



C3G EXCLUSIVE BATTLEFIELD

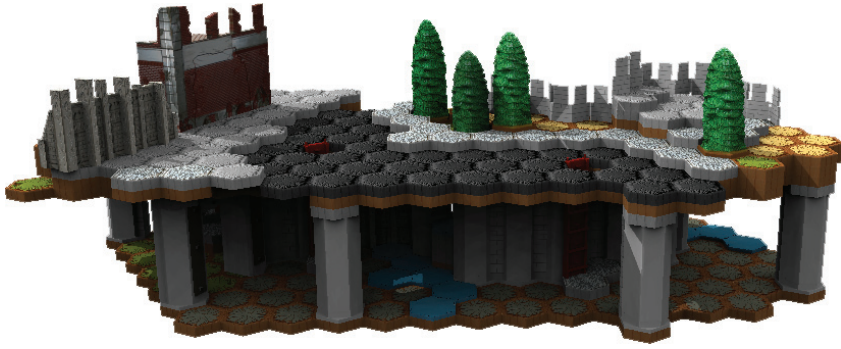
Battlefield: The Sewer Entrance

THE SEWER ENTRANCE BATTLEFIELD

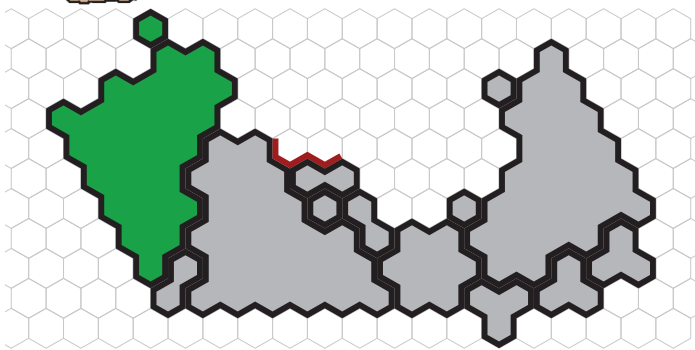
Required Sets:
 Rise of the Valkyrie™ Master Set,
 Marvel the Conflict Begins™ Master Set,
 Fortress of the Archkyrie™, Road to the Forgotten Forrest™

A derelict building lays abandoned on an empty street. Vacated by the rats long ago, it speaks not a sound. In the sounds of whispers that echo below it's floor it has a secret to tell.

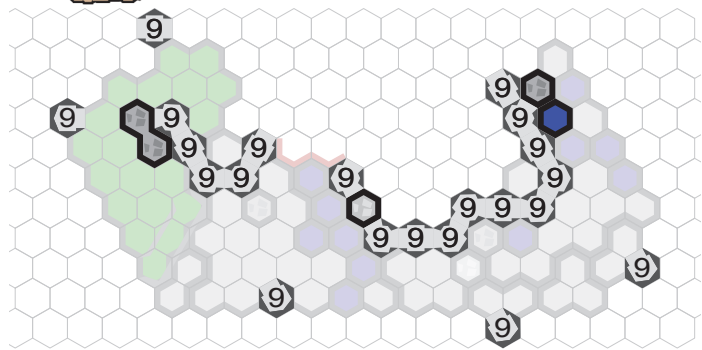
Who or what have made the sewers below their home? And what lies beyond that door?



