

# Slums of Rio Scenarios

## Slums of Rio: A 2-Part Scenario

### 2-PART SCENARIO MASTER GAME RULES

#### (2 players)

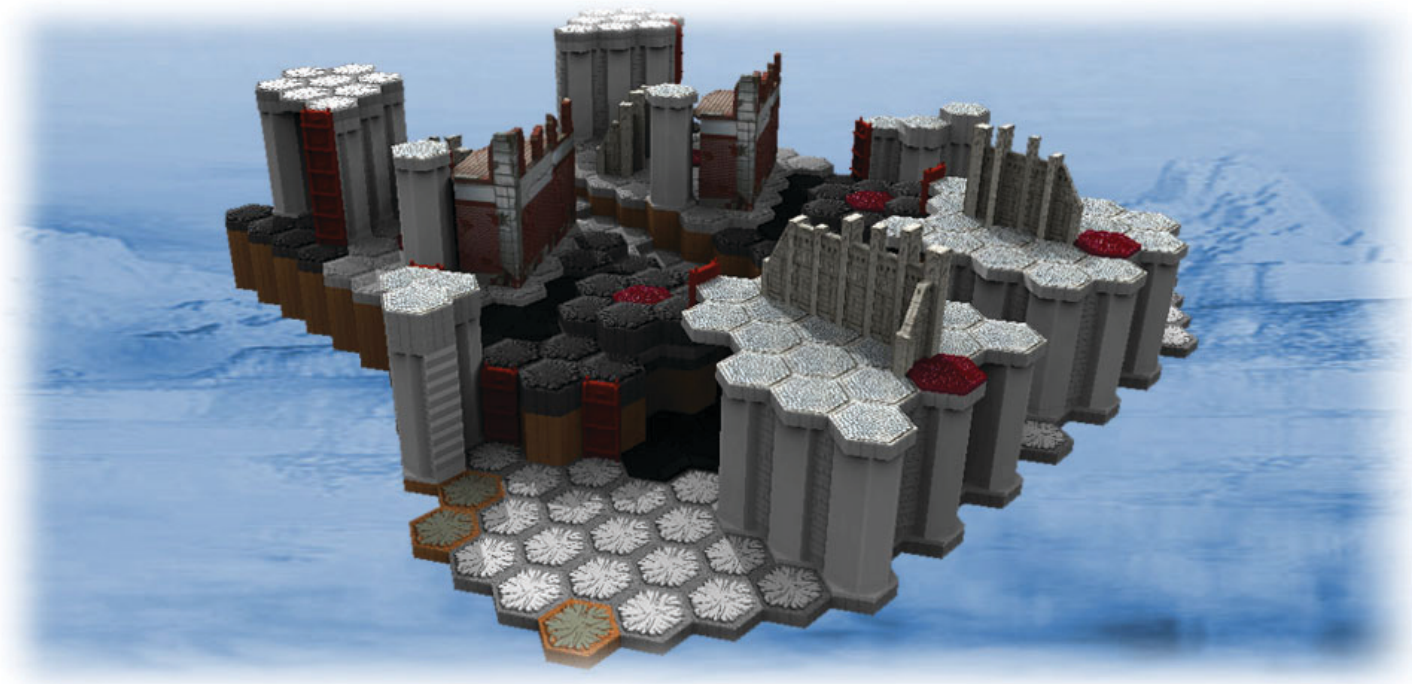
*After a harrowing experience at the hands of the vile and manipulative Loki, the Hulk finds he is deeply conflicted and has walked away from the Avengers team. He has also reverted to the human form of Bruce Banner. Bruce has returned to a place he once found refuge, the city of Rio, to try and sort through the conflicting emotions his dual personalities are experiencing. The Avengers have not forgotten about their powerful ally though and have dispatched Ant-Man to watch over their friend. He is not the only one keeping an eye on the comings and goings of Bruce Banner however. The S.H.I.E.L.D. Agency has also taken note of these developments and dispatched a team of agents lead by the Black Widow. Their assignment is to try and procure a sample of the Hulks blood, something that can only be done while Bruce is in his human form.*

#### 2-Part Scenario Special Rules:

**Complete part 1 twice:** Players 1 and 2 should play through the part 1 scenario twice, switching teams after the first game is done. Keep track of each players score after each game; each player's two scores will be added together and utilized in part 2 of this scenario.

