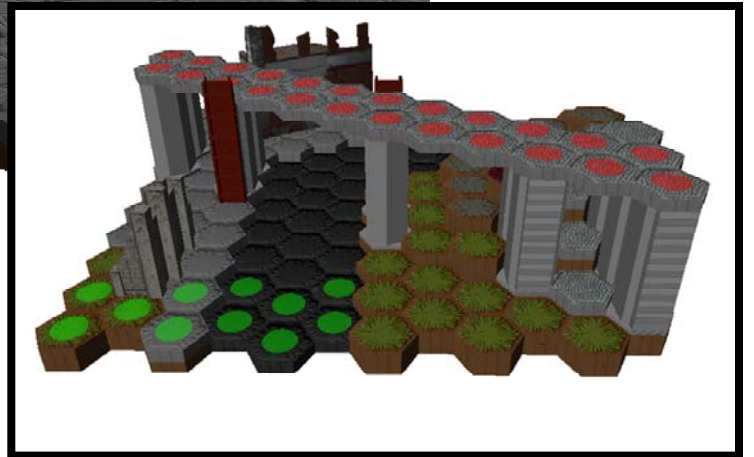


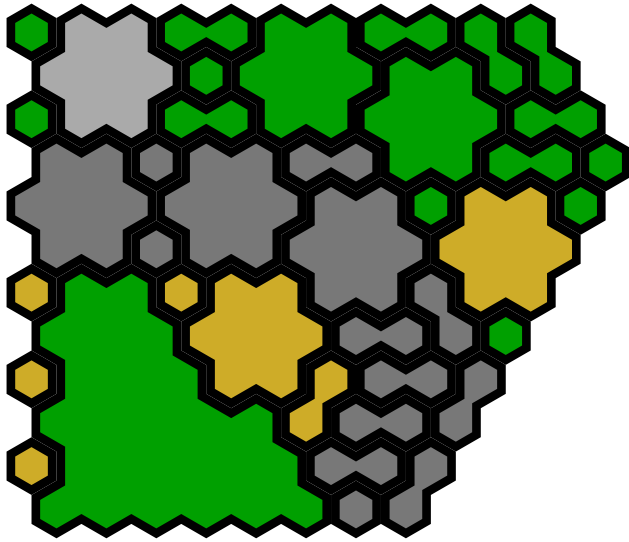
Under The "EL" Ver. 3.0



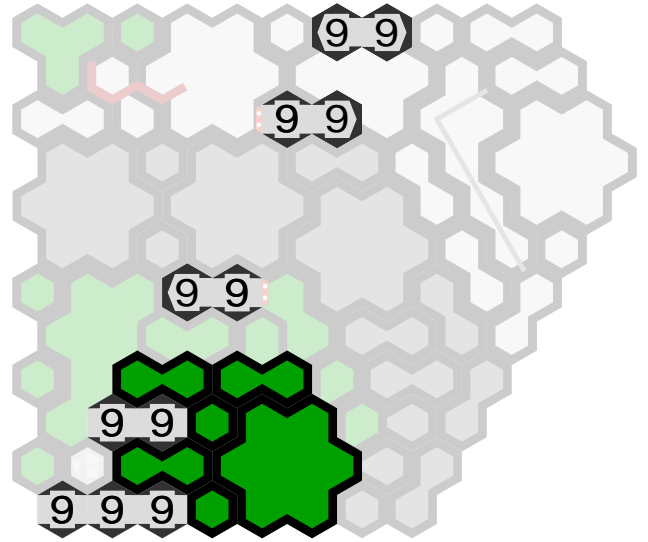
By Jodokast
(additions by
Peteparkerh)



