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HEROSCAPE WORLD'S FINEST RULES

AGES 8+

FOR 2 PLAYERS



DARKSEID HAS ARRIVED!

The World's Finest Superheroes must face the universe's deadliest conqueror. Heroes and villains alike battle across the world, with Earth's fate resting in their hands. But who will prevail?

THE WORLD'S FINEST

So, I'm sure you're asking yourself just what exactly is the C3G?

Before I say anything else, let me first establish that this is an unofficial, community-made and not-for-sale custom project. We are not official representatives of Hasbro, Wizards of the Coast, Marvel, DC or anything like that. We're just people who, like you, love the game of Heroscape and all the possibilities it has to offer.

C3G stands for the Comics Customs Creators Guild and by now you've probably seen a thread or two of ours floating around. But there are a lot of "initialed" threads floating around in the Marvel Customs forums (TNT, NM24, CWNC, *etc.*), many of which I've been involved with. TNT has even been given front page treatment on Heroscapers.com.

So, why all the excitement about the C3G? What sets it apart? What makes it new and interesting and, dare I say, the best of the best when it comes to superhero customs?

Well, there are a few things. If you'll indulge me, I'll do my best to answer that very question.

C3G is Collaboration

Projects like TNT and NM24 bring out the Marvel Customs community in amazing ways. They discuss cards in detail and the overall quality of the cards improves immensely. However, TNT and NM24 are, first and foremost, projects that are all about the creations of an individual being shared with the community.

In the C3G, there's only one card creator: the C3G. Every card is a collaborative effort, from the initial inspiration, through design, critiquing, and play testing, all the way to the last dotted "i" and crossed "t" on the final card. Unlike other customs projects, C3G is all about a group effort from start to finish and putting the project ahead of any individual ideas or biases to create the best possible product.

C3G is Consistency

One of the main reasons I first got interested in the C3G is that I had noticed that while projects like NM24 produce a number of amazing custom cards, they don't produce cards that are consistent and playable with each other. To offer a small example, I'd observed that there were three or four "healing factor" special powers on NM24 cards with different power text and the same name.

C3G was created in order to make a set of customs where that wouldn't happen. One of the main goals of the C3G is to design

figure cards that work together not just mechanically, but have consistency with power names and function, interact synergistically with each other like official cards do, while also thematically and visually blending together to be as aesthetically and creatively pleasing as possible. No C3G customs will ever be broken when played together. They will never contradict each other with special powers that confuse or become overcomplicated when combined, and no C3G customs will ever have powers with different text with the same name.

C3G is Quality

All of the final cards are put together through the collaborative efforts of the same artists, with official font, top notch templates, and some of the best artwork you'll see in any custom thread. We even take our own pictures of the figures we use just to make sure they look right.

All the powers are designed by the group effort of veteran customs creators, and some of the best around. I'm talking guys like Whitestuff, GreyOwl, Necroblade, Garada, Balantai, Griffin, Hahma, Spidey'tilldie, A3n, and even Mr. Matt Helm puts in a word (and other things) from time to time.

With most other customs, cost is based entirely on theoryscape, and there's nothing wrong with that. However, the result of this costing technique is often that the cards are undercosted or overcosted, there are balance issues with their stats and powers, or that some of their mechanics are confusing or overcomplicated just because they haven't been revised based on actual in-game use. Usually with customs, the most you can hope for is that one tester (the creator of the card) put in a game or two to adjust the cost.

Not so with the C3G. One of the most important factors that sets C3G customs apart from others is that every single C3G figure, glyph, map and scenario have gone through many hours of play testing in the hands of no less than three individual play testers. Each figure has been tested in numerous battles; including hero on hero match ups, hero on squad match ups, and whole army tests, with all tests being performed on Battlefields of Valhalla maps (BOV). We take play testing very seriously at the C3G and we stand by not only the balance of our cards, but the costs printed on the bottom. There's a reason we've been working on this first set for 9 months, starting in May of 2009!

C3G is Fan First

Here at the C3G we care about what fans want. We've all heard promises that there will be more official Marvel Heroscape, and maybe someday there will be. I know I'd sure love to see it happen. But how many years are we going to sit on our hands and wait?

The C3G decided in May that it was time to stop waiting. So here we are, taking SuperHeroscape into our own hands. I truly consider C3G products to be the closest thing possible to more "official" Marvel Heroscape and, for me at least, the products are as "official" as you'd want for the sake of a fun, thematic, and balanced gaming experience.

And, in the process, I think we brought a lot of things to the table that superhero and comic book fans want. We have Equipment Glyphs. We have optional rules for Knockback. We have maps like the Fortress of Solitude and Wayne Manor. We have innovative new glyphs like The Glyph of Team Ups and The Glyph of Green Kryptonite. We even have a campaign that reads like a comic book, all its own. Most of all, we have figures. And a bunch of them!

Our first set is based around the DC Universe, and we've brought some heavy hitters – The World's Finest Superheroes, in fact. From Superman and Batman to Hawkgirl, Black Canary, and Green Arrow. We have plenty of superheroes for countless tabletop adventures.

We have a commitment to using high quality and affordable figures reclaimed from the game Heroclix. We have every intention of clearly mapping out how to obtain these figures and everything else you need to enjoy the *DC Heroscape Custom Large Expansion: World's Finest* set (The World's Finest Map and Scenario Booklet is available in PDF form and the figure and glyph cards are as well). We plan to give detailed instructions on how to find suitable bases and base stickers (thank you, Cavalier!) to rebase your Heroclix figures to fit on Heroscape ladder rungs and look great beside your official Hulk and Spider-man figures. We plan on starting books for each of our figures for any FAQs you may have.

If you have any questions or comments regarding anything you'd love to see the C3G work on in the future, we're all ears. We're doing this for ourselves and our own love of SuperHeroscape, but we're also doing it for the community and everyone else who loves SuperHeroscape and wants to see it live on.

So, until the **X-Men: Rise of the Mutants** is released, I'm signing off!

From the Desk of the C3G,

I Am Batman

IAmBatman
C3G President and CEO

P.S. Heroscape, DC Comics, WizKids and related characters are, of course, trademarked entities and our use of them here is merely for entertainment purposes and not for any type of profit in any way.

P.P.S. And, of course, a giant shout out thank you to everyone involved in this project from the beginning to the "release party," including: GreyOwl, Necroblade, Griffin, Whitestuff, Garada, MattHelm, Balantai, Spidey'tillDie, Hahma, Markb97402, Hi1hi1hi1hi1, DrRansom, EternalThanos86, Cavalier, Grungebob, H3xtr1p, A3n, Badgermaniac, Ollie, ZBeeblebrox, Sup3rS0n1c, gorthan313, joe5joe7, Vydar is the man, Dysole, Bolo, ellak96, Darkness1717, wriggz, jsilvr, bunjee, Drewman-chu, Lord Pyre, Boromir and kermit, Granite-M, SuperflyTNT, Sherman Davies, Felindar, Aldin, and anyone else I might have missed! And, of course, as always, thank you to Truth for this incredible site!

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Read this section to clarify all the new wrinkles to card design and glyph control brought to you in the *DC Heroscape Custom Large Expansion: World's Finest* set.

Knockback Optional Rules p. 6

To bring a layer of added complexity and strategy to your superhero skirmishes, consider trying this special rules set, and enjoy seeing Superman send Solomon Grundy flying!

Battlefield and Scenario Guide p. 9

This section features five different battlefields that you can create using your Heroscape collection. Each battlefield includes level-by-level building instructions and a game scenario based on *The World's Finest* scenario campaign. For the best possible experience, play these scenarios in the order they are listed.

GAME CONTENTS

- 18 figures
- 8 Glyphs
- 13 Army Cards
- 8 Glyph Cards

THE FIRST TIME YOU PLAY

Consider rebasing your Heroclix figures to look more appropriate on a Heroscape map. The C3G recommends "Impact Miniatures" 30mm Plastic Bases, which come in sets of 15 as well as Heroscapers.com's own Cavalier's SuperHeroscape base stickers.

Object: Create a battlefield, choose your Army, and battle against your opponent. To win, be the first to achieve your Victory condition.

NOTE ABOUT DICE

The C3G produced *DC Heroscape Custom Large Expansion: World's Finest* was designed to be played with the white combat dice found in the Marvel Heroscape Master Set and is fully compatible only with this set of combat dice. When using different dice, house rules are necessary to ensure full compatibility.

NOTE ABOUT SUBTITLES

When you look at a C3G card for the first time, you might notice a few differences between it and an official Marvel Heroscape card. One of those is the "subtitle" or the "title below the title." These are, more or less, secret identities and they have a very specific game use.


In the official rules for Heroscape, you're not allowed to have two figures with the same name in your army at the same time. This rule prevents, for instance, a player from fielding both the 80-point *Rise of the Valkyrie Raelin* and the 120-point *Swarm of the Marro Raelin* simultaneously. This system works great as long as no two characters have the same name.

Enter the comic book universe! No sooner do you get to the Green Lantern Corps than you start to understand why this rule is problematic when it comes to Superheroes. What if you want *Flash (Barry Allen)* to fight alongside *Flash (Wally West)*? Well as long as both of them only have the names Flash or all your Green Lantern Corps members only have the name Green Lantern, you're in trouble.

That's why we introduced the character subtitles, which go directly below the character name. These distinguish Batman as Bruce Wayne, so if there's a later version of Batman with Dick Grayson behind the cowl, you'll be able to play both at once. Subtitles are considered an extension of the character Name, so you're never drafting just "*Superman*" into your army, you're drafting "*Superman: Kal-El*".

Hopefully this will not only pepper a bit more theme into your games but also keep your army options as open and exciting as they should be in the world of SuperHeroscape!

NOTE ABOUT THE FLYING SYMBOL

C3G Army Cards make extensive use of the *Flying Symbol*, a small icon of a wing pictured here . Variations of the Flying Symbol have been made over time, but this version was designed by Heroscapers.com's own H3xt1p.

The Flying Symbol is considered an icon based replacement for the official Heroscape flying power placed on the card the same way the Super Strength Symbol is placed on the official Marvel Heroscape cards.

For reference, the following is the official text for this power, using Superman as an example figure:

FLYING

When counting spaces for Superman's movement, ignore elevations. Superman may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. When Superman starts to fly, if Superman is engaged Superman will take any leaving engagement attacks.

Example 1: The Flying Symbol



EQUIPMENT GLYPHS

Equipment Glyphs, which are a part of this Custom Expansion Set, are a special type of Glyph similar to Treasure Glyphs that were introduced in the *Heroscape Battle for the Underdark Master Set*. Equipment Glyphs are normally mobile and can be carried by a Unique Hero unless otherwise stated in a scenario.

Treat Equipment Glyphs as normal Glyphs with the following exceptions. Some scenarios may break these rules.

