

# Kings Dive Battlefield

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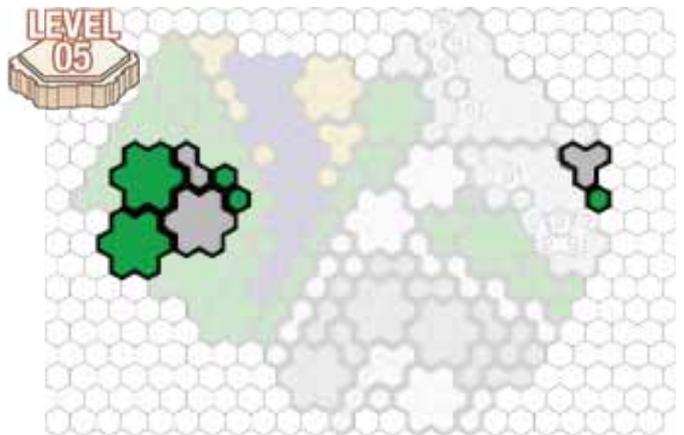
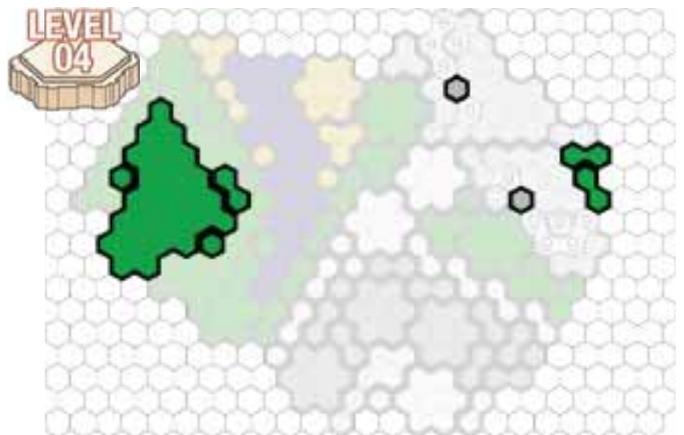
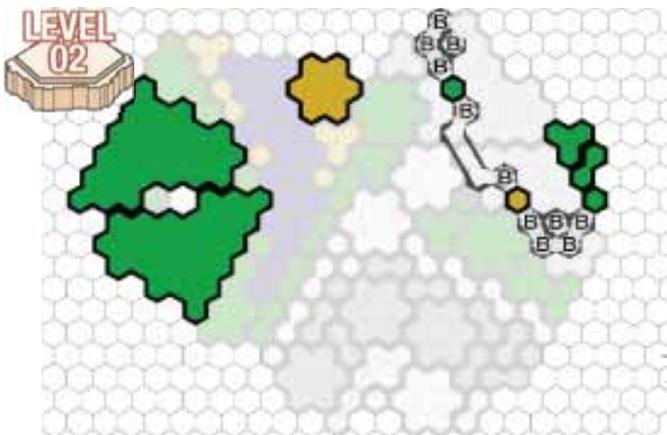


*"I'd much rather have a caravan in the hills, than a mansion in the slums" - Crowded House.*

Once a mansion with the stature of a castle, Belasco House has never been a humble abode. In it's glory days it was the pinnacle of high society. With the original owners deceased more than a century ago and no descendants returned to claim ownership the premises was left vacant. Situated in the once bustling Crown Point, the whole district has become derelict and a haven to villains. As pun on it's former glory the area is now known as Kings Dive.

