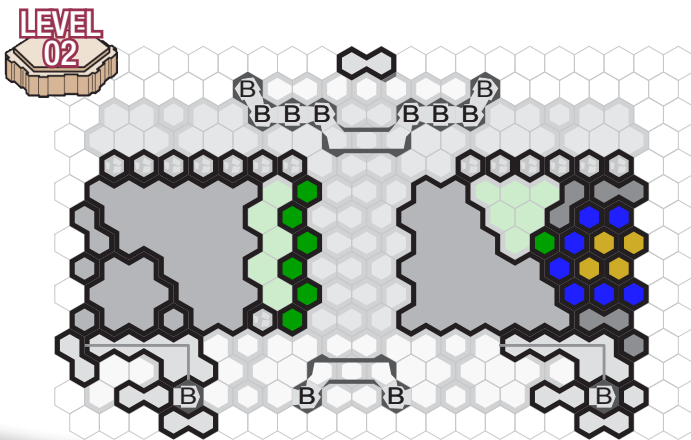
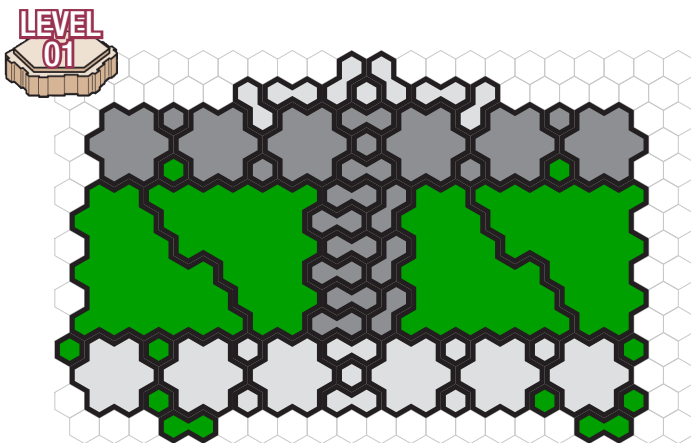
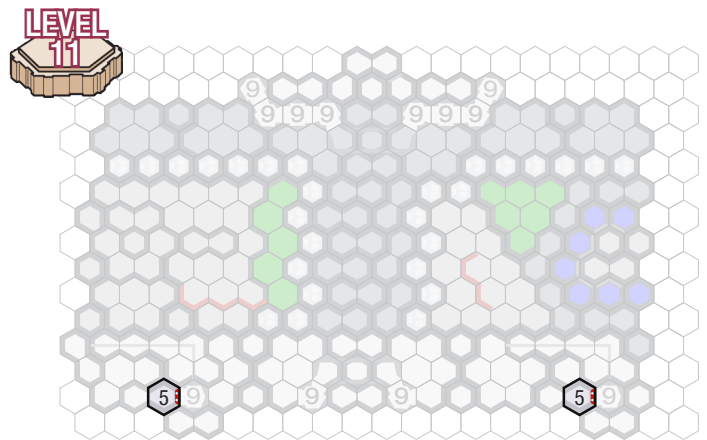
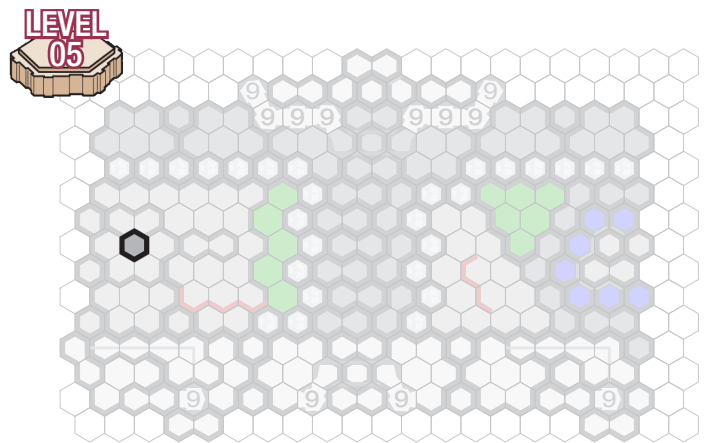
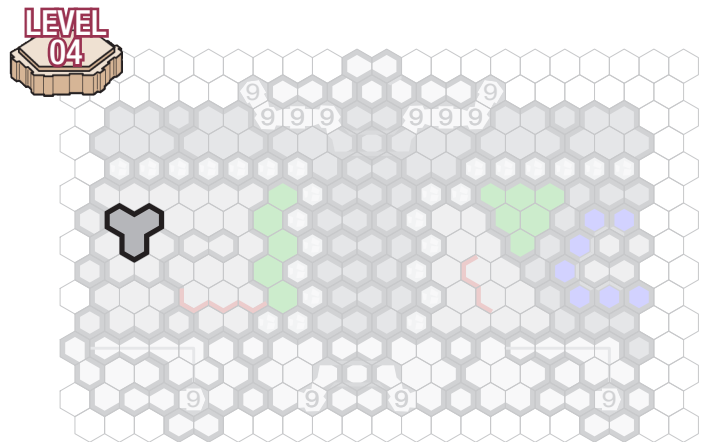
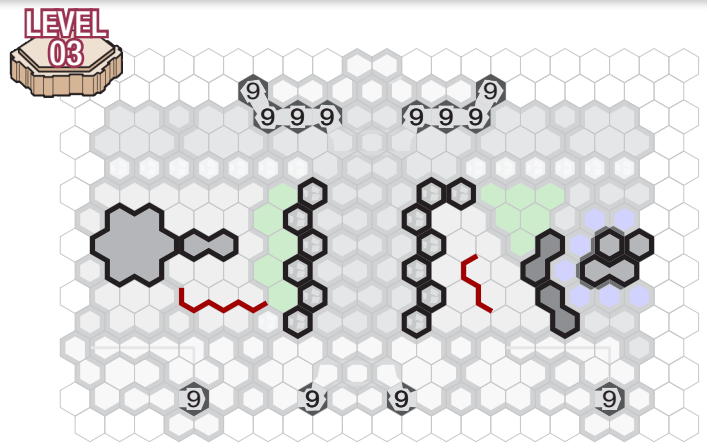


