



C3G EXCLUSIVE BATTLEFIELD

SAVAGE LAND BATTLEFIELD

Required Sets:

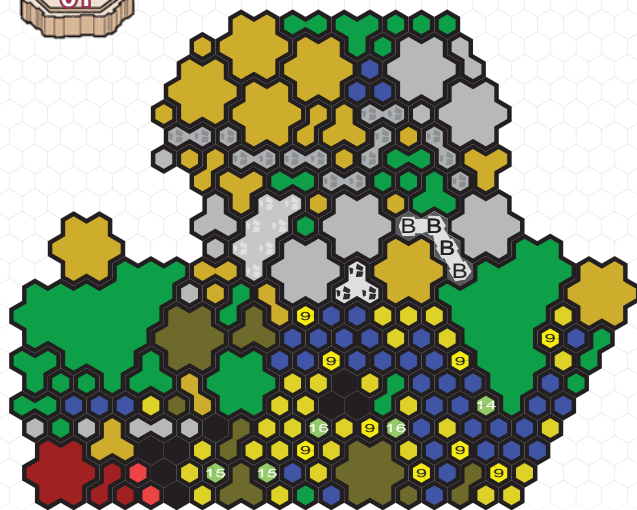
2 Rise of the Valkyrie™ Master Sets, Swarm of the Marro Master Set™, Battle for the Underdark Master Sets™, 3 Ticalla Jungle Set™, Fortress of the Archkyrie™, Road through the Forgotten Forest™, Thaelenk Tundra, Volcarren Wasteland

In the heart of a frozen continent, at the base of a high glacier-fed waterfall, lies a lush land full of danger and natural beauty. Vents around semi-dormant volcanoes spew acrid gases into the air as tar bubbles up through the swamp around the wild jungle growth. What race left the crumbling ruins that stand across the icy waters? Answers await those intrepid enough to dare the savage beasts that lie in wait!