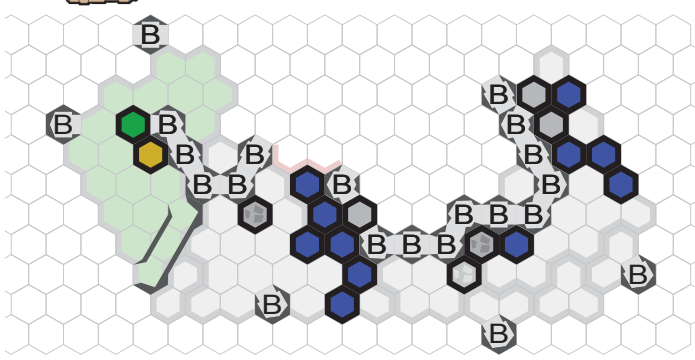
LEVEL 01



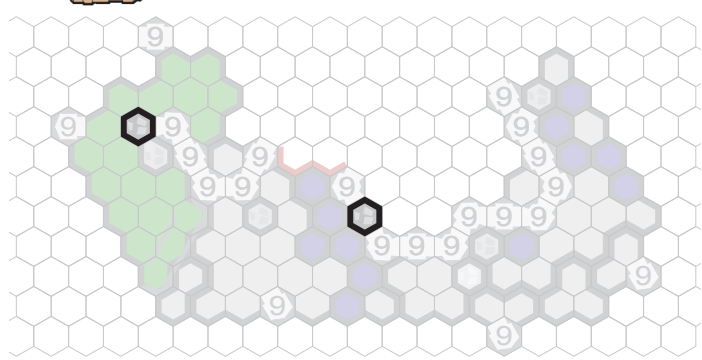
LEVEL 03



LEVEL 02



LEVEL 04

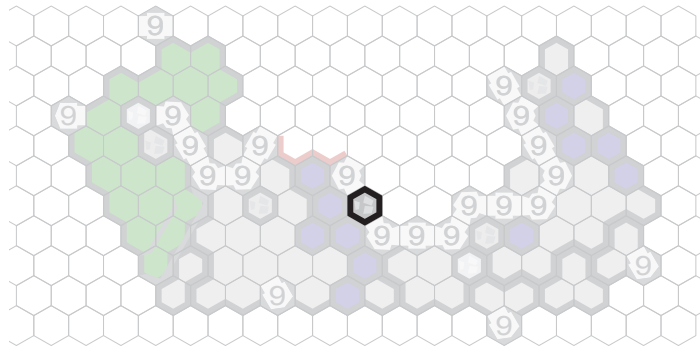




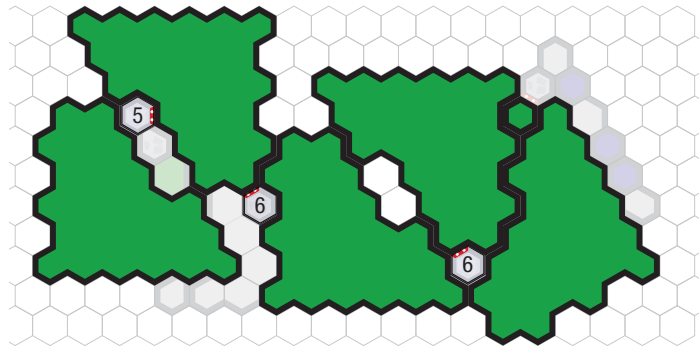
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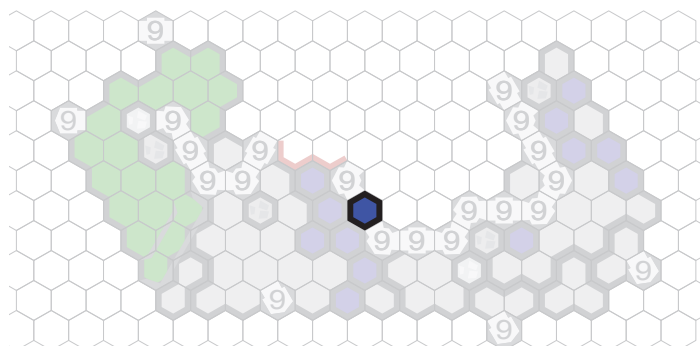
LEVEL 05