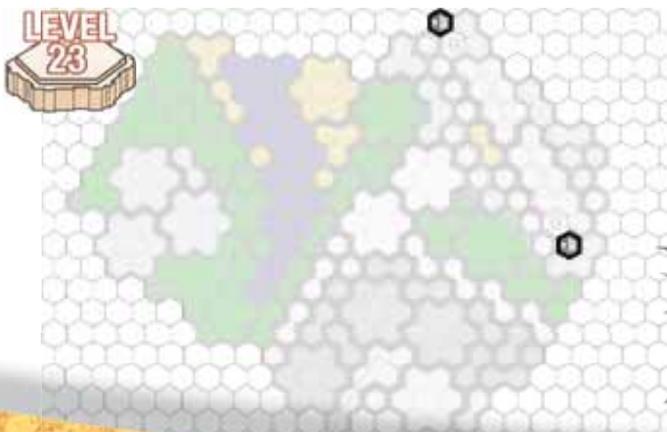
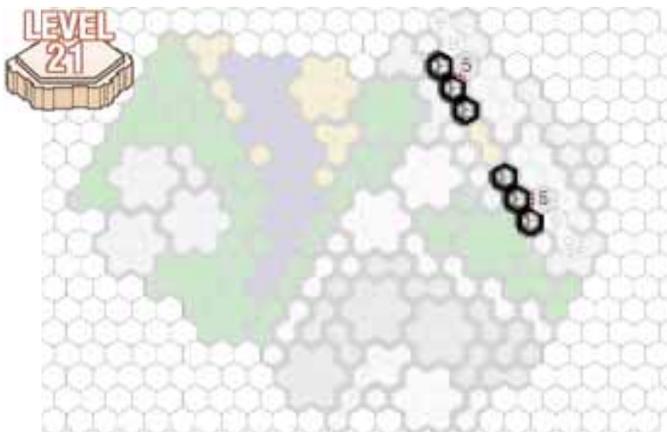
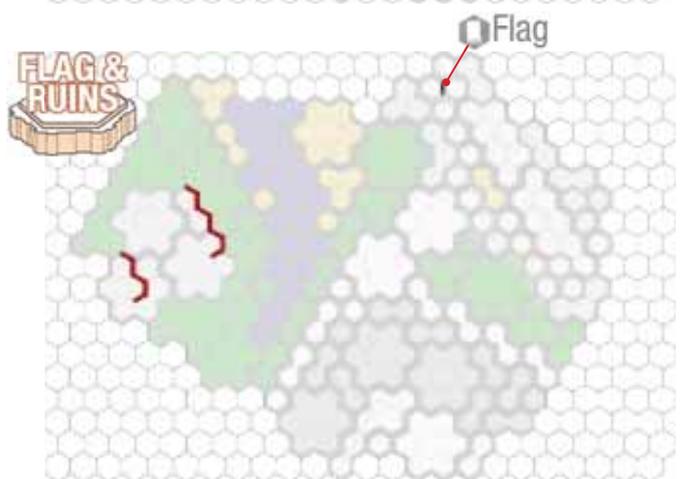
## Kings Dive Battlefield

Required Sets: MtCB, RotV Master Set & Fota





# Kings Dive Battlefield



## Kings Dive Scenarios

### MASTER GAME - Kyrie Rescue

(2 players)

*Sent by Jandar to retrieve a new recruit from Earth, Raelin arrived on the wrong side of town. Captured by unknown assailants Raelin is tortured in the hope of extracting technological information from her to advance their corrupt plans. Raelin must be saved.*

**Player 1's Goal:** Prevent Player 2 from rescuing Raelin.

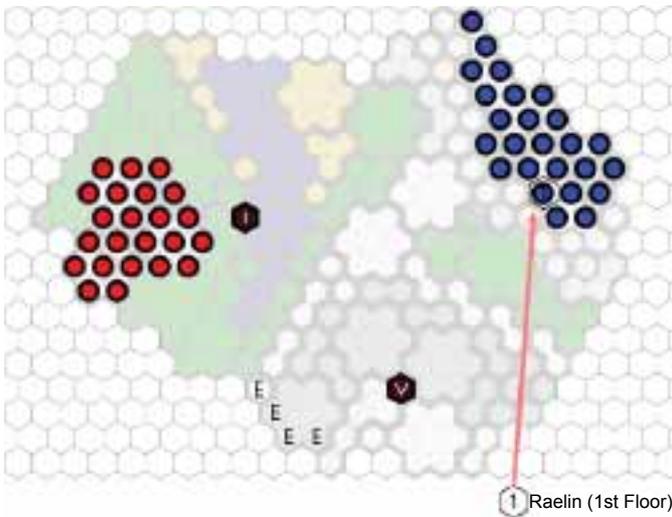
**Player 2's Goal:** Free Raelin from the mansion and help her escape out of the district.