1. If the figure is a Unique Hero they can choose to pick up the Equipment Glyph by placing the Glyph on that Unique Hero's Army Card. Remember that Uncommon figures are considered Unique for all special powers and Glyphs.
2. The power of the Equipment Glyph is in effect while a figure carries it and it affects only the figure that is carrying it unless otherwise stated. Note: For Equipment Glyphs that have an "Area of Effect" (i.e. the power text states "*within X spaces*"), the Glyph is considered to be positioned on the space occupied by the Hero carrying the Glyph.
3. At any point before, during, or after moving a Unique Hero figure carrying an Equipment Glyph that you control, you may announce that the figure is passing the Equipment Glyph to an adjacent friendly Unique Hero figure. Place the Equipment Glyph on the friendly figure's card.
4. A Unique Hero can only carry one Equipment Glyph at a time. If a Unique Hero you control carrying an Equipment Glyph lands on another Equipment Glyph, after activating the Glyph you may choose to replace the glyph already on the Unique Hero's card with the newly activated Glyph. Place the Glyph formerly on the Unique Hero's card power-side up onto a space the figure currently occupies.

Dropping Equipment Glyphs: At any point during a figure's movement, you may announce that the figure is dropping an Equipment Glyph. Place the Equipment Glyph power-side up onto a space the figure currently occupies. That figure may now continue its movement.

Note: You cannot drop an Equipment Glyph onto a space that already has another Glyph on it.

Losing Equipment Glyphs: If a figure you control that is carrying an Equipment Glyph is destroyed or wounded, choose one opposing player to immediately place the Glyph power-side up on an empty space within 5 spaces of the space your figure last occupied.

OPTIONAL RULES ADDITION

KNOCKBACK

Knockback is an optional rules system intended to bring a simulation of the mighty power of super strong fighters smashing each other with powerful melee attacks and the resulting backward tumbles and stumbles.

Knockback is an optional rule that is considered an extension of the Super Strength special power on a figure's Army Card and is affected as such by any powers that would nullify or bypass the Super Strength special power. When a figure with the Super Strength power attacks an adjacent figure with a normal attack, and the adjacent figure does not ignore the attack and after damage has been resolved, determine Knockback. To determine Knockback, each skull rolled by the attacking figure counts as one Knockback point (KP). Each skull rolled by the defending figure cancels out one KP rolled by the attacker.

KNOCKBACK: ADJACENT

If the attacking figure has any remaining KPs, move the defending figure directly away from the attacker in a straight line a number of spaces equal to the remaining KPs. When determining a straight line, use the attacker's hex and the defender's hex as the first two points in the line. These first two points are not counted as part of the Knockback. If multiple straight lines can be determined due to figures with double spaced bases, the attacking figure chooses which to use.

KNOCKBACK: MOVEMENT

When moving the figure, count changes in elevation normally and ignore all abilities that affect the figure's movement such as Flying, Climbing, *etc.* Ignore all special terrain rules except when it would wound or destroy the figure. The defending figure may not move through any figure when being moved by knockback. If you are unable to move the defending figure due to another figure, a special power, a glyph, a destructible object, an obstacle, or change in elevation, roll for Knockback Damage (KD). If a Knockback would cause a figure to move off of the map, place the figure on the last available move space on the edge of the map and do not roll for KD. Figures will not receive leaving engagement attacks during Knockback and are susceptible to falling damage. Determine falling damage after Knockback has been resolved.

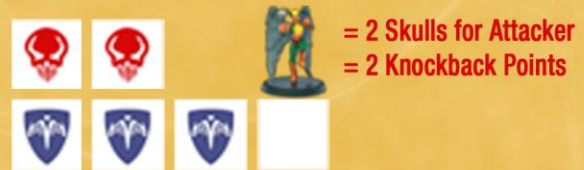
KNOCKBACK DAMAGE

Roll one attack die for Knockback Damage. A skull rolled counts as an unblockable hit to both the defending figure and any figure or destructible object that prevented its movement.

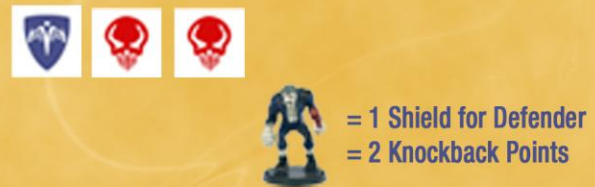
Example 2: Hawkgirl Battles Solomon Grundy!

Hawkgirl Attacks

Hawkgirl and Solomon Grundy are engaged. Hawkgirl attacks Solomon Grundy with a normal attack.



Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 defense dice.



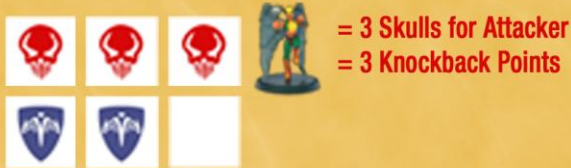
When you add Solomon Grundy's Tough special power, Solomon Grundy's total becomes 2 shields and 2 skulls. Therefore, Solomon Grundy receives no wounds from the attack and we determine Knockback. Since Solomon Grundy has the same number of Knockback points as the attacking Hawkgirl, Solomon Grundy avoids all Knockback.



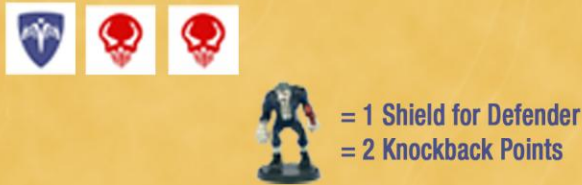
Example 3: Hawkgirl Battles Solomon Grundy!

Hawkgirl Attacks

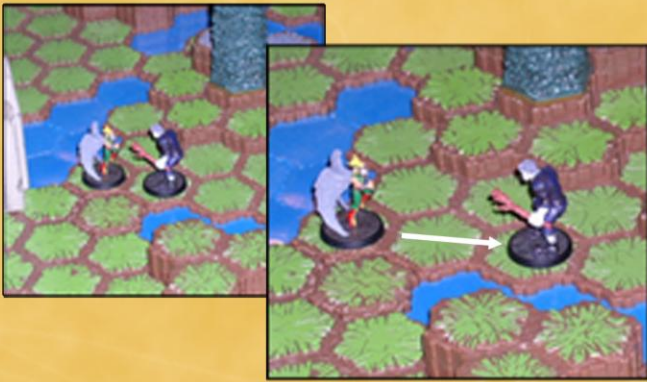
Hawkgirl and Solomon Grundy are engaged. Hawkgirl attacks Solomon Grundy with a normal attack.



Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 defense dice.



When you add Solomon Grundy's Tough special power, Solomon Grundy's total becomes 2 shields and 2 skulls. Therefore, we first add one wound to Solomon Grundy's card. Since this does not destroy Solomon Grundy, we determine Knockback. Hawkgirl has 3 Knockback Points, while Solomon Grundy prevents 2 Knockback Points. This leaves a difference of 1 Knockback Point. Therefore, Grundy is moved one space directly away from Hawkgirl in a straight line.



Example 4: Hawkgirl Battles Solomon Grundy!

Hawkgirl Attacks

Hawkgirl and Solomon Grundy are engaged. Hawkgirl attacks Solomon Grundy with a normal attack.



Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 defense dice.



When you add Solomon Grundy's Tough special power, Solomon Grundy's total becomes 4 shields. Therefore, we first add one wound to Solomon Grundy's card. Since this does not destroy Solomon Grundy, we determine Knockback. Hawkgirl has 5 Knockback Points, while Solomon Grundy prevents 0 Knockback Points. This leaves a difference of 5 Knockback Points. Since Knockback movement mimics normal movement, we cannot use all 5 movement points. We can move Solomon Grundy 2 spaces, but it would require an additional 4 to move to the higher ground. Since Solomon Grundy cannot move his entire Knockback Movement number, we must leave Solomon Grundy on the last space he could move to and roll one unblockable attack die against Solomon Grundy for Knockback Damage.



Example 5: Hawkgirl Battles Solomon Grundy!

Hawkgirl Attacks

Hawkgirl and Solomon Grundy are engaged. Hawkgirl attacks Solomon Grundy with a normal attack.



= 4 Skulls for Attacker

= 4 Knockback Points

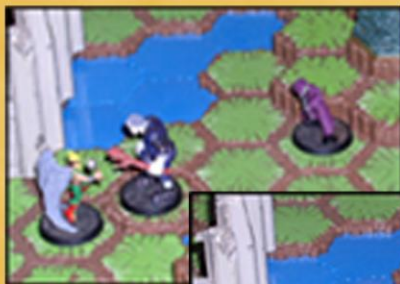
Solomon Grundy subtracts one from his defense due to Nth Metal Mace and rolls 3 defense dice.



= 3 Shields for Defender

= 0 Knockback Points

When you add Solomon Grundy's Tough special power, Solomon Grundy's total becomes 4 shields. Since this does not destroy Solomon Grundy, we determine Knockback. Hawkgirl has 4 Knockback Points, while Solomon Grundy prevents 0 Knockback Points. This leaves a difference of 4 Knockback Points. As we begin to move Solomon Grundy, we get to a point during Knockback movement where moving Solomon Grundy would force you to place him directly on Joker. This cannot occur and thus we need to leave Solomon Grundy on the last space he could legally move to. Since Solomon Grundy did not move his entire Knockback Movement number we must roll one unblockable attack die against Solomon Grundy and one unblockable attack die against Joker for Knockback Damage.

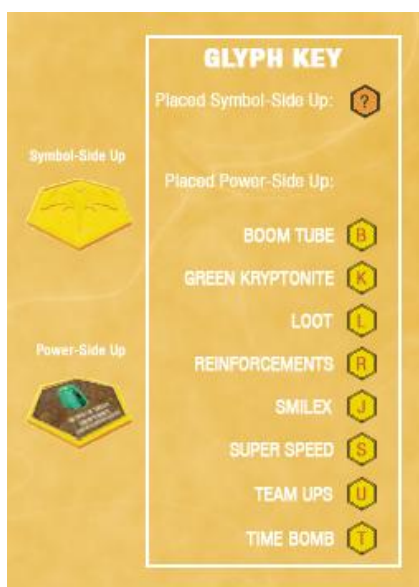


Superman & Darkseid

Battlefield and Game Scenarios

The Glyphs

In the battlefield diagrams, Glyphs are represented by their key letters. When you build a battlefield that includes Glyphs, follow the Glyph key below to see which ones to use.



The Phantom Stranger's Journal

Do not meet me with distrust, dear traveler. I promise you, I am a force of good.

I am the Phantom Stranger. I am the father of magic. I can slip between the very cracks of space and time at will.

Condemned to forever walk apart from the world, watching as terrible events both bring humankind together and tear it asunder, I seek to fulfill my purpose. Until the end of time sets me free, it is my struggle, my burden, my divine charge to bring humanity its salvation from evil, one soul at a time.

In my fight to preserve the souls of the innocent, I find myself now in the midst of an impending doom. A powerful adversary with the means to cloak himself from even my ever-watchful eyes has begun taking over the minds of the most vile, insane, and murderous villains on the Earth. I am confident in my assessment that this unseen foe plans to extend his grip and take hold of the minds of all of Earth's people, to claim himself as their ruler... This, I will not allow!