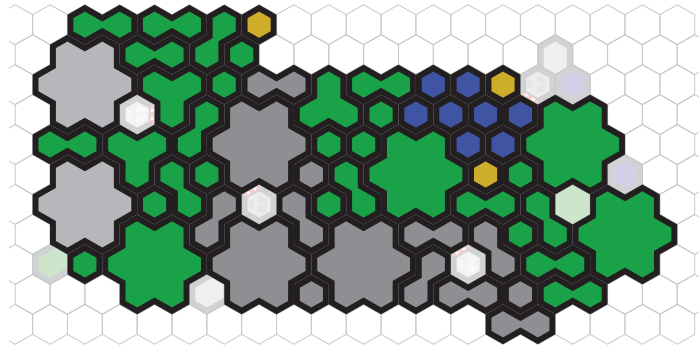
LEVEL 13



LEVEL 06



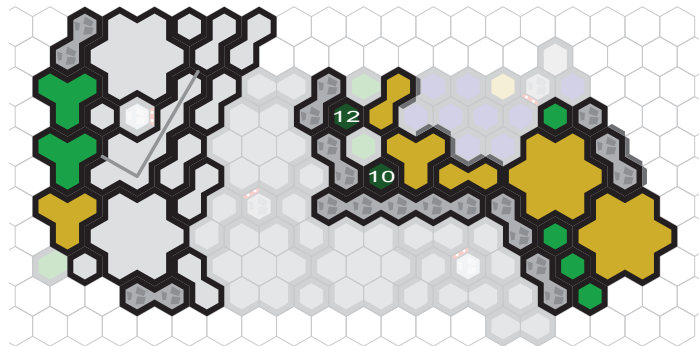
LEVEL 14



LEVEL 12



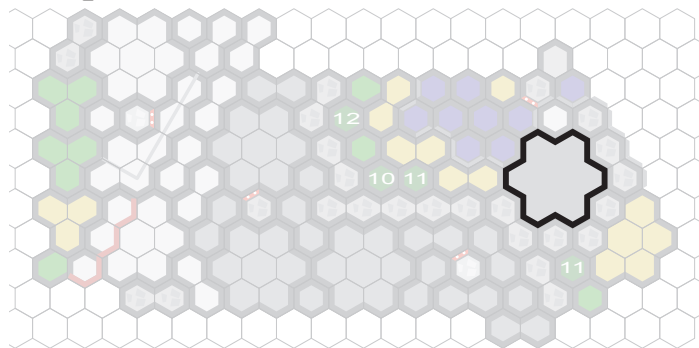
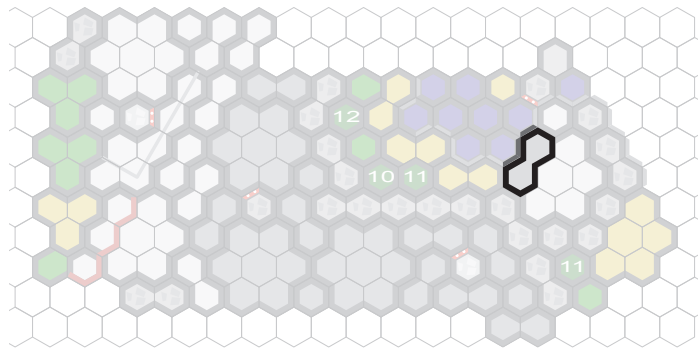
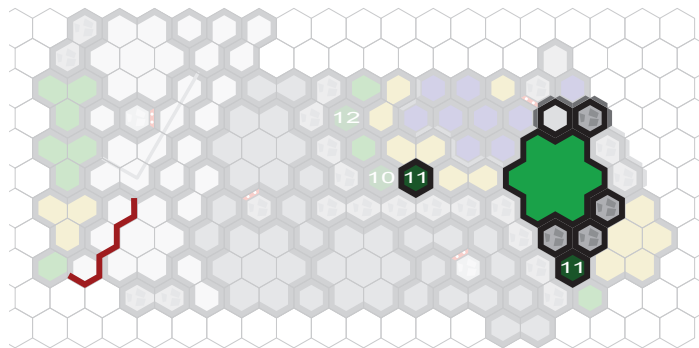
LEVEL 15





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OPTIONAL SPECIAL RULES

SPLASH OF FOOTSTEPS

Figures may move through water spaces on the sewer level without stopping.

A defending figure adds 1 die to their defense if the attacking figure moved through a water space on the sewer level that turn.

LOW CEILING

Figures with the Flying or Leap special powers may not pass over other figures whilst in the sewer level unless they have the Stealth Flying or Stealth Leap special powers.