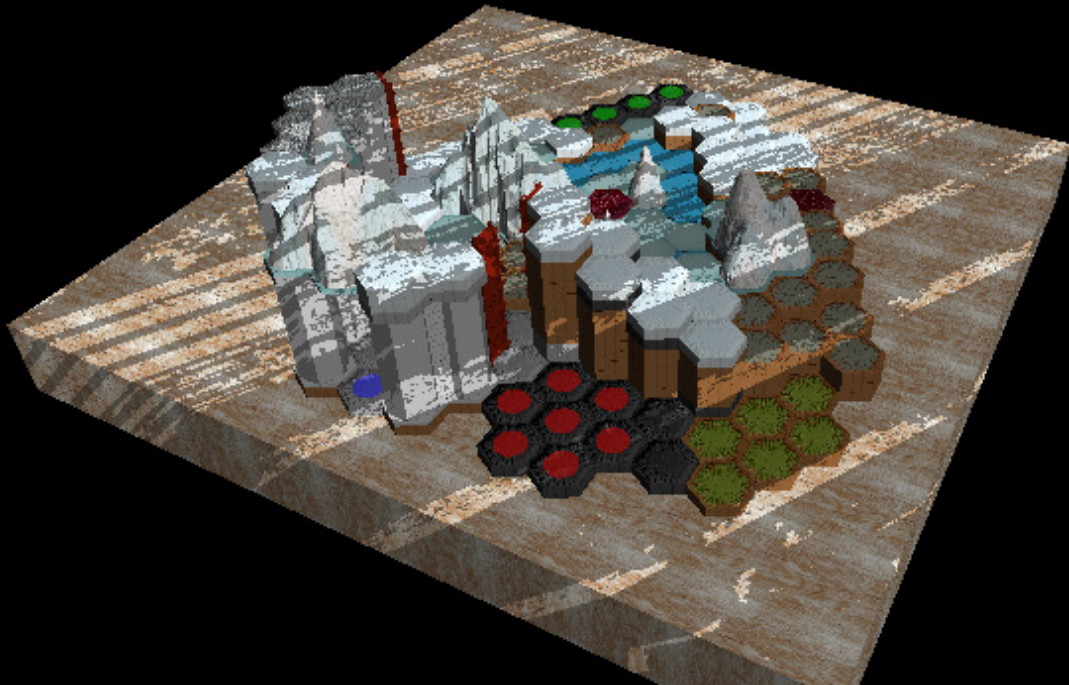
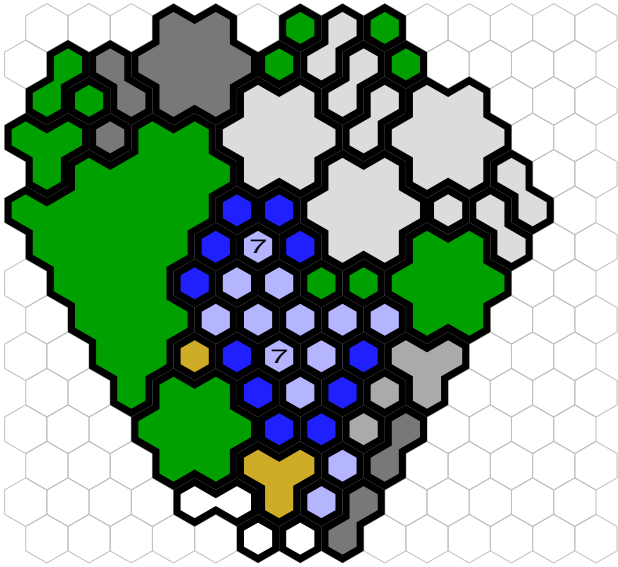


Fortress of Solitude (World's Finest Master Set)