I have focused all of my strength and power to protect the minds of a select few champions of Earth who I believe will not only defeat this mysterious foe, but also inspire Earth's citizens to unite against his planned tyranny.

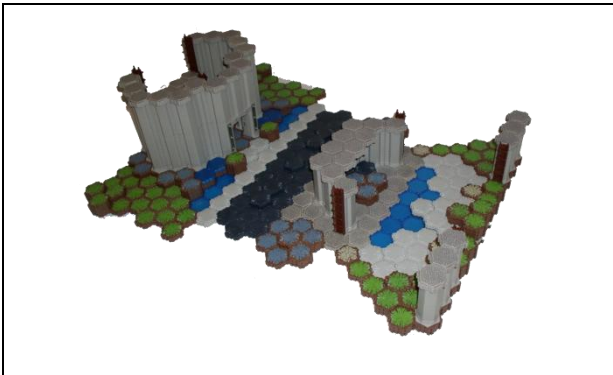
For all of my magic, all of my wisdom, all of my power, I am forbidden to physically interfere with the conflicts of the world, both petty and apocryphal alike. My oath is strict and cannot be broken. So I am forced to watch and wait and write.

The following comes from the endless pages of my journal. I hope that it may be of use to you.

The journal of the Phantom Stranger of Earth,
Book 2010,
Volume One: The World's Finest



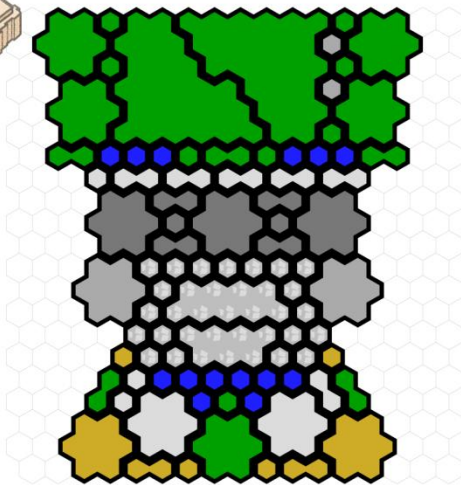
Star City Bank Battlefield



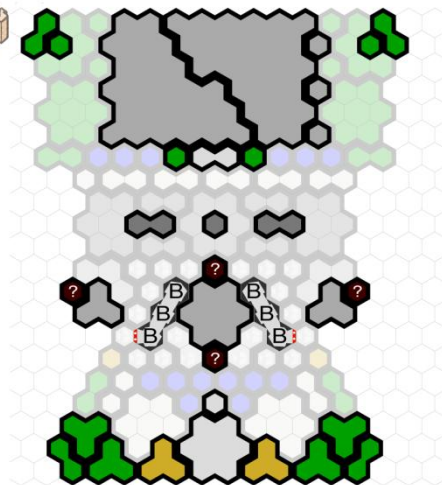
Required Sets: Marvel: The Conflict Begins™ Master Set, Rise of the Valkyrie™ Master Set, 2 Fortress of the Archkyrie.

Star City Bank is located in downtown Star City, right across from that coffee shop everyone seems to like so much, and it contains the financial holdings of hundreds of Star City residents, including a large percentage of the personal wealth of eccentric billionaire Oliver Queen. Mr. Queen has sent over twenty personally addressed letters to the Star City Bank board of directors encouraging them to increase security measures. He has not, to this date, received a response.

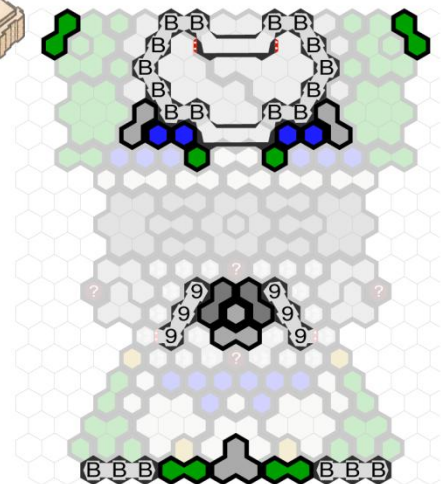
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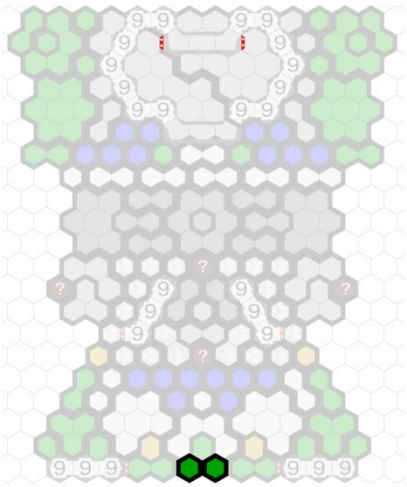


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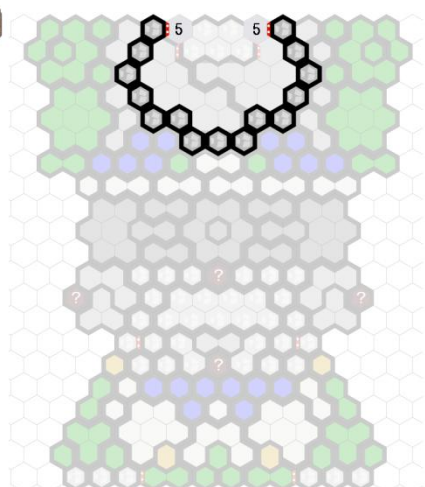


Star City Bank Battlefield

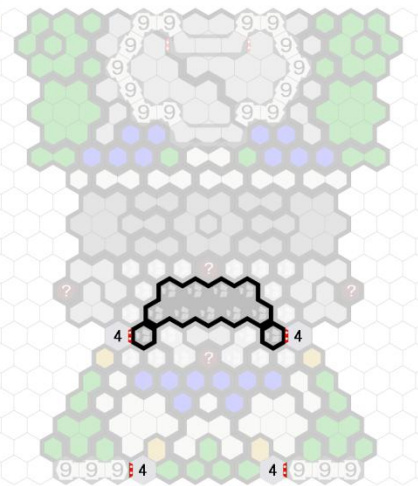
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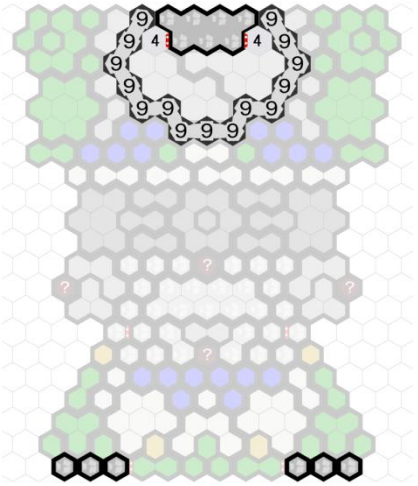
LEVEL
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LEVEL
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LEVEL
13



CHAPTER ONE: A CITY OVERRUN

It begins in Star City, where a seemingly normal occurrence will lead to a dark and fateful series of events.

The world renowned Emerald Archer, Oliver Queen, also known as Green Arrow, turns to his life love, the beautiful Black Canary and muses in a jovial tone, "It looks like another beautiful morning in Star City."

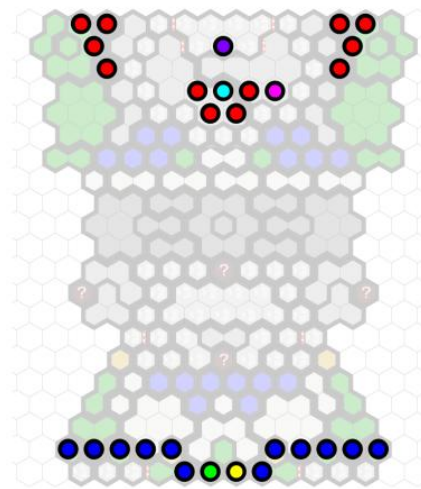
The blonde vision, Dinah Laurel Lance, also known as Black Canary, winks at her beau. "I've seen worse," she says.

To either side of the heroes, Star City's finest police officers line the streets, readying themselves to march onward. Star City's 1st National Bank looms ahead, its gothic architecture disguising the circumstances. For, within the doors of Star City Bank, the nefarious supervillains Two-Face, Catwoman, and Joker have gathered their crew of street thugs and seem intent on bringing Star City to its knees.

It is, perhaps, no small matter to our heroes that this bastion of stone and steel also happens to house the better part of the investment capital of one Queen Industries. The aptly named company is the crown jewel in the fortune of billionaire Oliver Queen.

So, with life, limb, and fortune at risk, it is the duty of Green Arrow, his paramoure, Black Canary, and Star City's finest law enforcers to bring these criminals to justice before they expunge the bank of its loot and make off with the mysterious "emerald" necklace found in the vault as well.

Star City Bank Scenario



Player 1

- Green Arrow
- Black Canary
- 5th Precinct Beat Cops

Player 2

- Street Thugs
- Two-Face
- Joker
- Catwoman

MASTER GAME A City Overrun

(2 players)

Player 1's Goal: Stop the bank robbers and secure the stolen items.

Player 2's Goal: Escape with the mysterious "emerald" necklace from Star City Bank.

Setup: The Fortress Doors should not be placed in the Doorways for this scenario.

Shuffle the Glyph of Reinforcements, Glyph of Super Speed, Glyph of Smillex, and Glyph of Team Ups and place them power side down in the four spots designated on the map.

Player 1 brings a pre-made army of Black Canary, Green Arrow, and four squads of 5th Precinct Beat Cops. Player 2 brings a pre-made army of 3 squads of Street Thugs, Catwoman, Joker, and Two-Face.

At the beginning of the game, Player 2 must place the Glyph of Loot on the card of one of the Unique Heroes he or she controls.

Special Rules: For the purpose of this scenario, the Glyph of Loot is to be treated as an Equipment Glyph and follows all of the special rules for Equipment Glyphs on page 5 of the *DC Heroscape Custom Large Expansion: World's Finest* booklet. However, there are two differences that must be observed. Unlike normal Equipment Glyphs, the Glyph of

ROUND
MARKER
TRACK



Loot in this scenario may also be equipped by squad figures. The rules involved with losing the Glyph of Loot are also different in this scenario.