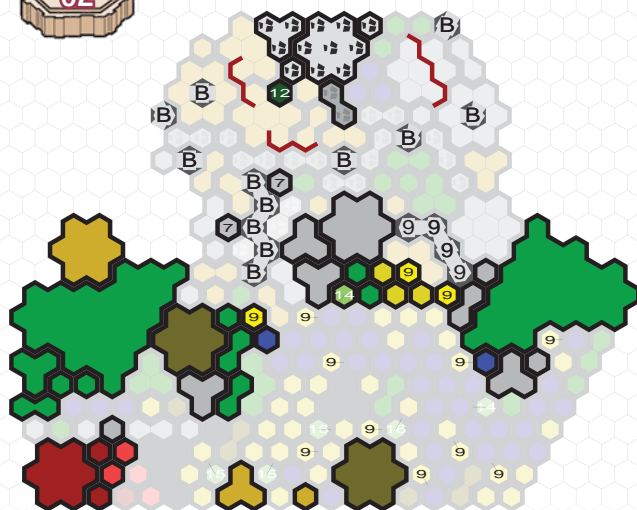
Battlefield: Savage Land



LEVEL 01



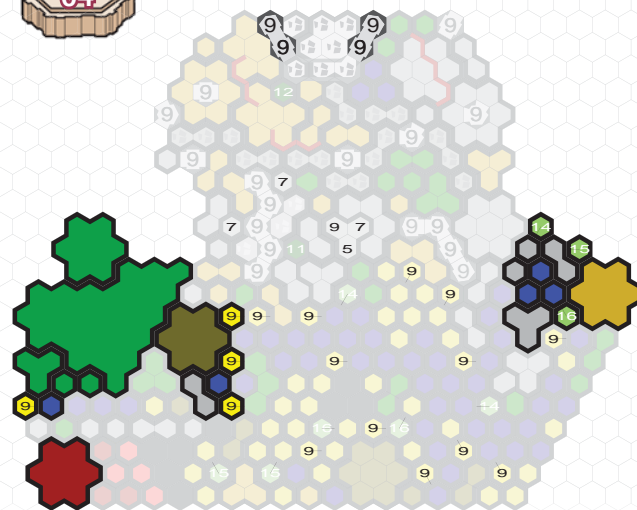
LEVEL 02



LEVEL 03



LEVEL 04

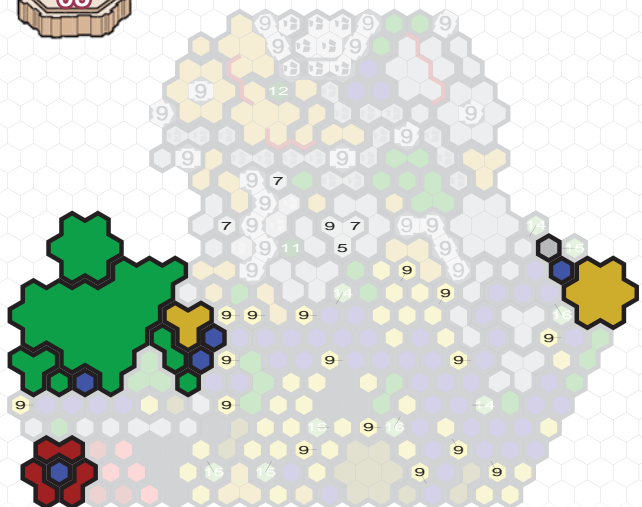




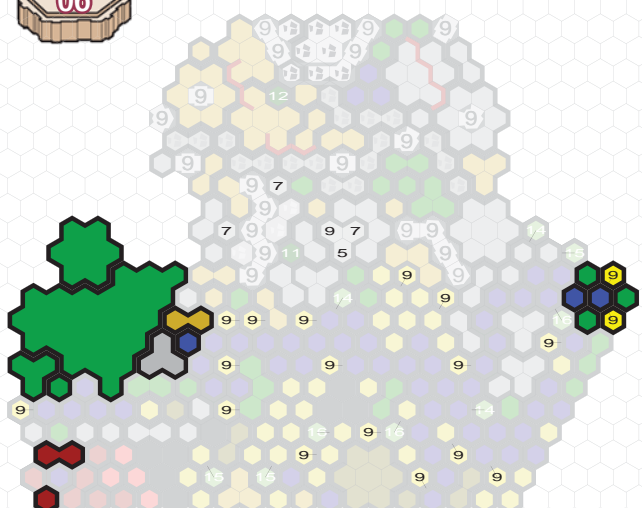
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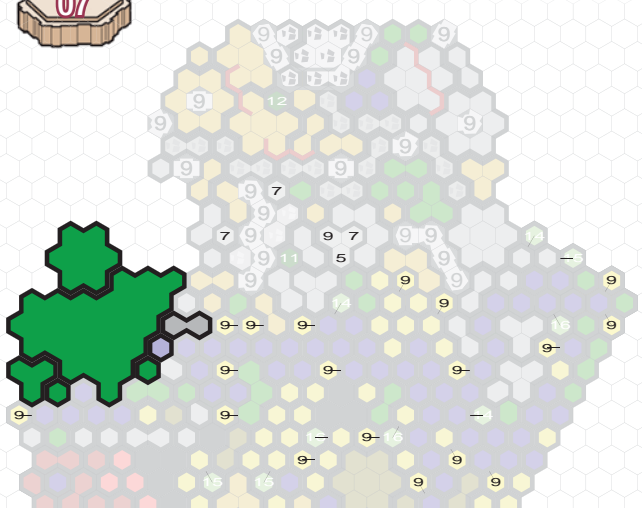
LEVEL 05