## Slums of Rio Battlefield

**Required Sets:** 2 Rise of the Valkyrie™ Master Set, 2 Battle for the Underdark™ Master Set, 2 Marvel the Conflict Begins™ Master Set, 2 Fortress of the Archkyrie™ Expansion Set

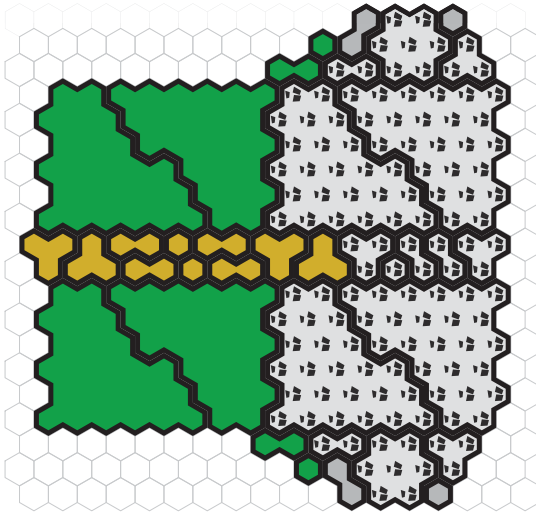


*The city of Rio's slums have become a sprawling mass of shacks and shanties. Piled on top of one another and densely packed together as they work their way up the massive hills that the city is built on. With little or no regulations or zones dictating their construction and layout, the area is more akin to a maze than traditional city blocks. Since they only house the poor anyway, little attention is paid to this section of the city by the authorities. The perfect place for someone, or something, to disappear into. What secrets might these slums now hold?*