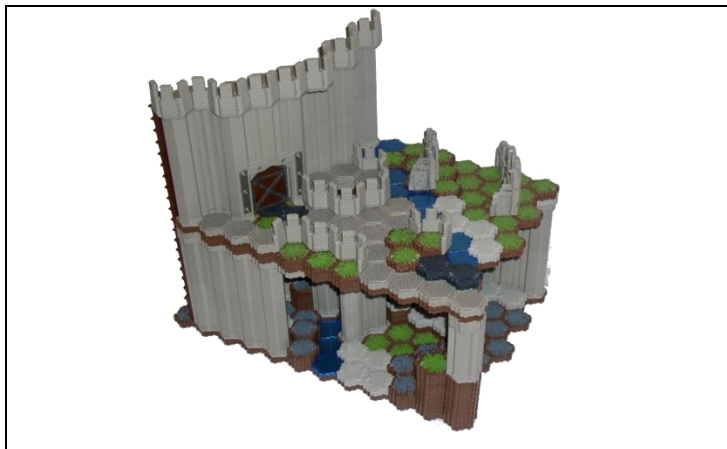
If a figure you control that is carrying the Glyph of Loot is destroyed or wounded, instead of choosing another player to place the Glyph for you, you may immediately place the Glyph power-side up on an empty space within 5 spaces of the space your figure last occupied. If a squad figure is destroyed while the Glyph of Loot is equipped on that squad figure's card, then the situation should be treated the same as when a Unique Hero figure equipped with an Equipment Glyph is destroyed. This occurs even if the destroyed squad figure is not the same squad figure that originally equipped the Glyph of Loot.

Victory: The player with a figure controlling the Loot Glyph at the end of round 8 wins the game. Or, if all of your opponent's figures are destroyed, you win. If no figure controls the Glyph of Loot at 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*).



Green Arrow & Black Canary

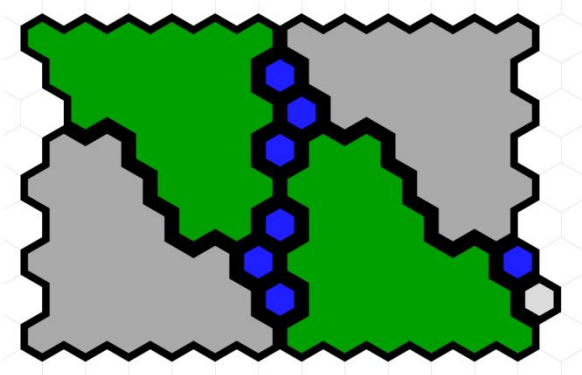
Wayne Manor Battlefield



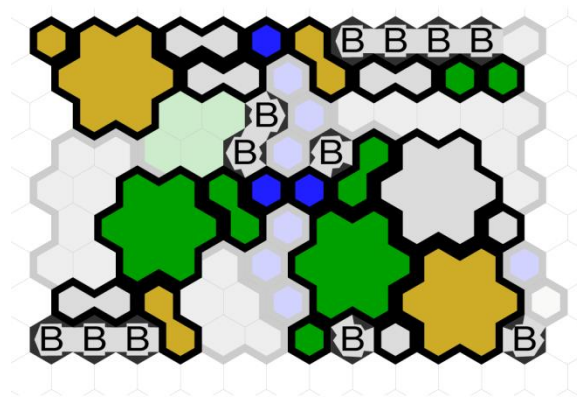
Required Sets: Marvel: The Conflict Begins™ Master Set, Rise of the Valkyrie™ Master Set, 2 Fortress of the Archkyrie.

Wayne Manor is the luxury mansion and ancestral home of Billionaire playboy Bruce Wayne. According to rumors, though, he doesn't spend much time on the mansion's ground floor. Those who know the home more intimately might suggest that Wayne Manor's true charm lies somewhere a bit lower in elevation.

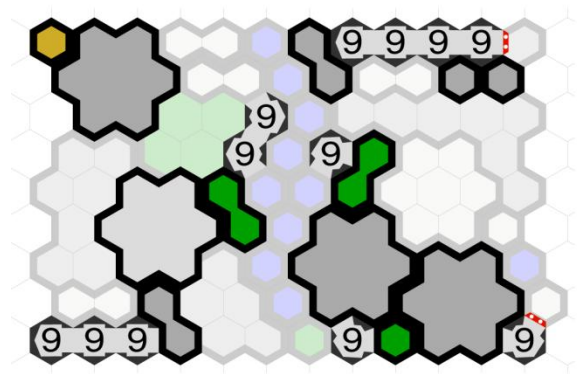
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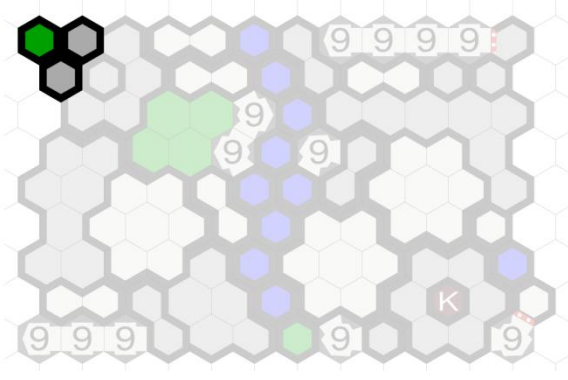


Wayne Manor Battlefield

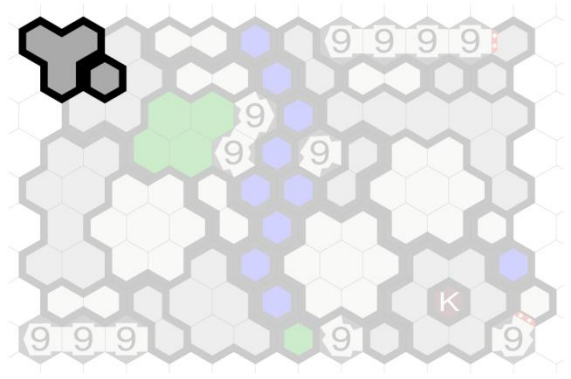
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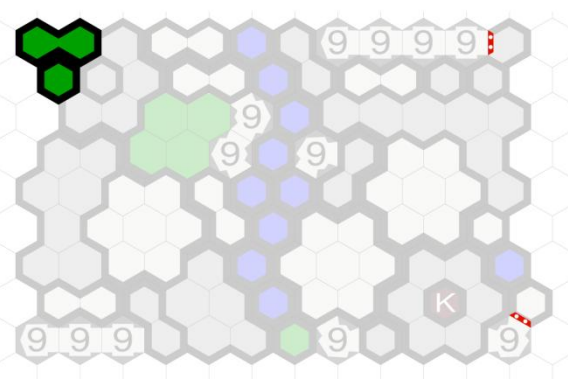
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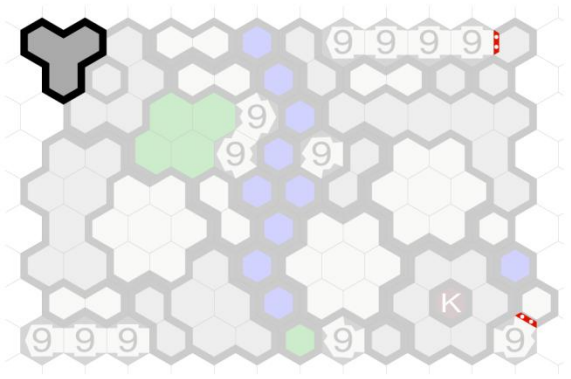
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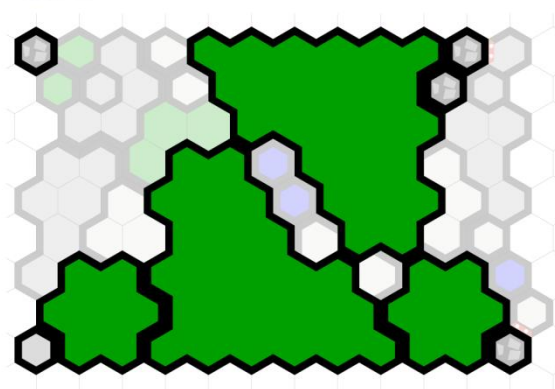


Wayne Manor Battlefield

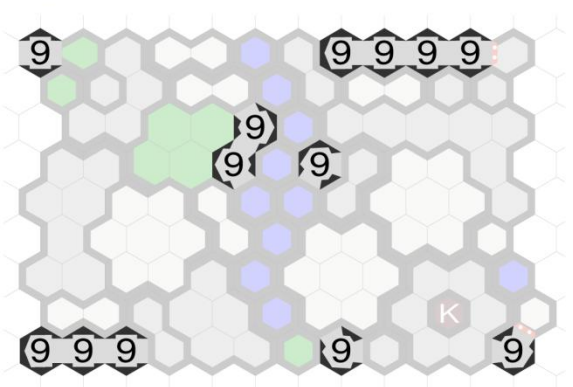
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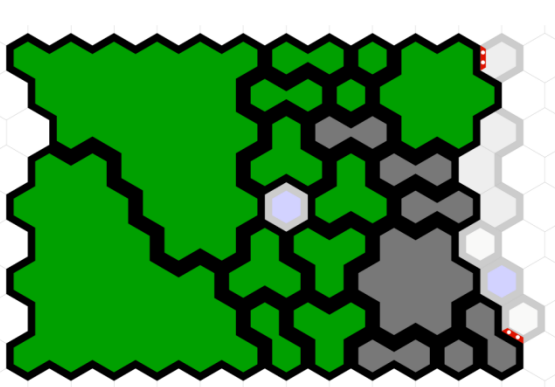
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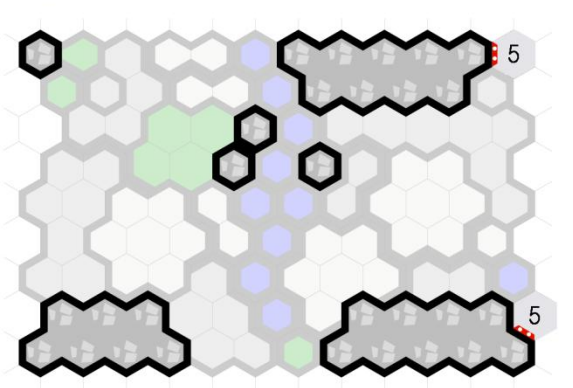
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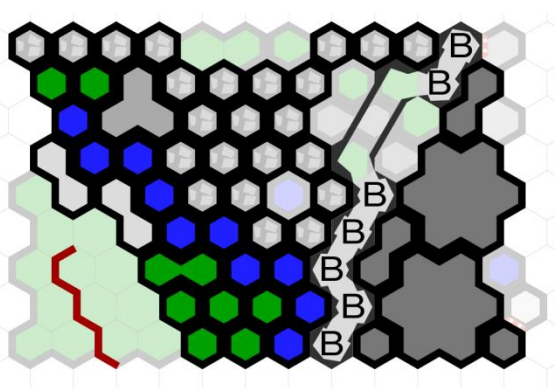
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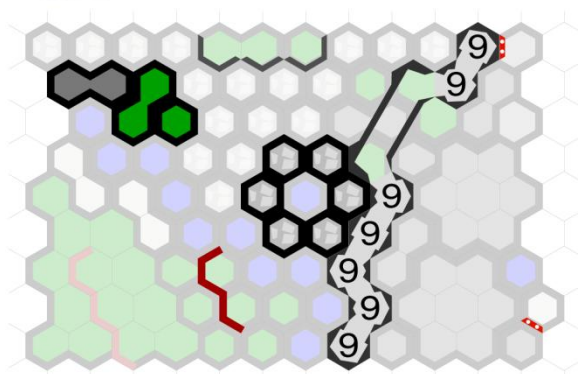