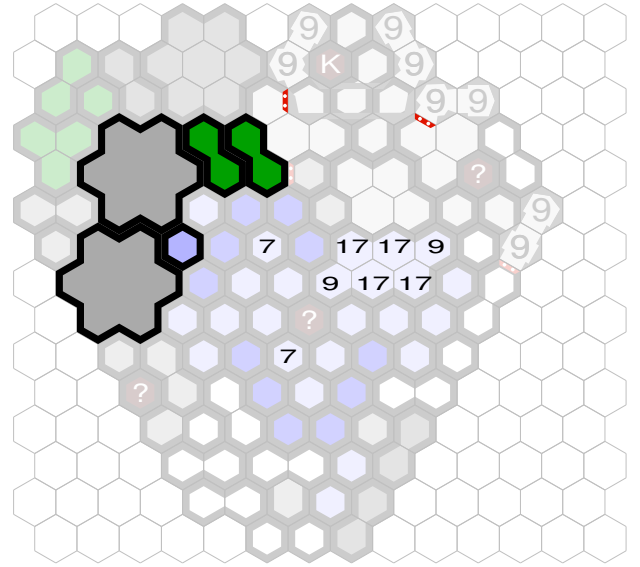


Author : M3G and C3G

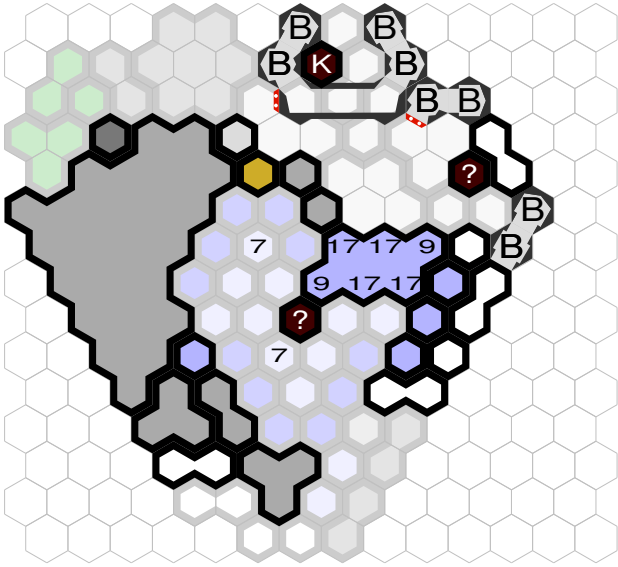
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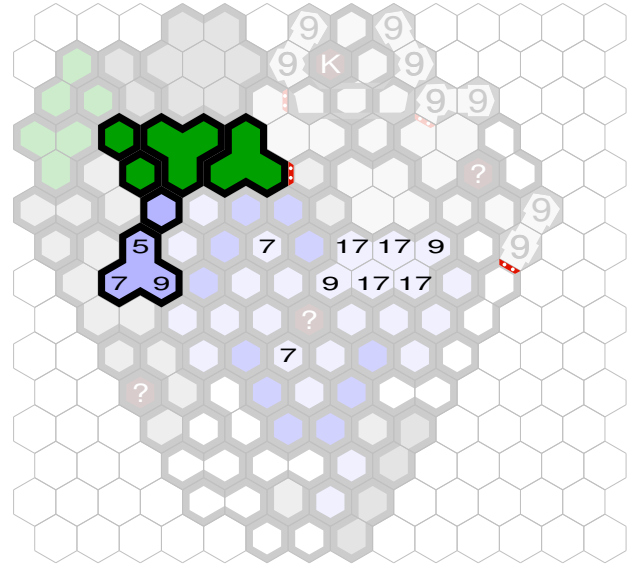
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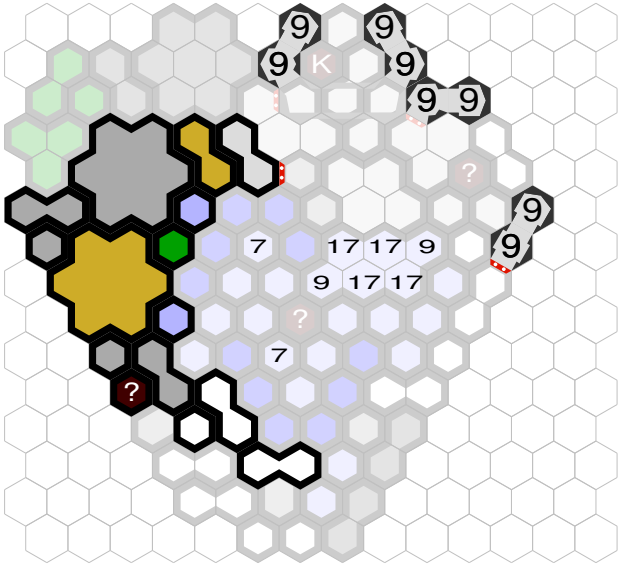
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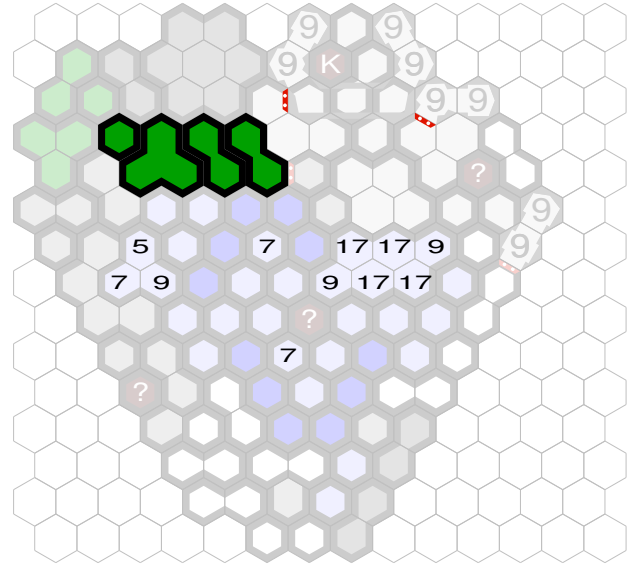