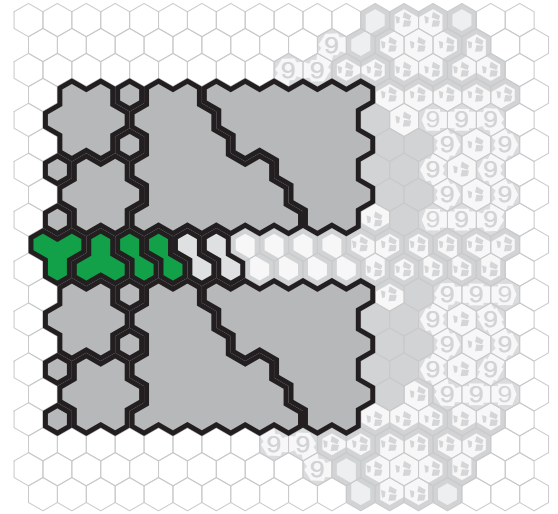
# Slums of Rio Battlefield

An Exclusive C3G Battlefield

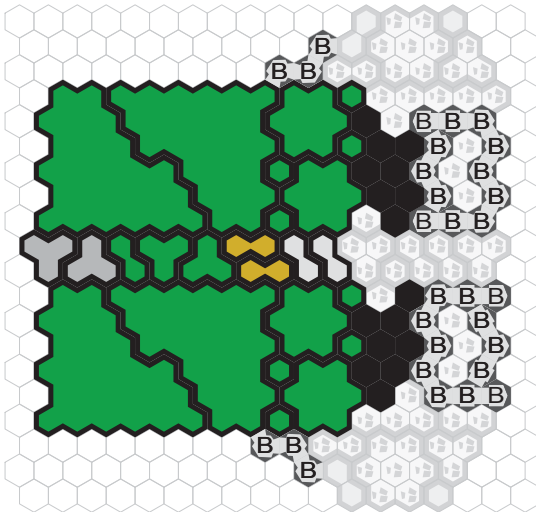
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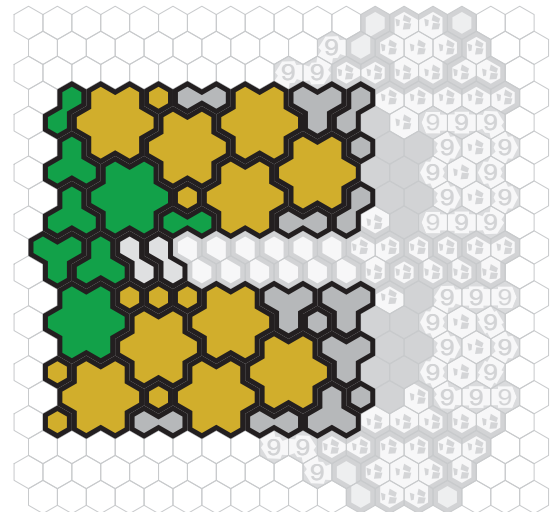
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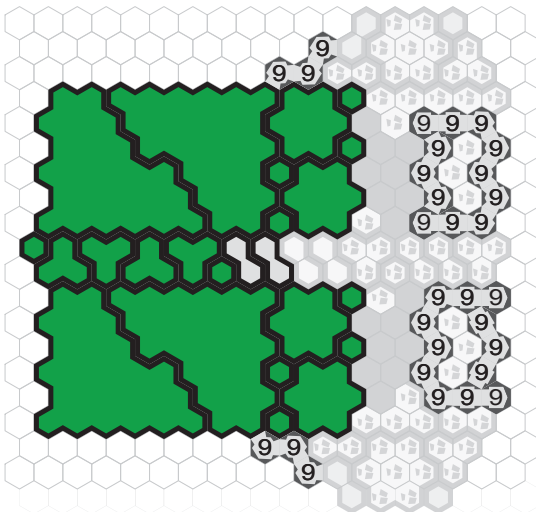
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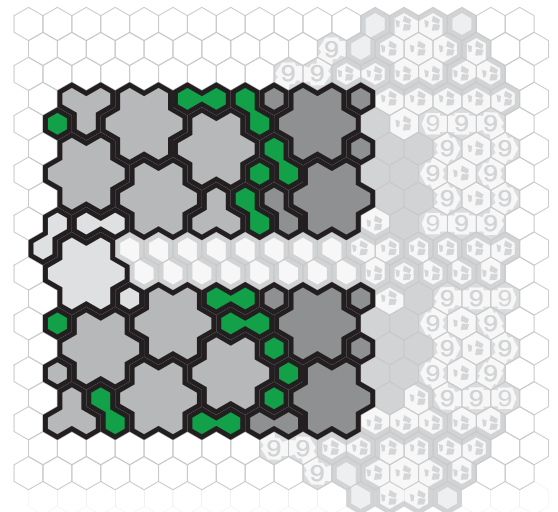
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LEVEL  
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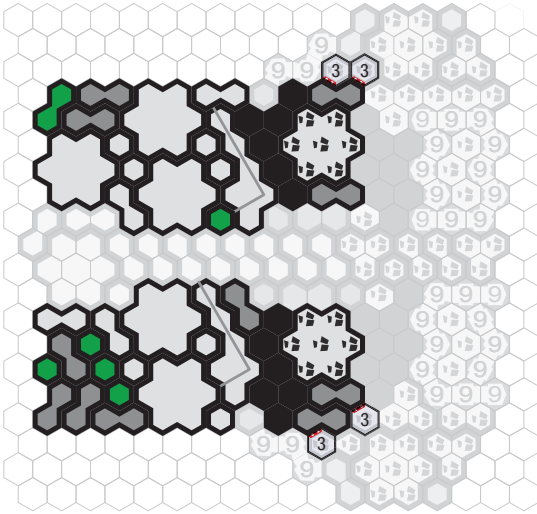
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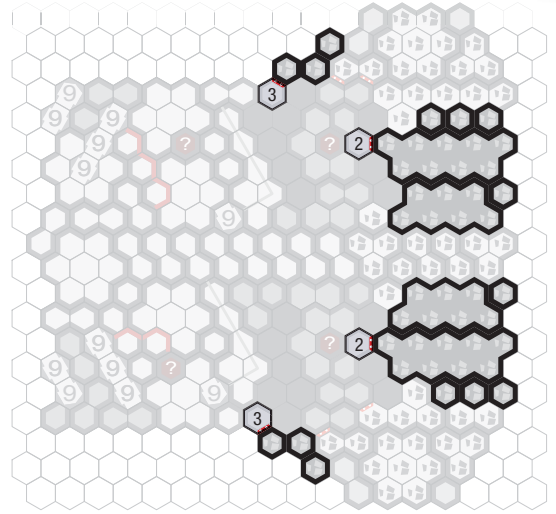