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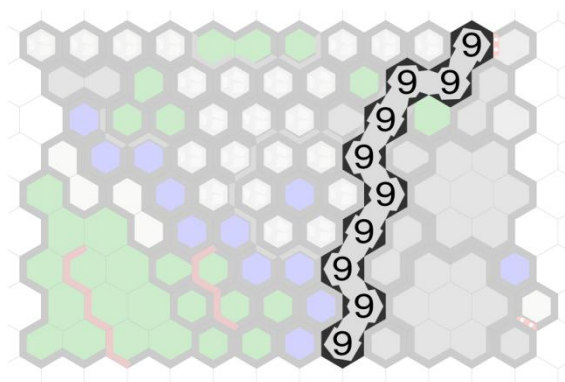


Wayne Manor Battlefield

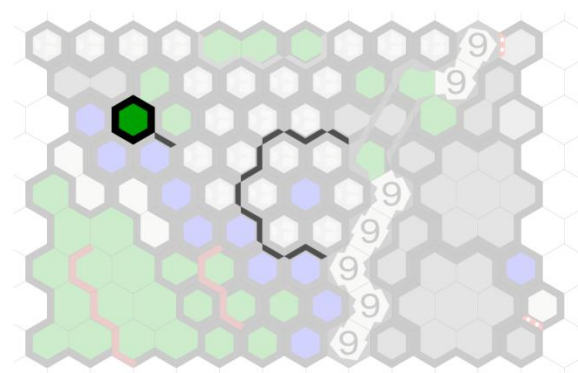
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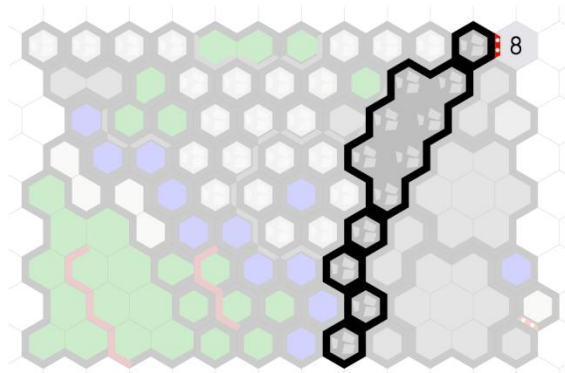
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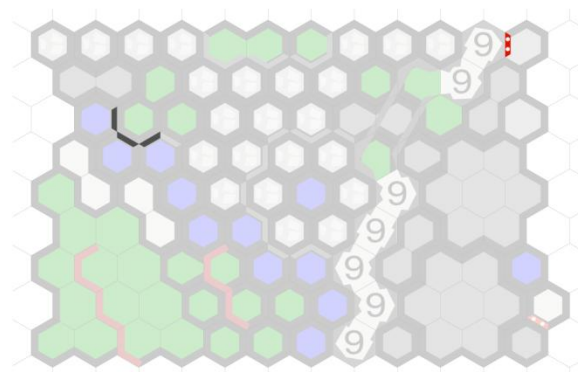
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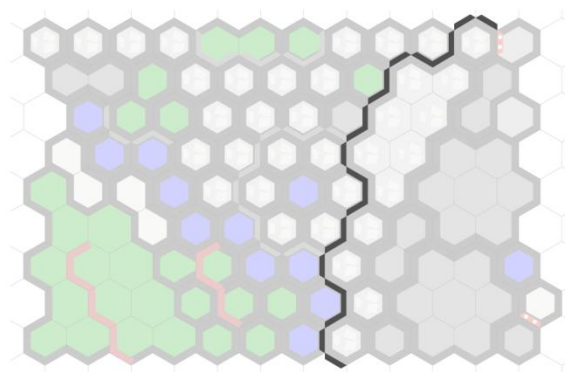
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CHAPTER TWO: RECRUIT THE BATMAN

Green Arrow truly thought the criminals had met their match and that the day was saved. But it is when we relax our vigilance that villains are at their worst. Deep in the shadows behind the Emerald Archer's gaze, Catwoman, that slinky siren of the night, strayed away, with a single bag of loot in tow.

It was Black Canary who first broached the subject.

"Since when do a pack of crazies like Joker, Two-Face, and Catwoman all work together with that kind of efficiency?" she asked. "I mean, I wouldn't put it past Joker to try for an epic team up, but usually he doesn't last half an hour without pulling a prank on one of his allies."

Green Arrow nodded. His bride was right. Something smelled fishy, and it wasn't one of the Joker's novelty guns.

"And their eyes," he said, "There was something off about their eyes."

Feeling a bit out of their depth when faced with this cadre of out of town criminal elements, the heroic duo decides to punch their Justice League time card and bring the evidence (consisting mostly of recovered monies) to the JLA Watchtower to seek a forensic expert like Barry Allen's (also known as the Flash's) advice.

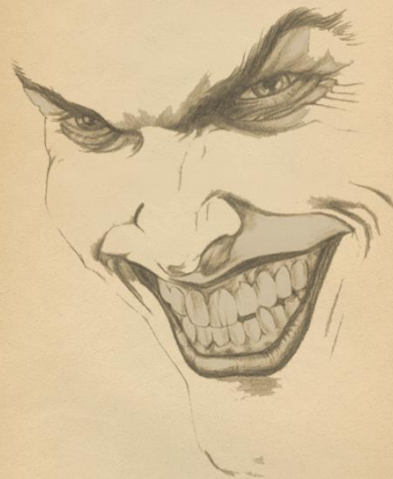
The heroes had not been in the Watchtower more than two ticks of the clock when their mystery received a new wrinkle. The bags and money had absorbed a strange yet specific type of radiation. For you see, that "emerald" necklace was not made of emeralds at all. It was made from Green Kryptonite!

Taking a personal interest in the case, Earth's greatest champion, Superman, arrives on the scene.

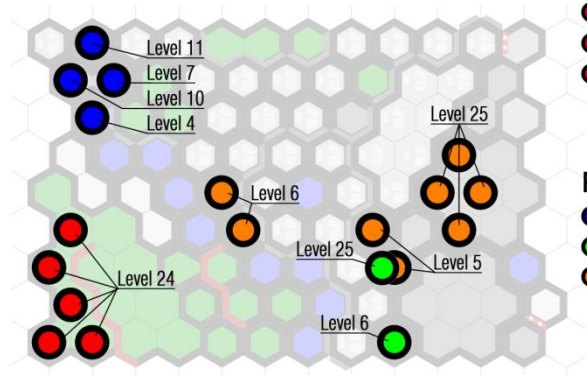
His mighty voice booms as he takes command of the situation, determining their next step.

"This calls for detective work," he says, "And I just so happen to know where to find the World's Greatest Detective."

The Man of Steel sweeps up his accomplices, Green Arrow and Black Canary, and flies them like a streaking bullet to the outskirts of Gotham City and one Wayne Manor. Here, in the front yard, he hopes to recruit the aid of the Batman, but he and his companions are met with an unpleasant surprise. It turns out their visit is most unwelcome!



Wayne Manor Scenario



Player 1

- Green Arrow
- Black Canary
- Superman

Player 2

- Batman
- Catwoman
- Street Thugs

MASTER GAME

Recruit the Batman

(2 players)

Player 1's Goal: Overcome the hidden dangers of Wayne Manor and successfully recruit Batman.

Player 2's Goal: Ambush the visiting heroes.

Set Up: Place the Fortress Door and lock it.

Place the Glyph of Green Kryptonite power side up in the designated spot on the map.

Player 1 brings the pre-made army of Black Canary, Superman, and Green Arrow. Player 2 brings the pre-made army of 1 squad of Street Thugs, Catwoman, and Batman. Player 2 also controls the Fortress Door.

Player 1's figures start in the red Start Zone. See the Special Rules for placement of Player 2's figures.

Special Rules

Hidden entrance: Only Batman may move through the empty opening in the well on the upper level of the battlefield; however, once Batman has moved through the opening, all other figures may also move through the opening.

Enclosed Building: No figure may move over the battlements on the highest level of the map.

Against the Rocks: Any time a figure enters a water space on the upper level, Player 2 must immediately roll 1 attack die for damage. If a skull is rolled, the figure receives 1 wound.

4 Tasks and 4 Phases: Player 1 has 4 tasks – destroy the Security Door, defeat Catwoman, defeat the Thugs, and defeat the Batman. Each task is inside of a phase. There are 4 phases. Phase 1: the Security Phase, Phase 2: the Catwoman Phase, Phase 3: the Thug Phase, and Phase 4: the Batman Phase. During a Phase, Player 2 can only place Order markers on the card that corresponds with the current Phase. When a task is completed during a Phase, the current round immediately ends and Order Markers are placed by both players for the next round and Phase.

ROUND MARKER TRACK

The Security Door Phase

Armed Laser System: After revealing an Order marker on the Fortress Door card, Player 2 may choose 1 figure within clear line of sight of the Fortress Door's hitzone, and roll the 20-sided die. If Player 2 rolls a 15 or higher, the chosen figure receives 1 wound.

The Electric Door Defense: Anytime the Fortress Door is attacked, but is not destroyed, Player 2 may roll the 20-sided die. If Player 2 rolls a 15 or higher, the figure that attacked the Fortress Door receives 1 wound.

This Phase ends when the Fortress Door is destroyed.

Catwoman Phase

Catwoman may be placed by Player 2 in any of the 2 Green Start Zone spaces at the beginning of this Phase.

This Phase ends when Catwoman is destroyed.

Thugs Phase

Thugs may be placed by Player 2 in any of the 8 Orange Start Zone spaces at the beginning of this Phase.

This Phase ends when all four Thug figures are destroyed.



Batman Phase

Batman may be placed by Player 2 in any of the 4 Blue start zone spaces at the beginning of this Phase.

This Phase ends when Batman is destroyed.

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

Victory: When the other Player has no figures left on the battlefield, you win. If the Battle reaches the end of round 10, and Batman has not been destroyed, Player 2 wins.



Batman

Grundy's Grave Battlefield



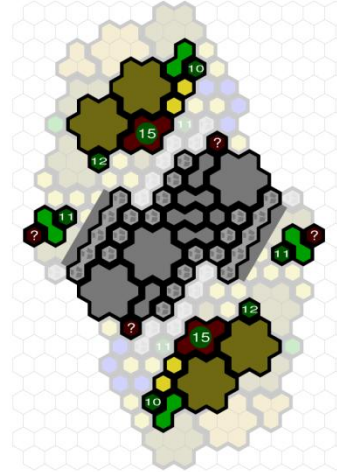
Required Sets: Swarm of the Marro™ Master Set, Marvel: The Conflict Begins™ Master Set, 2 Road to the Forgotten Forest.

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.