## BAXTER BUILDING BATTLEFIELD



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

*The Baxter Building: a 35-story high-rise, an iconic part of the New York City's skyline, and more poignantly known as the home and headquarters of the famous family quartet, The Fantastic Four. The landlord was eager to rent out the top 5 floors to the superhero team for the publicity and prestige it would bring, but he soon regretted his decision, as the building became a constant target for numerous attacks by supervillains. With the building under attack the street below is not the safest place to be.*



## MASTER GAME - Battle At the Baxter Building

(2 players)

*On the streets below the Baxter Building a large crowd has gathered, and things look like they are getting out of control. But contrary to this belief is the evidence that now indicates the crowd is controlled, but controlled by the Puppet Master, and he has She-Hulk under his control also. With all those innocents in the way, how can our adventurers save their friend?*

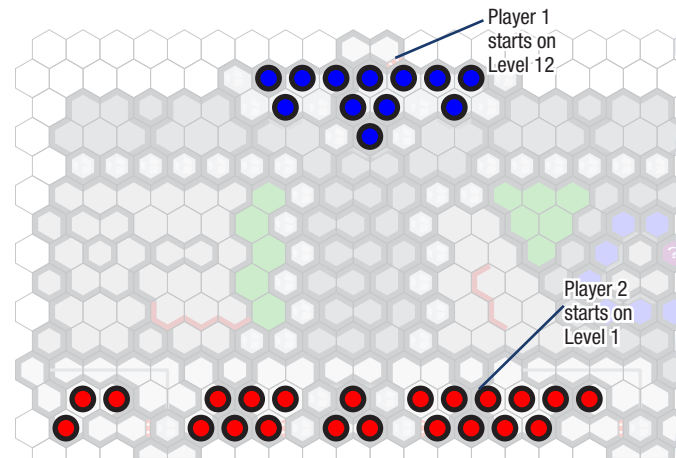
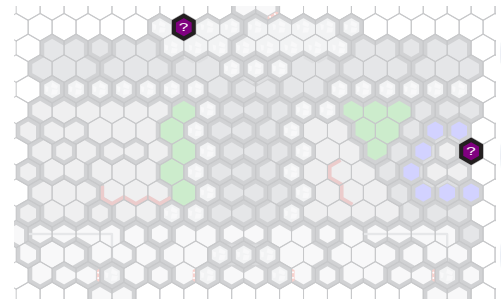
**Player 1's Goal:** Defeat Puppet Master by saving the citizens and your own allies from his destructive wrath.

**Player 2's Goal:** Destroy the adventurers that dare stand in your path of the just vengeance that you would bring upon the Fantastic 4 and their beloved city.

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

The Breakable Wall Sections should be placed in the Warehouses for this scenario.

Shuffle the Glyph of Experimental Medicine and the Glyph of Shrinking Ray Gun and place them power-side down on the two spots designated on the map.



Player 1 drafts an army of 4 Unique Heroes that are Adventurers or Scientists, but Player 1 cannot draft She-Hulk. Player 2 brings a pre-made army of Puppet Master, She-Hulk, and 3 squads of Civilians.

Player 1's figures start in the blue start-zone. Player 2's figures start in the red start-zone.

### Special Rules:

**Willpower Reinforcement:** At the start of the game, before initiative is rolled, Player 1 may choose one figure he or she controls. That figure cannot be targeted with Puppet Master's String Pull 14 special power.

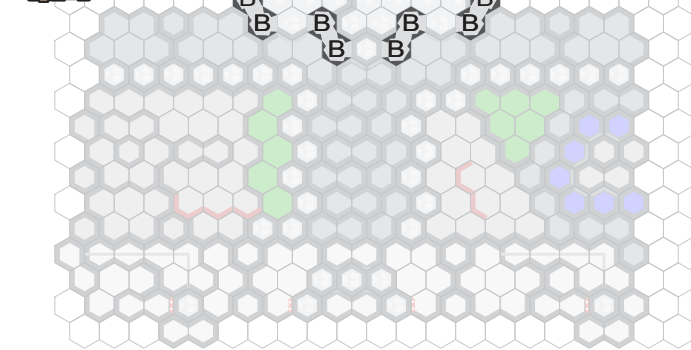
**Excessive Force:** When a Civilian receives 1-3 wounds, it is destroyed and removed from the battlefield as normal, but when a Civilian receives 4 or more wounds, it is destroyed and removed from the battlefield and then placed on Puppet Master's Army Card, even if Puppet Master has been destroyed.

**Victory:** When the other Player has no figures left on the battlefield, you win, or if 4 Civilians are placed on Puppet Master's Army Card, Player 2 immediately wins, even if that Civilian was the last figure in Player 2's Army. If the Battle reaches the end of round 10, Player 2 wins.

LEVEL 12



LEVEL 13



LEVEL 14



LEVEL 23