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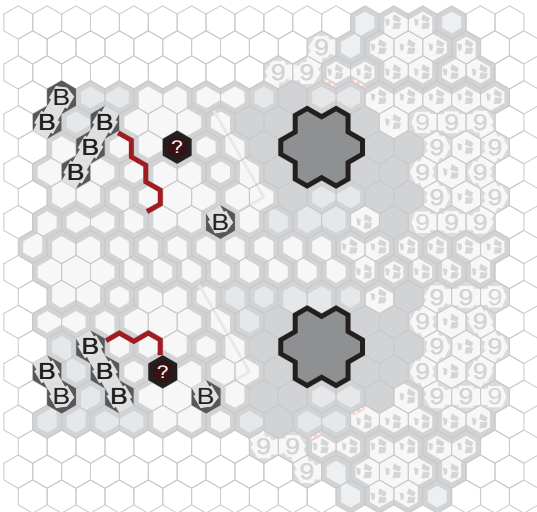
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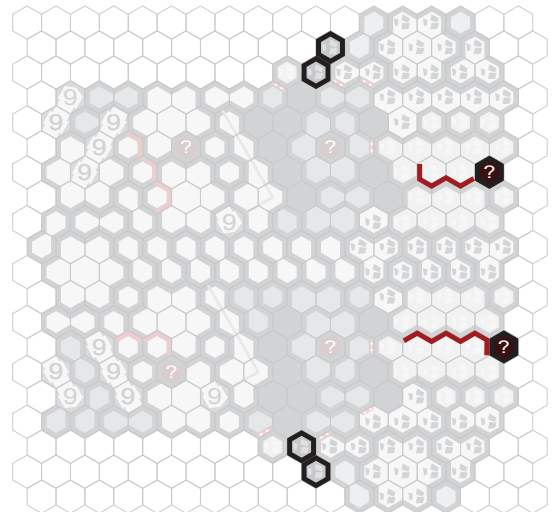
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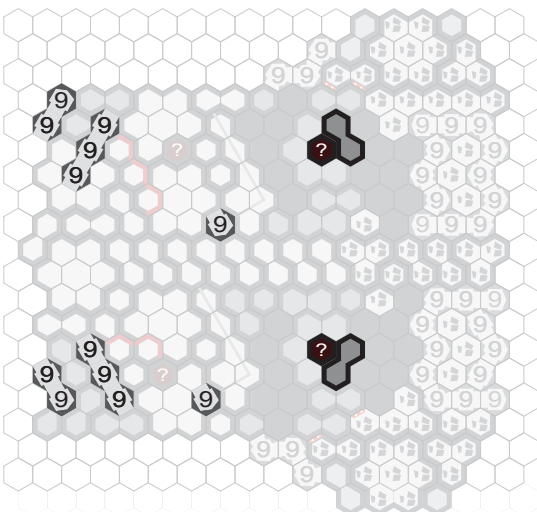
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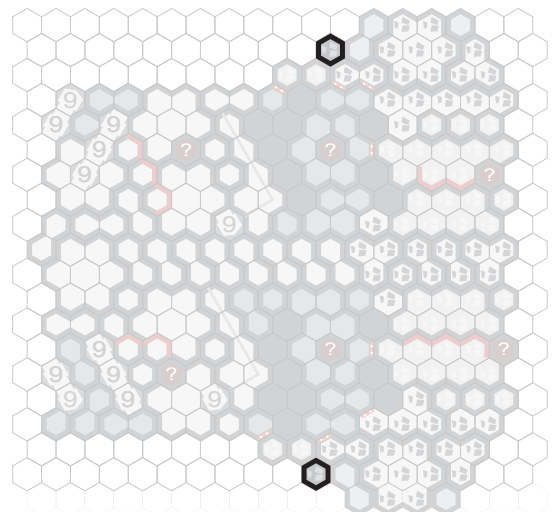
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LEVEL  
09