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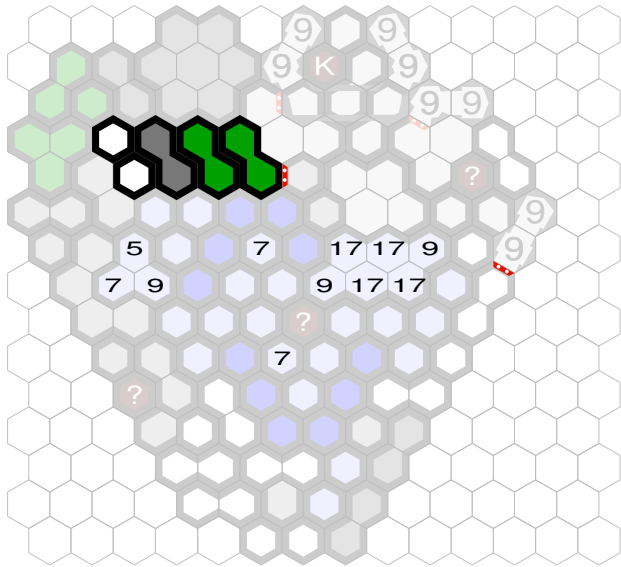
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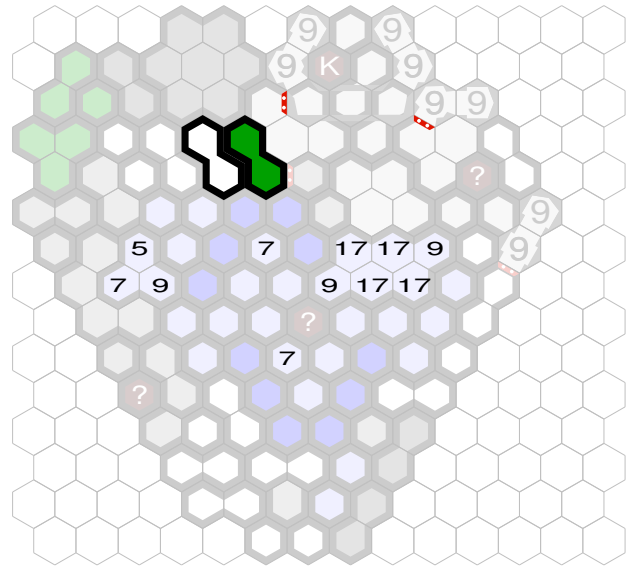
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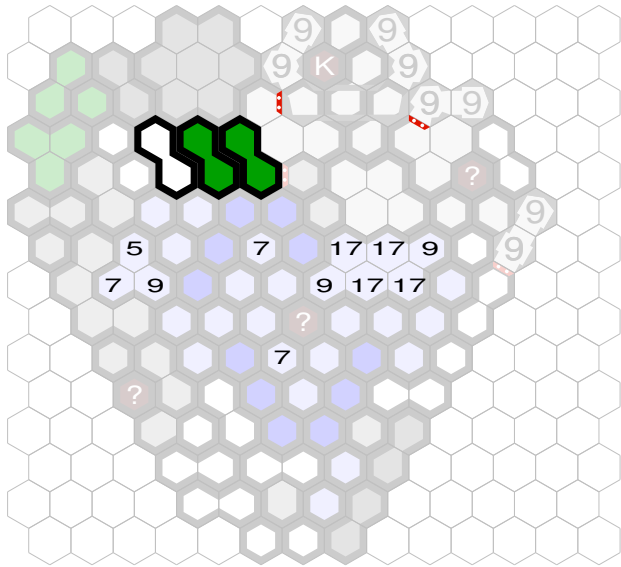
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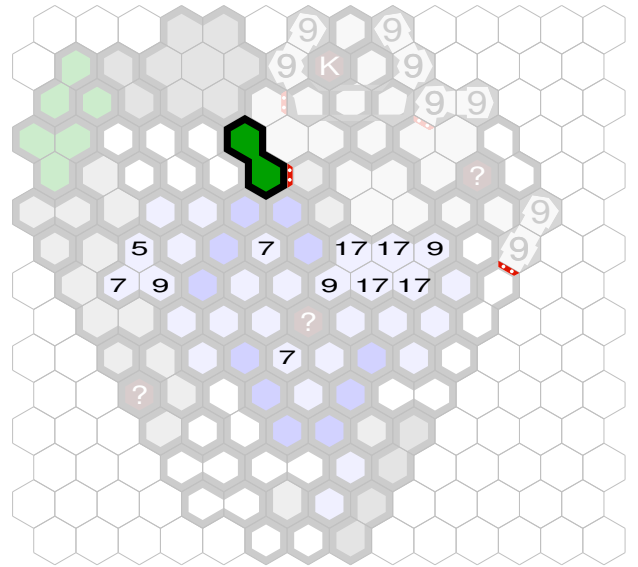
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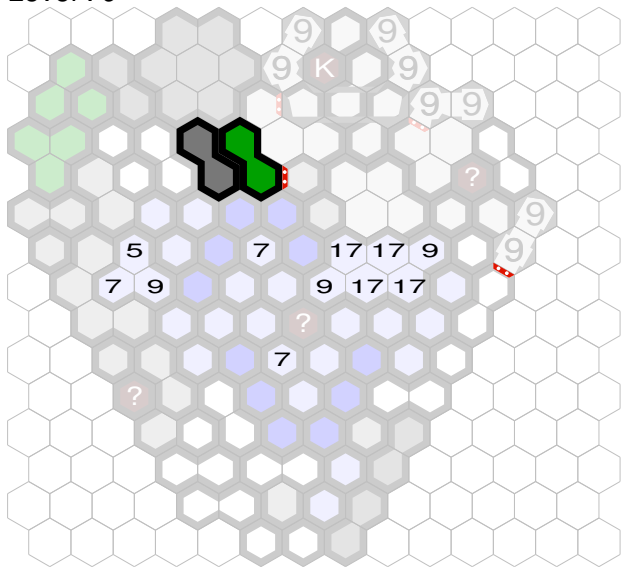
