penguin and Black Mask by rounding up their thugs and the crime lords themselves.

Player 2 & 3's Goal: Defeat the Batman, recruit Harley Quinn, and destroy the opposing gang before they can do the same to you.

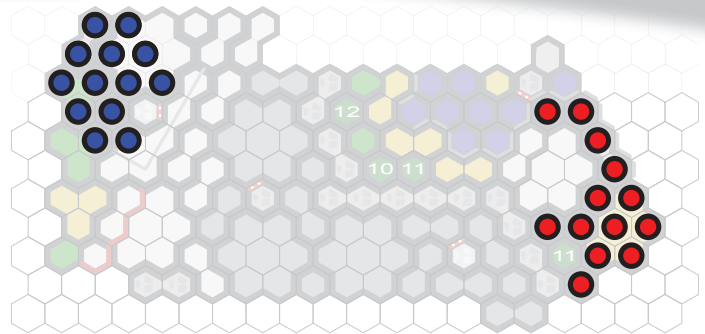
Setup: The Fortress Door should not be placed in the Doorway for this scenario.

The Breakable Wall Section should be placed in the Warehouse for this scenario.

Player 1 brings the pre-made army of Batman: Bruce Wayne, Robin: Tim Drake, and Alfred Pennyworth. Player 2 brings the pre-made army of Penguin and 2 squads of Street Thugs. Player 3 brings the pre-made army of Black Mask and 2 squads of Street Thugs.

Player 1's figures do not start the game on the battlefield. Player 2's figures start in the red start-zone. Player 3's figures start in the blue start-zone.

Harley Quinn does not start on the battlefield and is not a part of any army.



Special Rules:

Out of the Shadows: Batman, Robin, and Alfred do not start the game on the battlefield. Whenever Player 1 reveals an Order Marker on one of these figures' Army Card, if that figure has not yet been placed onto the battlefield, Player 1 may place it on any unoccupied space on the battlefield and take a turn as normal. At the end of Round 1, if any of Player 1's figures have not been placed on the battlefield at the end of Round 1, Player 1 must immediately place them all on any unoccupied space on the battlefield.

Explosive Ally: If Batman is destroyed by Player 2 or Player 3, that player takes control of Harley Quinn and her Army Card. That player must immediately place Harley Quinn on any unoccupied space on the battlefield on level 1.

In the Dark and the Muck: Figures above level 13 cannot attack non-adjacent figures below level 13. Figures may move through all water spaces below level 13 without stopping. A defending figure adds 1 die to its defense if the attacking figure moved through a water space below level 13 that turn.

Victory: When the other Players have no figures left on the battlefield, you win. If the battle reaches the end of Round 8, then the battle is over and the player with the most remaining figures on the battlefield wins.

ROUND MARKER TRACK