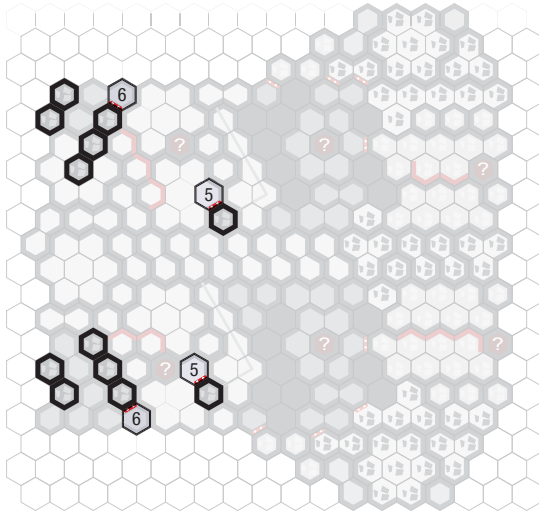
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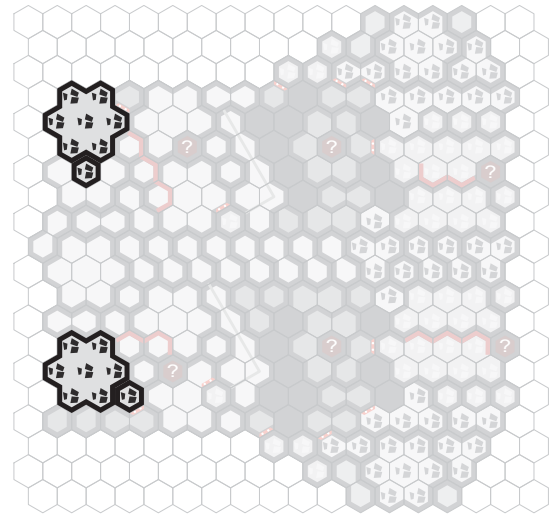
# Slums of Rio Battlefield

An Exclusive C3G Battlefield

LEVEL  
18



LEVEL  
19



# Slums of Rio Scenarios

## Slums of Rio Scenarios


### MASTER GAME - Part 1: The Hulk's Blood

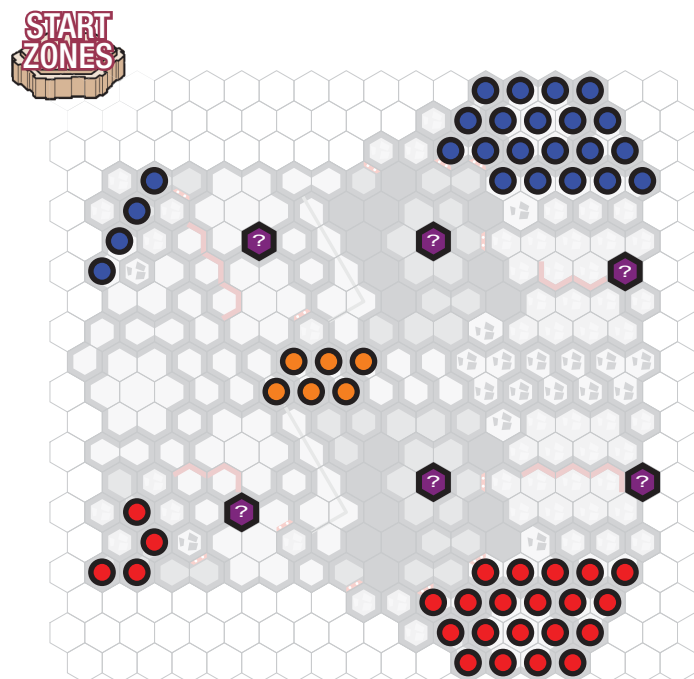
*Bruce has once again taken up work at a local bottling plant, fixing the machinery when it breaks down. On one such day at the plant, Bruce cuts himself while working on a machine near the roof. His blood drips down from the rafters and falls among the bottles below. While he successfully manages to shut down the plant and clean up the blood spill, he soon realizes that a few drops had fallen directly into open bottles immediately prior to being capped. These bottles represent a perfectly preserved and sealed sample of the Hulk's blood, which has since been sent out to local stores. Bruce manages to narrow down the area in which two contaminated bottles were delivered. Ant-Man, learning of the danger presented, has revealed his presence to Bruce and joined him on the hunt for the two contaminated bottles. S.H.I.E.L.D. has also become aware of these two preserved samples of the Hulk's blood and has moved in to claim one at any means necessary.*