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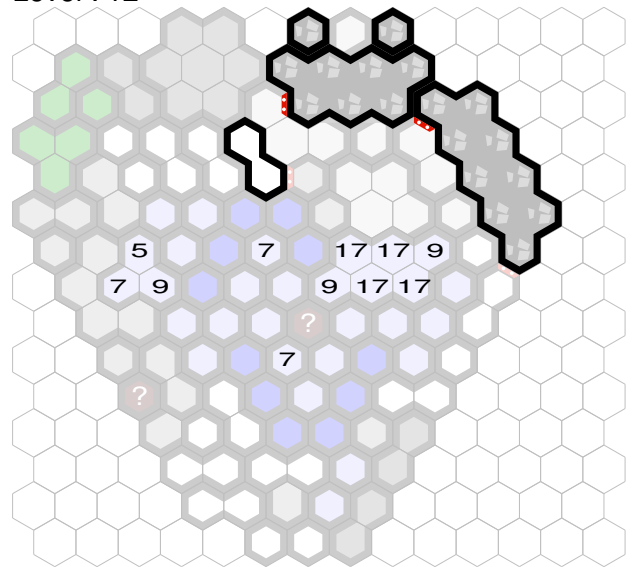
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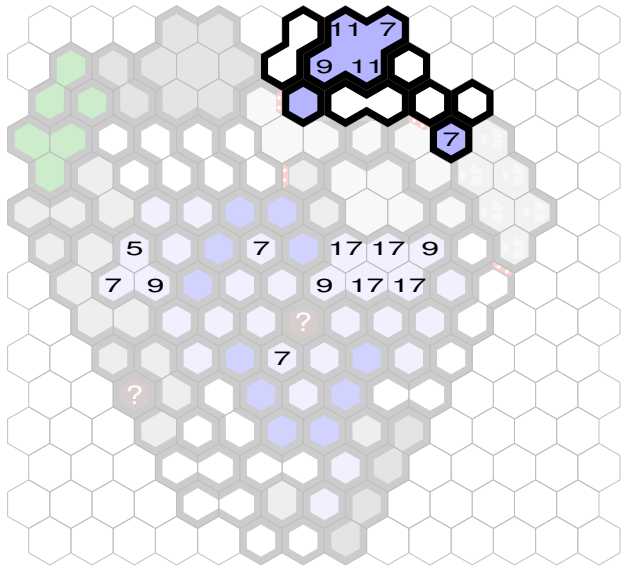
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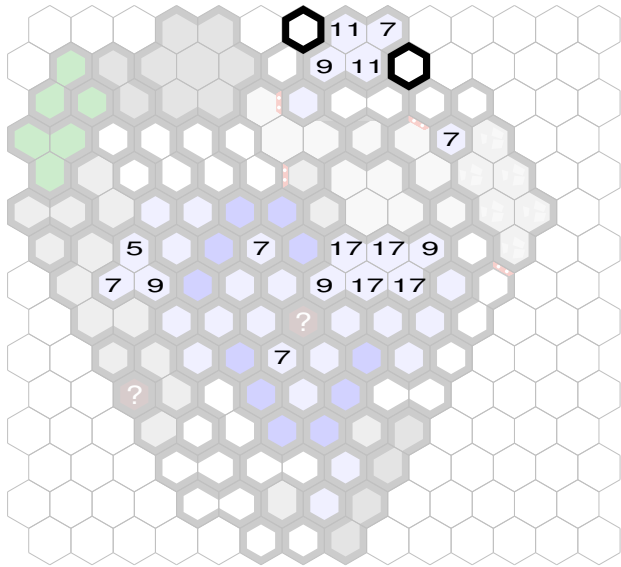
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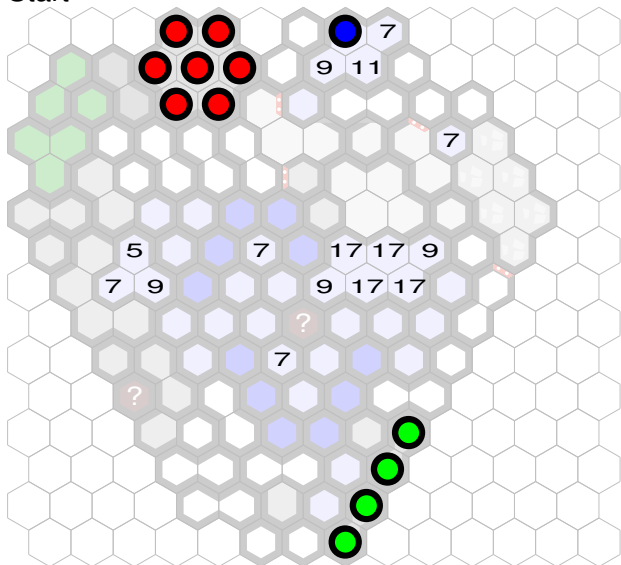
Level : 13



