



# SUPER SCAPE

*In 1986, a nuclear power plant accident in Ukraine forced the people of Chernobyl to abandon their city. The city would not remain unoccupied forever though, as decades later mad scientist, terrorist, and criminal groups found it's reputation a useful tool to hide nefarious dealings.*

## Battlefield: Conflict Chernobyl



### Required Sets:

Rise of the Valkyrie™ Master Sets, Marvel:The Conflict Begins™ Master Sets, Road to the Forgotten Forest Expansion Set, Ticalla™ Jungle Expansion Set

### Terrain Count:

Destructible Objects: (Large) Tree 1x4, (Huge) Ruin Walls x2

Special Tiles: Jungle Bush 1x6, Jungle Tree 1x2

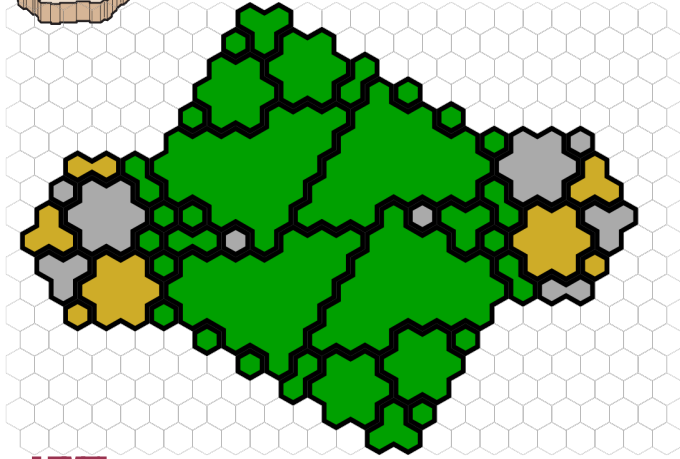
Standard Tiles: Asphalt 7x3, 2x8, 1x3, Concrete 7x3, 2x7, 1x4, Grass 24x4, 7x4, 3x5, 2x13, 1x18, Road 5x1, 2x8, 1x8, Rock 7x2, 3x3, 2x3, 1x6, Sand 3x2, 2x2, 1x4, Water 1x20

Map size is 38 inches x 28 inches

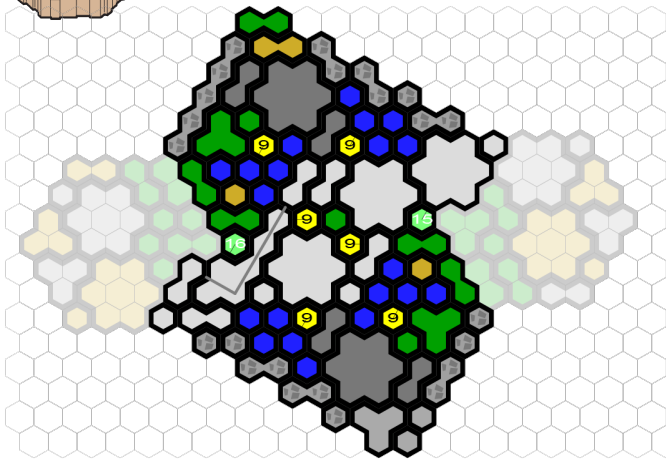
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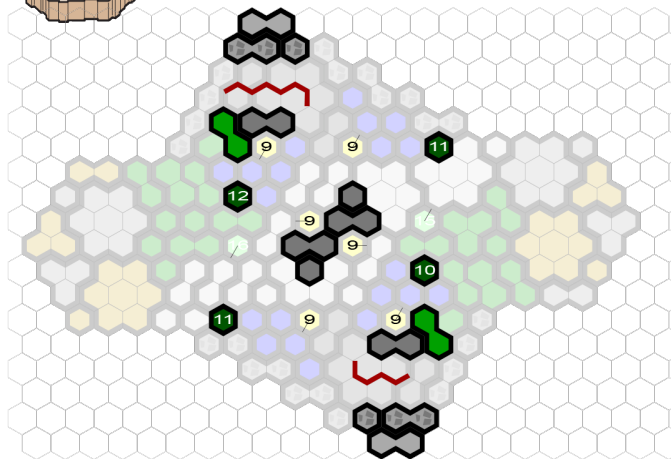
LEVEL 01



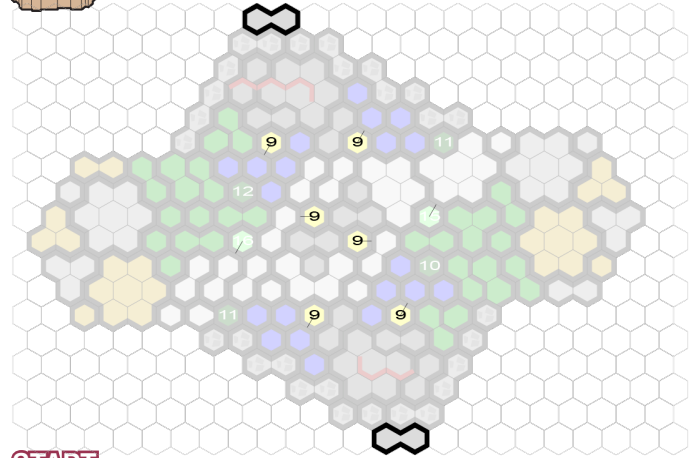
LEVEL 02



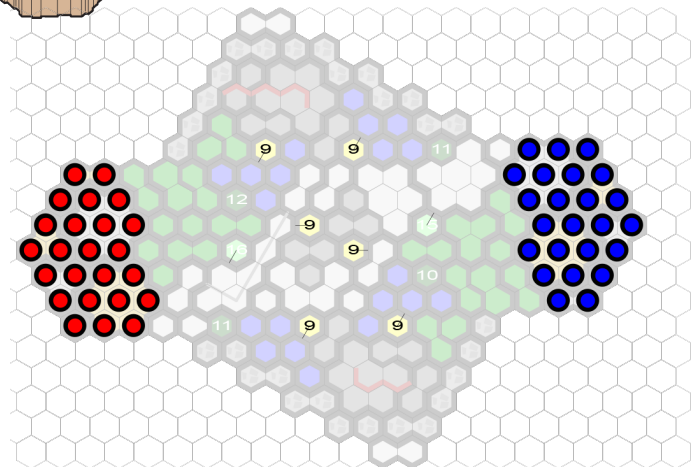
LEVEL 03



LEVEL 04



START ZONES



## SPECIAL RULES:

- All Objects that are trees have the Tree keywords, and those that are plants have the Nature keyword.
- The Ruin Wall Destructible Objects have the Rubble keyword, if one would be moved, instead defeat it.

## Resources and Rulings

- The Ruin Walls have the Rubble keyword, so if one is defeated, the player who defeated it may place two Debris Destructible Objects on any unoccupied spaces that were adjacent to the ruin wall prior to its defeat.