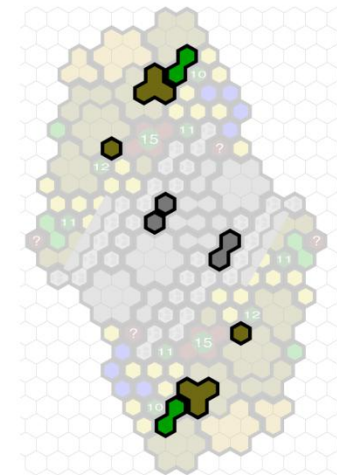
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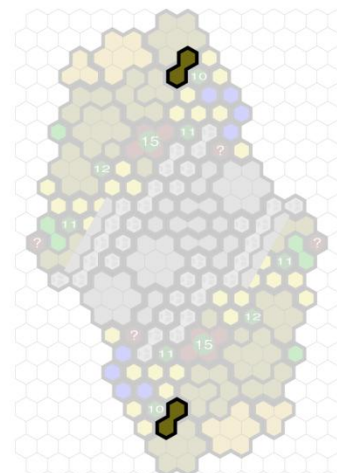
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CHAPTER THREE: UNDEAD ALLIANCE

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.

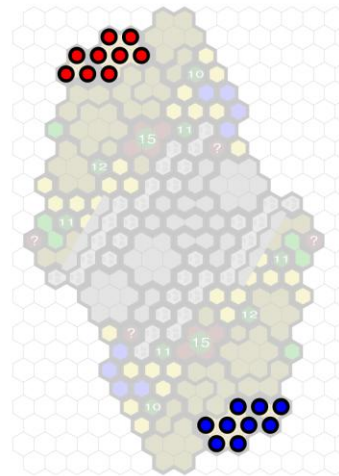
"No need for that talk," he says. Then he turns to the Dark Knight, "So what do we do next?"

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)

ROUND
MARKER
TRACK

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.



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*).

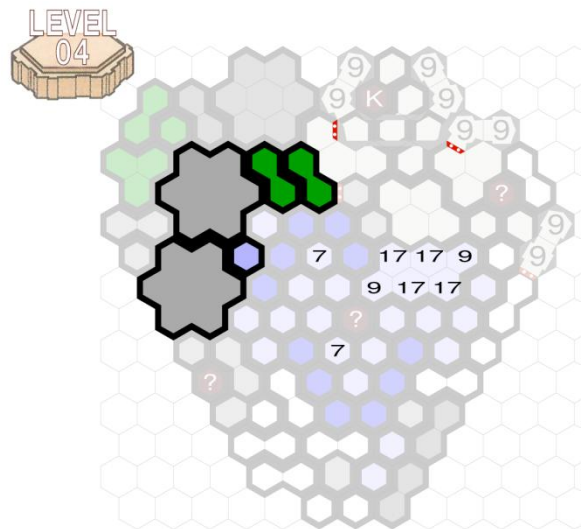
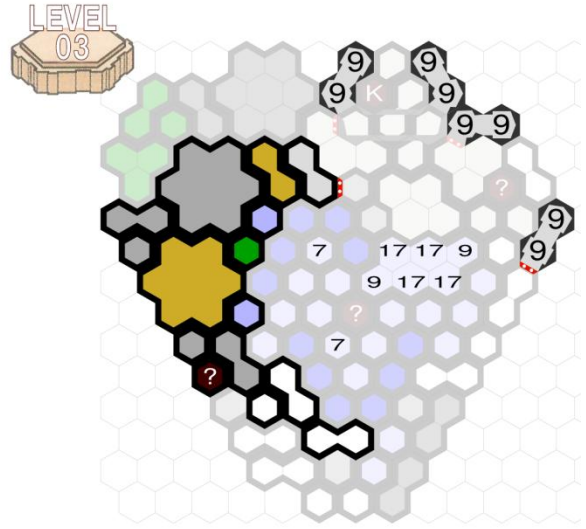
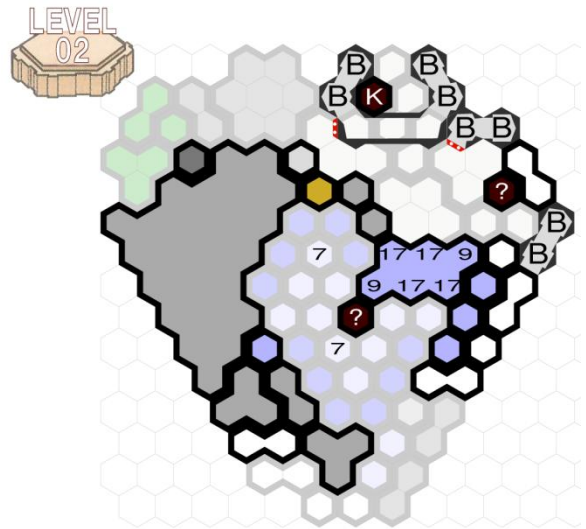
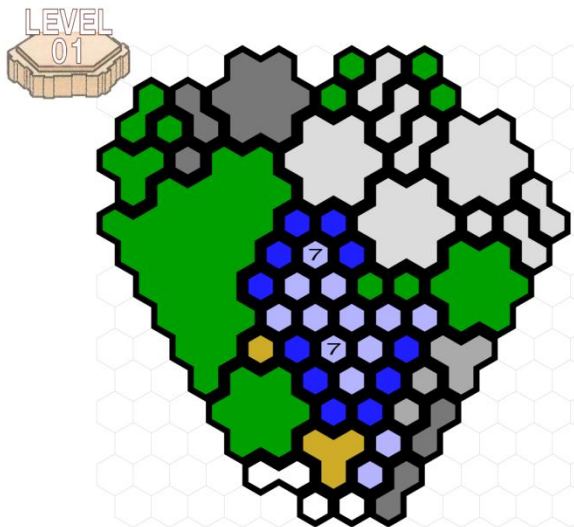


Fortress of Solitude Battlefield

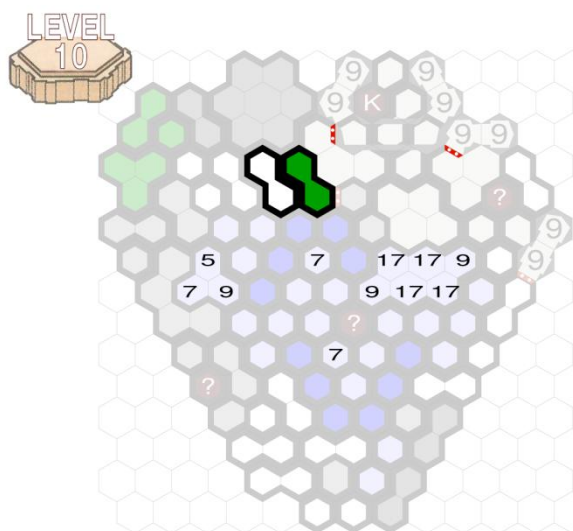
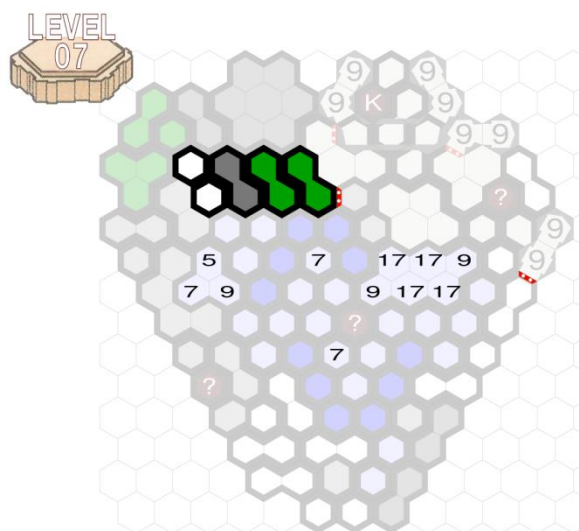
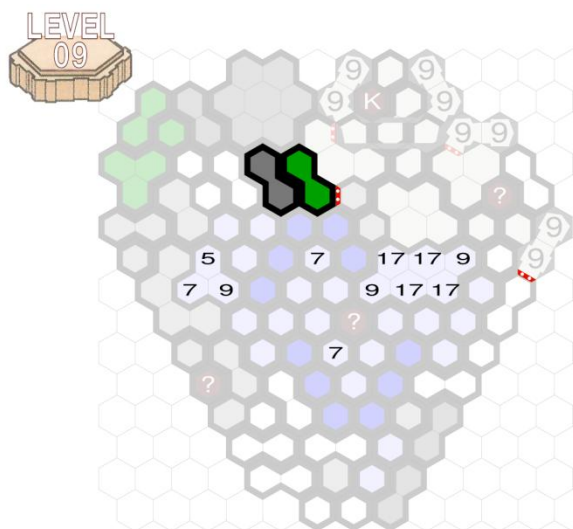
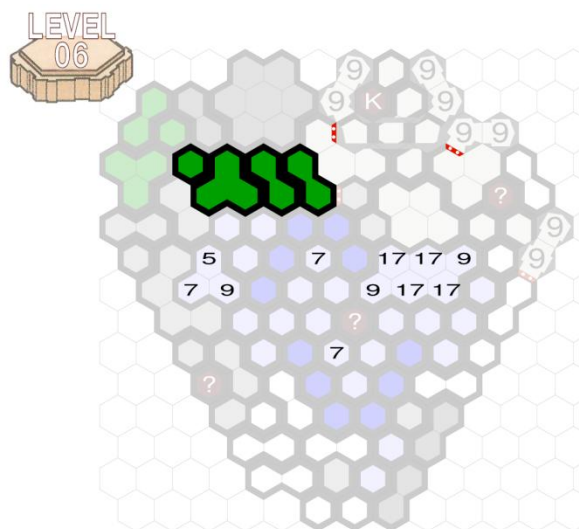
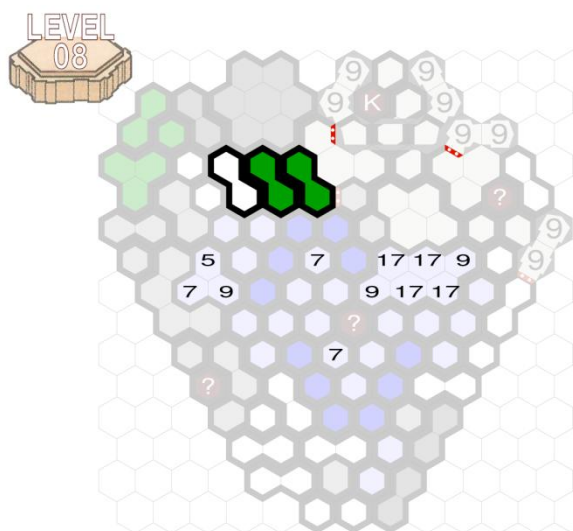
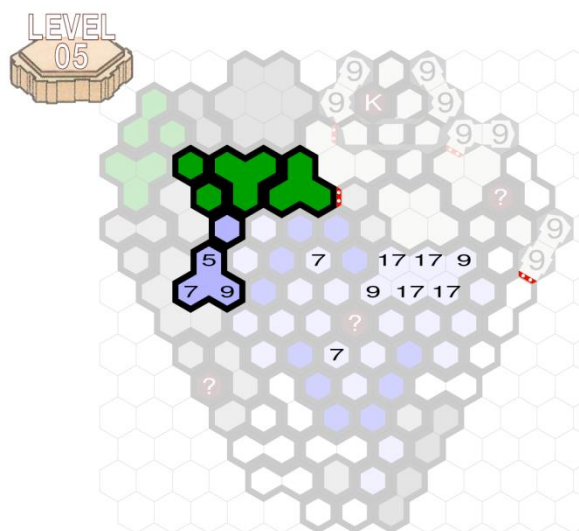


Required Sets: Marvel: The Conflict Begins™ Master Set, Rise of the Valkyrie™ Master Set, Fortress of the Archkyrie, Thaelenk Tundra.