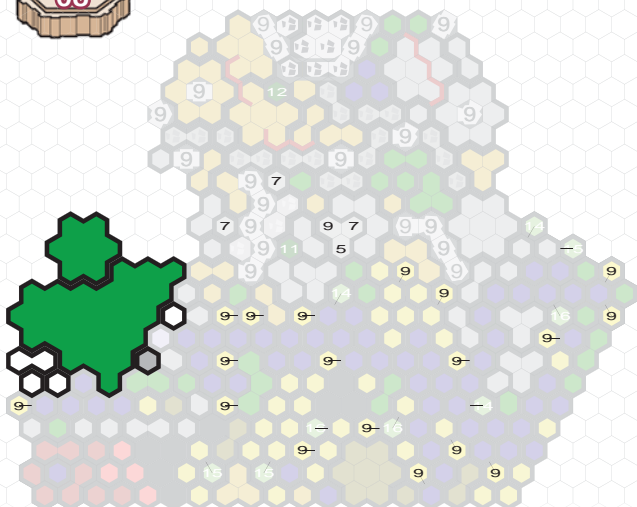
LEVEL 06



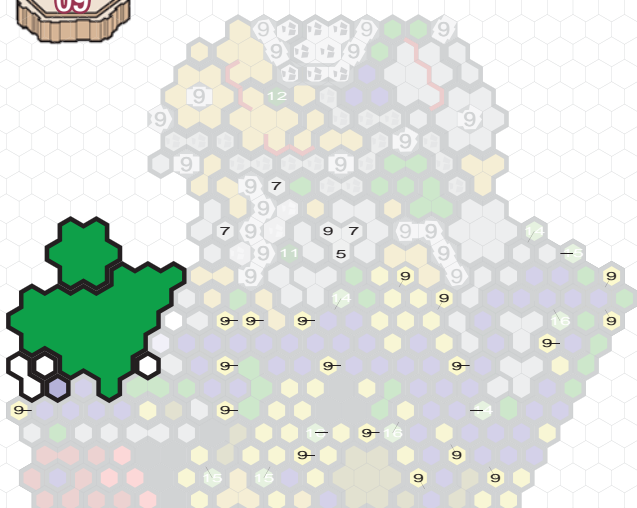
LEVEL 07



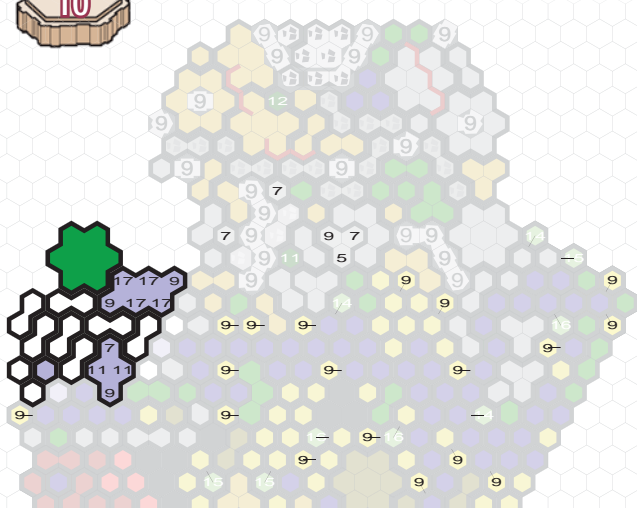
LEVEL 08



LEVEL 09



LEVEL 10

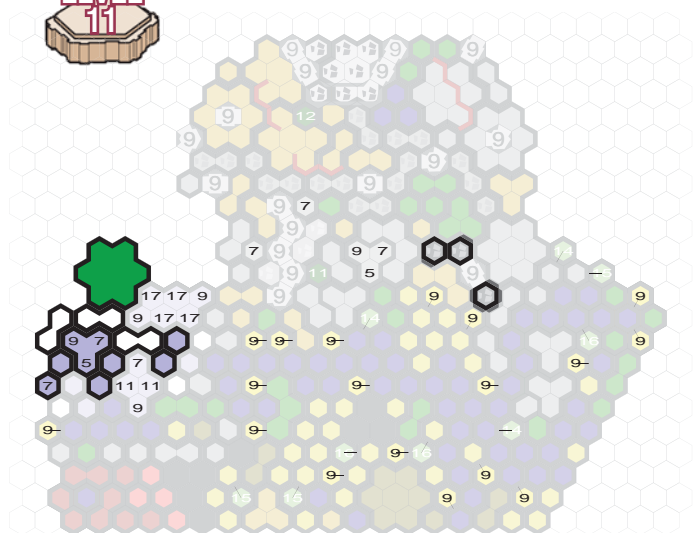




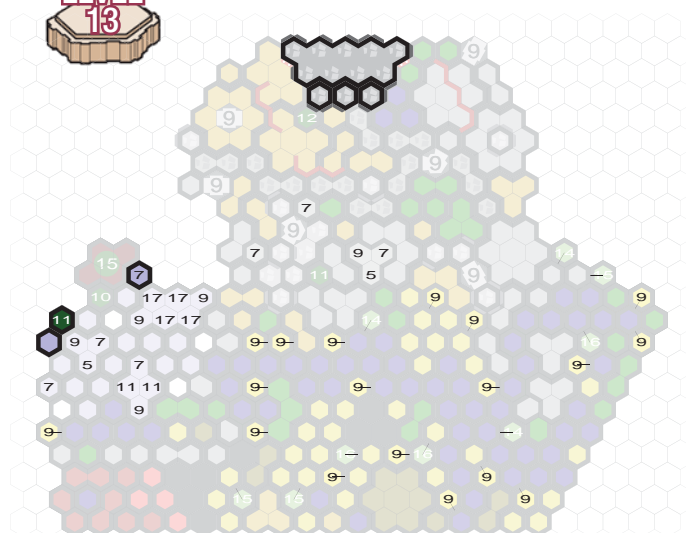
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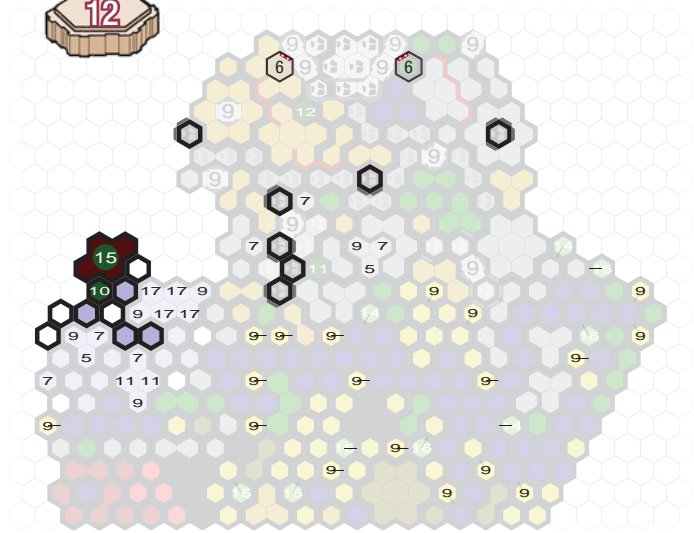
LEVEL 11



LEVEL 13



LEVEL 12



OPTIONAL SPECIAL RULE

TAR PITS

Shadow tiles are considered to be tar pits and do not provide the shadow bonus to defense. A figure standing on a tar pit space is considered trapped and cannot move from this space unless a friendly figure occupies an adjacent space.