**Setup:** Place the Glyphs of Ivor and Valda power side up where shown. Place Raelin on the first floor where shown. Raelin is not controlled until set free by Player 2 at which point Player 2 may place Raelin's card in front of them and assume control.

Player 1 drafts or brings a pre-made 730 point army and Player 2 drafts or brings a pre-made 530 point army.

Player 1 starts on the ground floor and stairs spaces in the blue starting zone; Player 2 starts in the red starting zone.

# Kings Dive Scenarios



**Special Rules:** Player 1 cannot attack Raelin until she has been freed.

To free Raelin Player 2 must move a figure onto an adjacent space to Raelin. This figure must be unengaged when freeing Raelin. After moving, instead of attacking with this figure, he/she may free Raelin and take control of her Army Card.

Raelin cannot use her Flying special ability during this game. Control of Raelin cannot pass to Player 1 at any time during this game.

Once Raelin has reached the Exit Zone spaces and is not engaged, the game is over. Exit Zone spaces are marked - E.

**Victory:** Player 1 wins if Player 2 has no figures left on the battlefield, if he/she can destroy Raelin, or if the battle reaches the end of round 12 without Player 2 winning.

Player 2 wins when Raelin has reached and exited any space within the Exit Zone, or if Player 1 has no figures left on the battlefield.

ROUND  
MARKER  
TRACK



## MASTER GAME - Sanctuary of Scum

(2 players)

*Batman has put away the last tenant of Belasco House leaving it vacant. This means the most prestigious villain premises is up for grabs and now two of the meanest gangs are both vying for the honour of the most feared gang in Kings Dive.*

**Goal:** Claim Belasco House for your posse.

**Setup:** Place the Glyph of Gerda power side up where shown. The flag must be removed from the field of play. Each player drafts or brings a pre-made 800-point army. Each player places the Glyph of Brandor on one of their Army Cards to symbolize which figure is carrying the team flag.



Player 1 starts in the blue starting zone (including the 2 spaces on the first floor of the Warehouse Ruin); Player 2 starts in the red starting zone.

**Special Rules:** When a figure is carrying the team flag, as symbolized by the Glyph of Brandor on their Army Card, that figure may only use their normal movement. No Flying, Leaping, Swing Line, Hyper Speed, or similar special power can be used by the figure carrying the team flag. Whilst carrying the team flag the figure subtracts 2 from its normal movement.

A figure holding the team flag can pass it to any adjacent figure you control at the end of any turn by placing the Glyph of Brandor on the adjacent figure's Army Card.

When a figure with the Team Flag is destroyed place that team's Glyph of Brandor on the space the destroyed figure occupied. Another figure from the same team may pick up the Team Flag by moving onto the Glyph of Brandor. The Glyph of Brandor is placed on that figure's Army Card and that figure may continue his/her movement obeying the rules above for carrying the Team Flag.

An opposing player may destroy a dropped Team Flag by moving a figure onto the Glyph of Brandor. The figure must be unengaged when destroying the opposing team's Team Flag. After moving, instead of attacking with this figure, he/she may remove the Glyph of Brandor from the game.

Either player may raise the Flag by moving their figure carrying the Team Flag to the upper most space indicated by the X. This figure must be unengaged when raising the Flag. After moving, instead of attacking with this figure, he/she may raise the Flag, by placing the Flag in the position indicated in the Battlefield instructions. Remove your Glyph of Brandor from the game.

Players are allowed to take down the flag raised by the other player. To take down the Flag, you must move a figure onto the upper most space indicated by the X that is next to the Flag. This figure must be unengaged when taking down the Flag. After moving, instead of attacking with this figure, he/she may take down the Flag and remove it from the field.

If both player's Glyph of Brandor are removed from the game and the flag is not raised the game is over. Both sides have lost the battle.

**Victory:** The first player to raise the Flag and have it remain erected for the entire following round, wins. Or, if the other player has no figures left on the battlefield, you win.