Deep in the icy wilderness of Antarctica, perhaps the loneliest spot on Earth, a monument has been constructed to honor a fallen alien civilization and provide much needed respite for its last surviving son. Here Superman, champion of truth, justice, and the American way, comes to clear his mind when the pressures of saving the world become too much. The strong pillars and frozen caverns of the Fortress were constructed to enhance the Man of Steel's solitude and allow him to honor his lost planet, Krypton, but even in Antarctica nothing stays a secret forever.

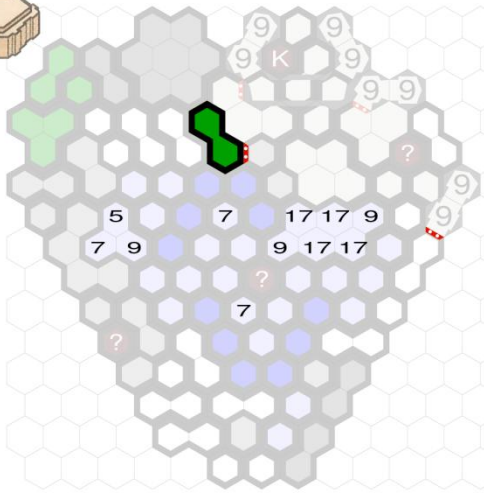


Fortress of Solitude Battlefield

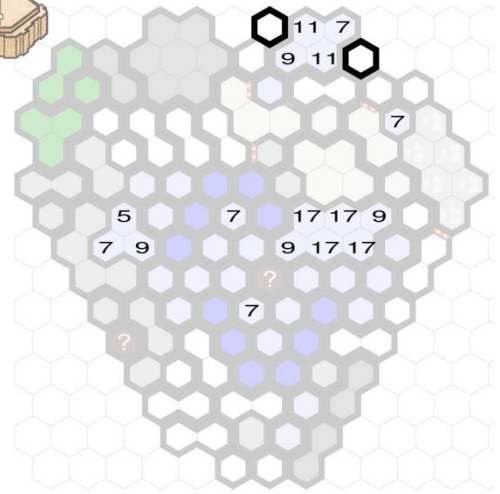


Fortress of Solitude Battlefield

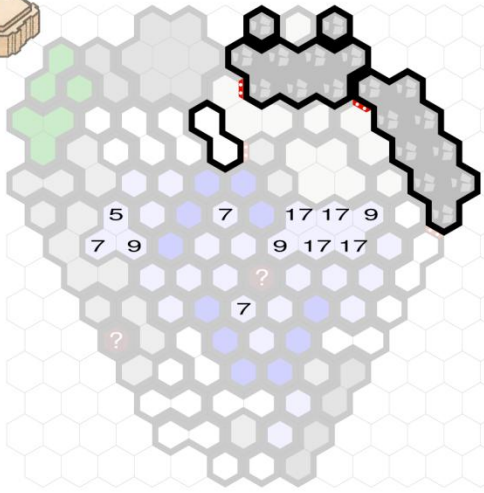
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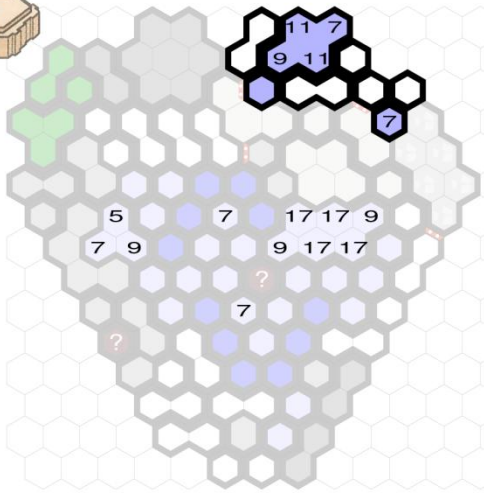
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Superman

CHAPTER FOUR: AN ICY REUNION

Superman reels from the effects of Green Kryptonite while villains scatter from the scene. Batman reaches into his utility belt to summon his Batmobile to return the Justice Leaguers to his Cave and give the Man of Steel a chance to recuperate.

But, on this fateful evening, there is another who is pulling the strings of these heroes and villains like mute marionettes. A mysterious vortex of rippling energy tears a circle into reality itself.

"A boom tube!" Batman exclaims.

A mysterious man leaps from this portal with a twirl of his dark green cape and the strange glow in his eyes the heroes saw in Batman and the criminals at the bank.

"Count Vertigo!" Green Arrow cries.

He raises a hand and stares at the heroes and suddenly up is down and sideways is diagonal and they're all quite familiar again with the contents of their last meals.

"Blast!" Black Canary shouts.

In the confusion, Count Vertigo grabs the weak and disoriented Superman by the arm and pulls him through the glowing tunnel, which closes behind him before the Man of Steel's friends can recover or lift a hand in opposition.

Well, one hand was lifted. Though Vertigo did not see it, one hand did give these heroes a fighting chance.

Batman shakes off the disorientation of the vertigo effect and runs for the hills.

"Where are you going?", Green Arrow demands.

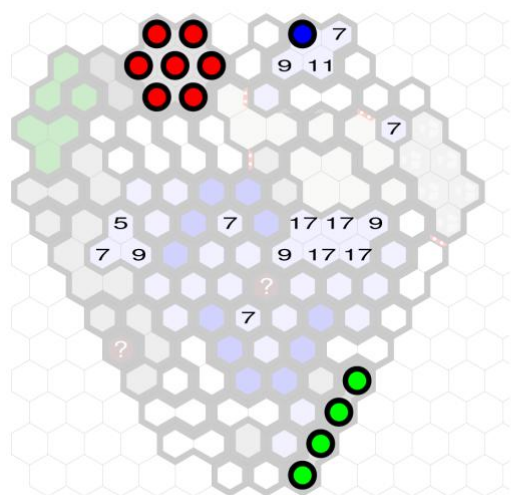
"The Batwing will be landing about a quarter of a mile from here in five minutes," the Dark Knight declares.

"OK," Black Canary replies, as she sprints to follow, "Where are we going?"

"I planted a tracer on Superman. I know where Vertigo has him. Which reminds me, you might want to pack a coat..."



Fortress of Solitude Scenario



Player 1

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

Player 2

- Solomon Grundy
- Two-Face
- Joker
- Count Vertigo

MASTER GAME

An Icy Reunion

(2 players)

Player 1's Goals: Rescue Superman and defeat the villains who trapped him.

Player 2's Goals: Defeat Superman's allies, leaving the Man of Steel vulnerable.

Set-Up: Place the Glyph of Green Kryptonite on the designated space. Shuffle the Glyph of Team Ups, Glyph of Super Speed, and the Glyph of the Boom Tube and place them randomly Power Side down on the spots designated on the map.

Player 1 brings a pre-made army of Superman, Hawkgirl, Batman, Black Canary, and Green Arrow. Player 2 brings a pre-made army of Solomon Grundy, Count Vertigo, Joker, and Two-Face.

Superman starts in the blue starting zone. Batman, Hawkgirl, Black Canary, and Green Arrow start in the green starting zones.

Player 2 starts in the red starting zones.

Special Rules

Lock-down: The Fortress Door is in place and locked. The Fortress Door may not be opened from either side. The Fortress Door is removed as normal if it is destroyed.

Rescue Mission: Player 1 cannot attack any of Player 2's figures until Player 1 has attacked the Fortress Door at least once during that round.

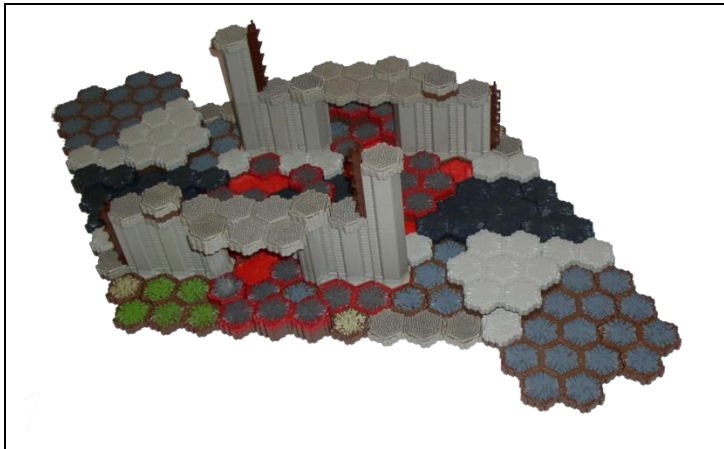
Be sure to reference the special rules for Equipment Glyphs on page 5 of the *DC Heroscape Custom Large Expansion: World's Finest* booklet.

Victory: Player 1 wins if the Fortress Door and all of Player 2's figures are destroyed by the end of round 8. Player 2 wins if Hawkgirl, Batman, Black Canary, and Green Arrow are destroyed before the Fortress Door is destroyed. If the Fortress Door is destroyed, Player 2 must also defeat Superman. 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*).

ROUND MARKER TRACK



Darkseid's Arrival Battlefield



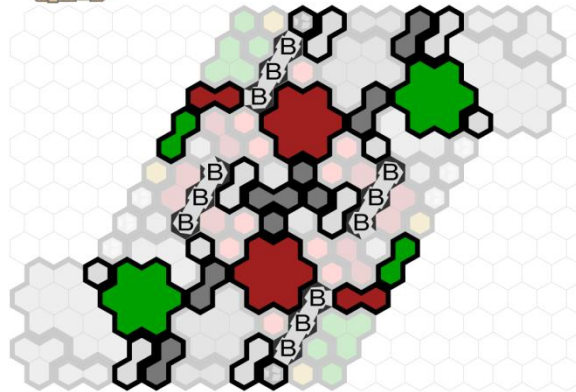
Required Sets: Marvel: The Conflict Begins™ Master Set, Rise of the Valkyrie™ Master Set, Fortress of the Archkyrie, Volcarren Wasteland.