**Player 1's Goal:** Bruce Banner must consume the two loose samples of his blood and escape from the net cast by S.H.I.E.L.D. Should the Hulk be subdued before he can accomplish this goal, it will fall to his ally Ant-Man to prevent S.H.I.E.L.D. from leaving Rio with the Hulk or any of his blood.

**Player 2's Goal:** Black Widow must acquire one of the two blood samples before making a tactical retreat. If this is no longer possible, S.H.I.E.L.D. may capture the Hulk as a secondary goal of the operation.

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

Two C3G Artifact glyphs will represent the blood samples. Turn the 2 Artifact glyphs and any 4 other C3G equipment glyphs symbol-side up, shuffle them, then place them on the spaces marked with a .



Player 1 brings the pre-made 500 point army of Bruce Banner (70), (C3G) Incredible Hulk (380), Ant-Man (30), & Fire Ant Swarm x2 (20).

Player 2 brings the pre-made 500 point army of Black Widow (170) & S.H.I.E.L.D. Agents x3 (330).

Player 2 first places Black Widow and 4 SHIELD Agents on any part of the Red Start Zone. Then Player 1 places the Bruce Banner figure, Ant-Man, and 2 Fire Ant Swarms on any of the 6 Orange Start Zone spaces. Finally, Player 2 places the remaining 5 SHIELD Agents on any part of the Blue Start Zone.

**Special Rules:** For this scenario treat the Artifact glyphs as if they were equipment glyphs, following all C3G rules for such glyphs, with the additional rule that squad figures and common heroes may not reveal an unrevealed equipment glyph when standing on it.

When a unique hero ends its movement on one of the glyphs, that figure may flip it over to reveal what it is. If it is one of the two Artifact glyphs, you have discovered one of the bottles containing a sample of the Hulk's blood. That unique hero may immediately pick it up and place it on their card. If it is any glyph other than an Artifact glyph, remove that glyph from the game. When Bruce Banner or the Hulk places an Artifact glyph on either one of their cards, he immediately consumes the sample, removing that glyph from the game.

**Victory:** Player 1 wins this scenario if either one of the two Bruce Banner figures can locate both Artifact glyphs and remove them from the game. Once that is completed, he must escape capture by moving either one of the two Bruce Banner figures to any edge of the board while being unengaged, at which point the game would immediately end. Should the Hulk be subdued by S.H.I.E.L.D., player 1 can still claim a victory if Ant-Man can eliminate the opposition.

Player 2 immediately wins this scenario if the Black Widow has one of the two Artifact glyphs on her card while standing in the outside row of either of the lower Red or Blue Start Zones while unengaged. Should the Hulk dispose of the two blood samples or if the Black Widow is removed from play, an alternate way for player 2 to win the game is for them to capture the Hulk before he escapes. Fully subdue both of the two Bruce Banner figures along with his ally Ant-Man before Bruce Banner can escape.

**Scenario Scoring:** Record how many points of units each team destroyed. When scoring the 110 point common squad, the first 2 figures of each squad destroyed are scored as 40 points with the 3rd figure of each squad scored as 30 points. Player 1 gains a 50 point bonus for each blood sample consumed and a 100 point bonus for escaping the map, while Player 2 gains a 200 point bonus by escaping with a blood sample.

