

Grundy's Grave Battlefield



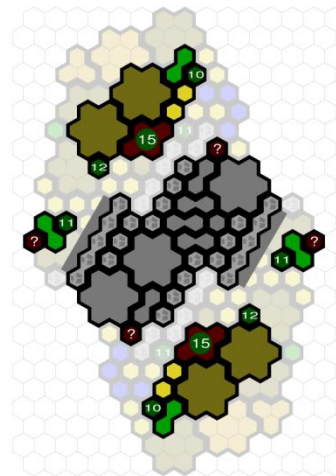
Required Sets: Swarm of the Marro™ Master Set, Marvel: The Conflict Begins™ Master Set, 2 Road to the Forgotten Forest.

In the thickly forested rural lands outside of Gotham City a sprawling marsh is hidden in the mist. The green fog the swamp exhales adds an air of foreboding to the surroundings, chilling many a traveler to the bone and sending him on his way. Perhaps that's a good thing though as, according to legend, this swamp is the not so final resting place of something terrifying indeed.

LEVEL
01



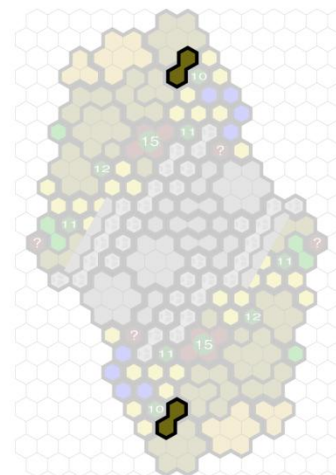
LEVEL
02



LEVEL
03



LEVEL
04



CHAPTER THREE: UNDEAD ALLIANCE

Batman's eyes clear and his familiar steely gaze returns.

"I was under some sort of mind control," he says.

Superman, Green Arrow, and Black Canary look on, pressing him for more details while the Dark Knight punches facts and figures into his mighty Crays.

"I don't think it was a mere coincidence that Catwoman was part of the Star City heist today and then made an appearance at my residence as well. I'm guessing whatever or whoever was controlling her was behind my mental abduction as well."

Green Arrow clenches his fist.

"Who did this? I'll kill them!"

Superman waves his hand, calming the Emerald Archer.

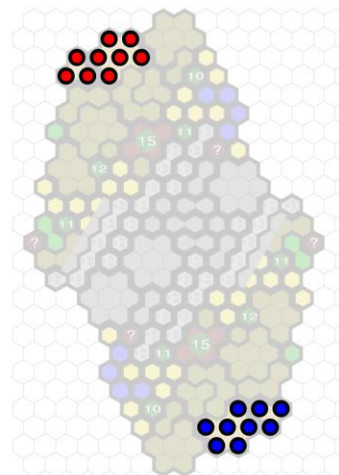
"No need for that talk," he says. Then he turns to the Dark Knight, "So what do we do next?"

Batman pulls out a sophisticated piece of equipment, not unlike some manner of electronic scanner one might see during a science fiction marathon.

"Green Kryptonite has a very specific radiation signature," he says, "So what we do next, is follow the bread crumbs."

The Dark Knight's device proves quite reliable, and by nightfall, its blinks and beeps have lead the small band of Justice Leaguers to a frightening spot indeed. In the countryside beyond Gotham, murky bogs and swamps stretch for miles. It is in one such miserable mire that Superman's extraordinary hearing picks up on the whispers of Two-Face, Catwoman, and Joker. They are expecting to face this criminal trio in this terrifying place. What they aren't expecting is what else will rise up from the marsh to threaten their lives.

Grundy's Grave Scenario



Player 1

- Green Arrow
- Black Canary
- Batman
- Superman
- Hawkgirl

Player 2

- Street Thugs
- Two-Face
- Joker
- Catwoman
- Solomon Grundy

MASTER GAME

Undead Alliance

(2 players)

Player 1's Goal: Defeat the villains and return Solomon Grundy to his grave.

Player 2's Goal: Join forces with Solomon Grundy to defeat the heroes.

Setup: Before the game begins, Player 2 may place the Glyph of Green Kryptonite on any Unique Hero's Army Card Player 2 controls.

Player 1 brings a pre-made army of Black Canary, Green Arrow, Batman, Superman, and Hawkgirl. Player 2 brings a pre-made army of one squad of Street Thugs, Catwoman, Two-Face, Joker, and Solomon Grundy.

Shuffle the Glyph of Reinforcements, Glyph of Smilex, Glyph of Super Speed and the Glyph of Team Ups and place them randomly Power Side down on the spots designated on the map.

Player 1 begins in the blue start zone and Player 2 begins in the red start zone.

ROUND
MARKER
TRACK



Grundy's Grave Scenario

Be sure to reference the special rules for Equipment Glyphs on page 5 of the *DC Heroscape Custom Large Expansion: World's Finest* booklet.

Special rules: Solomon Grundy's figure starts on his Army Card at the beginning of the game and may only be placed on the map if Player 2 rolls successfully for Born on a Monday.

Instead of placing a resurrected Solomon Grundy normally, Solomon Grundy may be placed on any unoccupied Swamp Water tile.

Victory: The first player to destroy all of the other player's figures wins. If the battle reaches the end of round 8, the battle is over and the player with the most points on the battlefield wins (see scoring in the *Heroscape Rise of the Valkyrie Master Set*).