Level : 14



Start



Player One brings a premade army of Superman, Hawkgirl, Batman, Black Canary, and Green Arrow.
Player Two brings a premade army of Solomon Grundy, Count Vertigo, Joker, Catwoman, and Two-Face.

Set-up

Player One should place Superman in the blue startzone and Batman, Hawkgirl, Black Canary, and Green Arrow in the green startzone.
Player Two should place Solomon Grundy, Count Vertigo, Joker, and Two-Face in the red startzone.
Place the Glyph of Green Kryptonite on the "K" Glyph space adjacent to Superman. Place the Glyph of Team Ups, Glyph of Superspeed (previously known as the Glyph of Leadership), and the Glyph of the Boom Tube face down randomly in the designated places on the map.

Special Rules

Lockdown

The Fortress door is in place and locked. It may not be opened from either side, and may only be destroyed.

Rescue Mission

Player One cannot attack any of Player Two's figures until Player One has attacked the Fortress Door at least once during that round.

There is a X round limit on this scenario (to be determined).

Victory Conditions

Player One wins if the Fortress Door and all of Player Two's figures are destroyed in X rounds.
Player Two wins if all of Player One's figures except Superman are destroyed before the Fortress Door is destroyed, if the Fortress Door has not been destroyed by round X, or if Player Two has any figures remaining undestroyed at the end of round X.