The city of Metropolis is a thriving urban center housing one of the largest and cheeriest populaces in the United States. Recently, abnormal tectonic plate shifts have opened up large volcanic rifts all over the city, demolishing huge chunks of buildings and sending the citizenry into a panic. But is this destruction merely a bump in the road or a harbinger of greater peril?

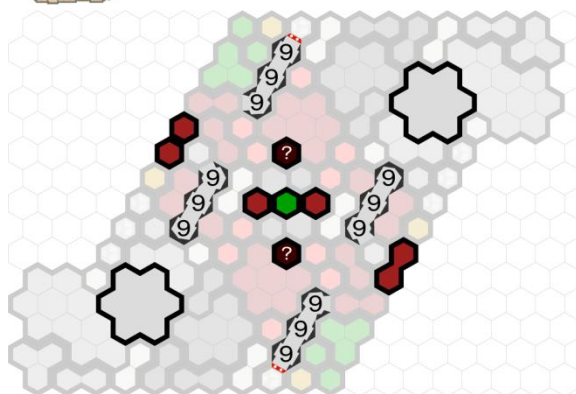
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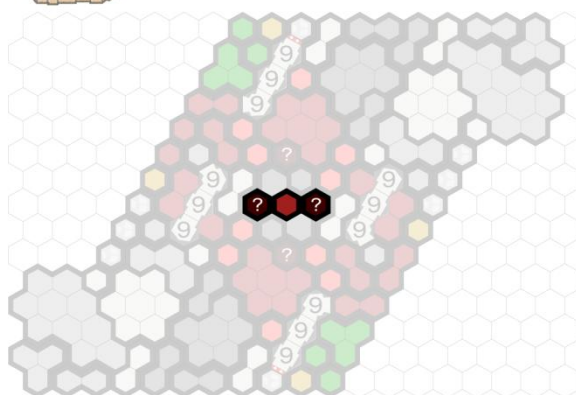
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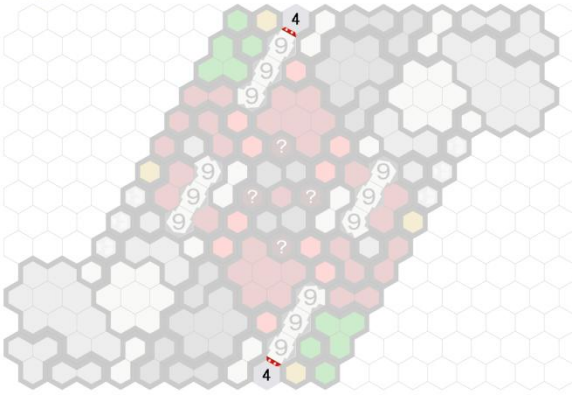


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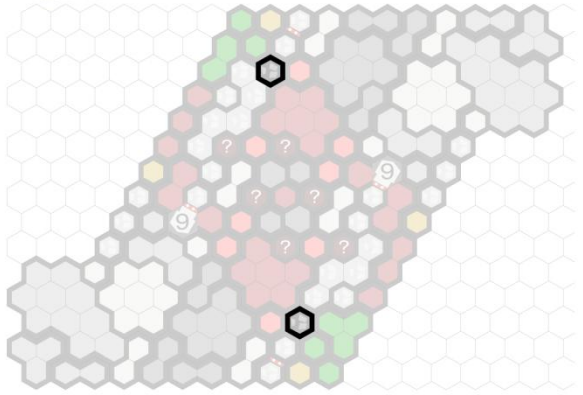


Darkseid's Arrival Battlefield

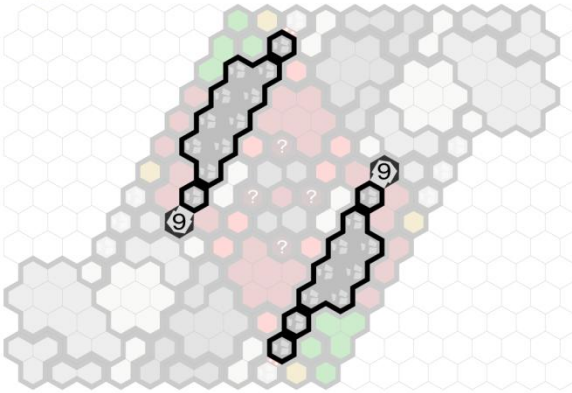
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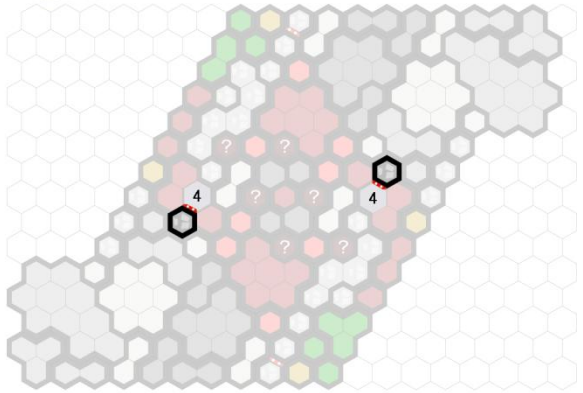
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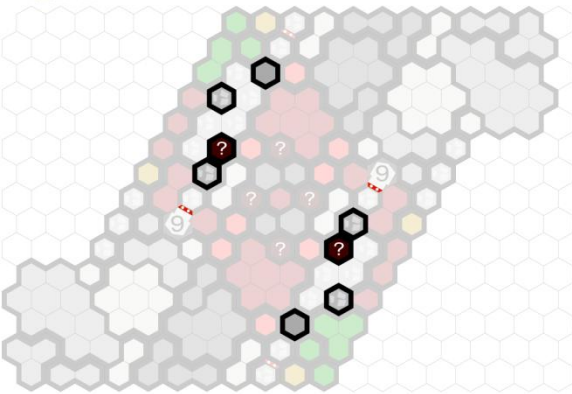
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LEVEL
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LEVEL
13



CHAPTER FIVE: A WORLD IN CHAOS

With Superman free from his icy prison, the heroes gather in the Batwing, sipping cocoa and recovering from the attack.

"I think the effects of the Kryptonite have almost worn off," Superman says. "I don't know how to thank you, my friends."

Batman cuts in, pointing to the Batwing's monitors. A Justice League alert flashes across the scene.

"It'll have to wait," he says. "I think our mastermind has made his next move."

Superman gazes at the alert, and then strapping on his cape, he heads for the Batwing's emergency exit, pulls open the door, and flies out, his speed quickly exceeding the Batwing's Mach 5.

"What now?" Green Arrow asks.

"It's Metropolis," Black Canary says, "It's a warzone!"

As if it were orchestrated by the brushstrokes of a mad and twisted god, the once beloved and beautiful skyline of Metropolis is now little more than shades of gray and charcoal overlaying ruin and ash.

Flickers of flame and the glow of melted metal and asphalt snap Superman out of his trance.

Overwhelmed and almost numb from shock, the Man of Steel, perhaps for the first time in his career, knows not what action to take. A strong, but gentle hand rests on his shoulder, and the words that come forth life the Last Son of Krypton's humble spirit.

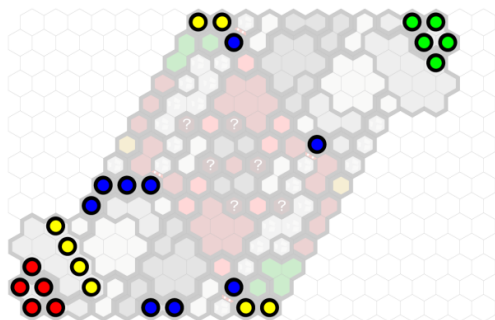
"We must do what we have always done Kal-El. It is not for us to save humanity today, but rather inspire them to save themselves."

Hawkgirl removes her hand from the last son of Krypton, brushing against his cape, and steps to face the doom that likely awaits them all. The rest of the World's Finest superheroes fall in line behind her.

Encouraged by his teammate's unwavering fortitude, Superman takes flight and races towards the battle in hopes of bringing order back to his World in Chaos.



Darkseid's Arrival Scenario



Player 1

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

Player 2

- Solomon Grundy
- Two-Face
- Joker
- Catwoman
- Count Vertigo
- Street Thugs
- 5th Precinct Beat Cops
- Darkseid

MASTER GAME

A World in Chaos

(2 players)

Player 1's Goals: Inspire Darkseid's forces to resist his tyranny and defeat the evil-doer.

Player 2's Goals: Defeat the heroes and conquer the Earth.

Set-Up: Shuffle the Glyph of Team Ups, Glyph of Super Speed, Glyph of the Boom Tube, Glyph of Reinforcements, Glyph of Smillex, and Glyph of Time Bomb and place them randomly Power Side down on the spots designated on the map.

Player 1 brings a pre-made army of Superman, Hawkgirl, Batman, Black Canary, and Green Arrow. Player 2 brings a pre-made army of Darkseid, Solomon Grundy, Count Vertigo, Joker, Catwoman, Two-Face, two squads of Street Thugs, and three squads of 5th Precinct Beat Cops.

Player 1's figures start in the green starting zone. The Street Thug figures start in the yellow starting zone. The 5th Precinct Beat Cop figures start in the blue starting zone. Solomon Grundy, Count Vertigo, Joker, Catwoman, and Two-Face start in the red starting zone.

Special Rules: Darkseid does not start on the battlefield. At the start of round 3, before Order Markers are placed, Player 2 must place Darkseid on any empty space. You cannot place Darkseid adjacent to any other figure or on a glyph.

At the end of every round, if Darkseid is on the battlefield, Player 1 may roll the 20-sided die once for each card controlled by Player 2 except Darkseid's. For any roll of 19 or higher, Player 1 takes control of the chosen Army Card and that Army Card's figures.

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

Victory: The first player to destroy all of the opposing player's figures wins. If the battle reaches the end of round 10, 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*).

ROUND MARKER TRACK



The Phantom Stranger's Journal (Epilogue)

So, with another threat overcome, yet another chapter closes on the mighty superheroes of Earth. The mysterious culprit has been revealed and defeated with a single masterstroke of Justice. The vile alien force known as Darkseid has been dispelled – sent with tail between his legs, cowering back to his dark Apokolips to plot vengeance for another day.

With his retreat the mental bonds have been lifted from the people of Earth and they are free once more to go their separate ways – whether that means the true freedom of law officers and civilians to live their lives or the freedom to pay their debt to society that villains such as Count Vertigo and Catwoman find awaiting them behind bars. The Joker and Two-Face are caged once more in the infamous mental institution known as Arkham Asylum. Solomon Grundy has returned to his swamp, buried deep in the mud until the forces of evil beckon once more.

And, for now, things are at peace.

But this is merely the end of a battle, not of the war. New threats are forever on the horizon. New challenges will always arise to pit good against evil. These noble Superheroes must not grow listless and slack during this lull. Rather, only the most Brave and Bold of heroes will be able to stand fast against all the future holds.

Until the next chapter unfolds ... I'll be watching.

So says the Phantom Stranger!



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