### ROUND MARKER TRACK





## Slums of Rio Scenarios

### MASTER GAME - Part 2: A Return to Rio

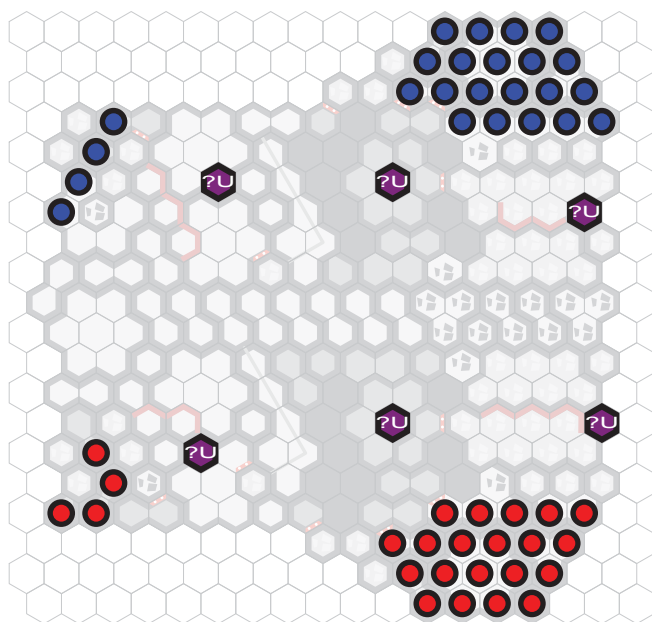
Months after Bruce Banner has left Rio, rumors begin to surface of people turning into monsters in a particular neighborhood of Rio. It appears as though not all of Bruce Banner's blood has been accounted for. Interested parties have come to investigate. Bruce Banner has returned as the Hulk and he has brought along some friends. A newly formed Masters of Evil has also arrived in Rio looking for the sample. What exactly they plan to do with it is unknown but you can bet it is not good.

Unfortunately both teams have arrived in Rio to uncover any unaccounted samples of the Hulk's blood at the same time and all out war is about to erupt. The warring parties will soon discover that not all rumors are based on any form of truth. That is not to say they won't find anything of interest hiding around this particular section of Rio though. Some of what they find may even come in handy in the coming confrontation, while other items, not so much so.

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

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

Turn six glyphs of Utility symbol-side up, shuffle them, then place them on the spaces marked with a ?U.



Add together the two scores each player recorded in Part 1 to determine their total score.

The player with the higher total score will choose which army they want to play first.

The player with the lowest total score places 1 figure onto any space in the Blue Start Zone first, then the Part 1 winner places a figure. Continue alternating the placement of 1 figure at a time until all 5 figures of each army have been placed.

**Avengers** (1600): (Marvel) Incredible Hulk (370), Thor (430), (C3G) Captain America (240), Iron Man Hulk Buster (360), & Black Panther (200)

**Masters of Evil** (1600): Baron Zemo (170), (C3G) Abomination (360), Red Hulk (370), Loki (420), & Mandarin (280)

**Special Rules:** When any figure moves onto a Utility glyph, whoever controls that figure may look at the Utility glyph without revealing it. They may then choose to place it face down on the figures' card or place it face down back on the board where it was found. The Utility glyphs need not be turned face up until the glyphs are actually used. When a figure loses control of a face down Utility glyph, the glyph should be placed using the C3G equipment glyph rules with the exception that it should be placed on the board face down and the opponent may not look at the glyph prior to doing so.

Each player begins the game with a piece of paper containing the names of the six Utility glyphs placed on the game board to start the game. Each time a player identifies a new Utility Glyph, that player should cross the name of the glyph off their list. Also when a Utility Glyph is used and revealed to all, any player that had not yet identified that glyph may cross it off their list. The first team to discover the truth of the matter, that there are no blood samples to be had, by crossing all 6 glyph names off their list may choose to add or subtract 8 from their initiative rolls for the rest of the game.

**Victory:** When the other side has no figures left on the battlefield, you win.