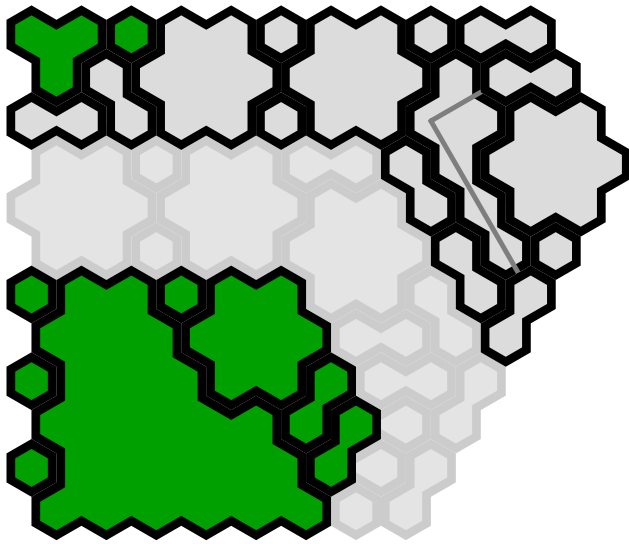
Level : 1



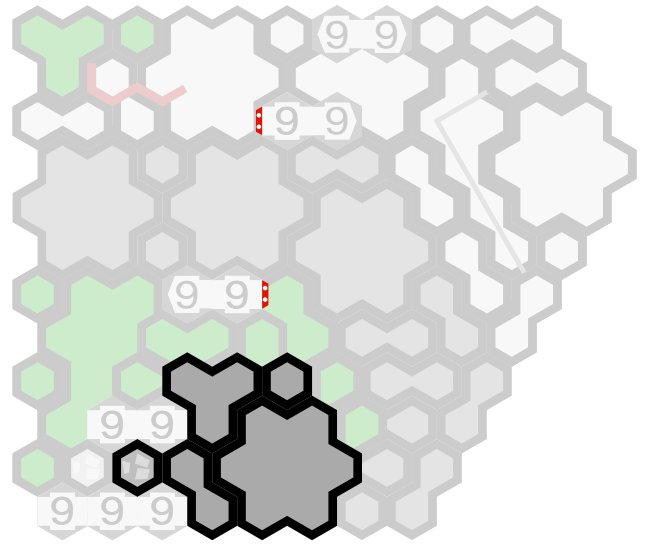
Level : 4



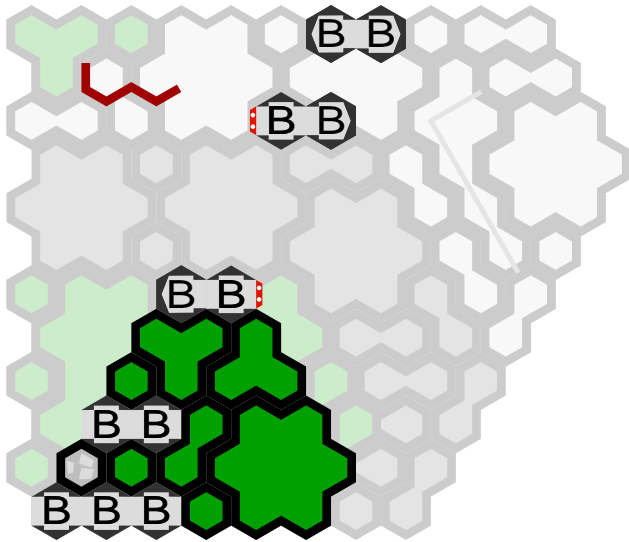
Level : 2



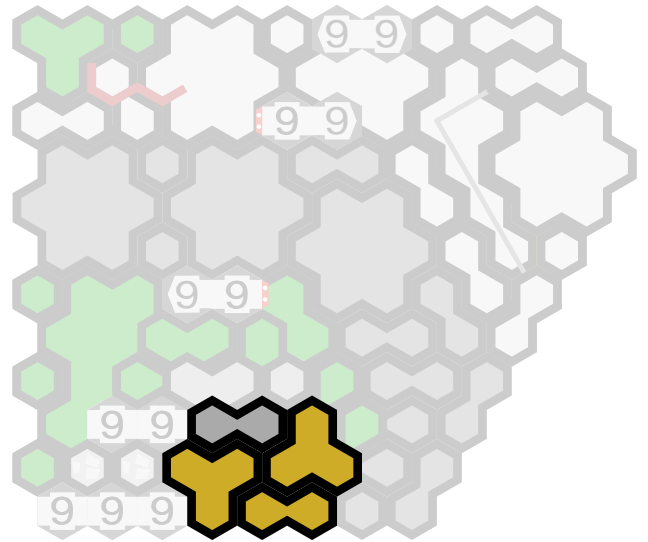
Level : 5



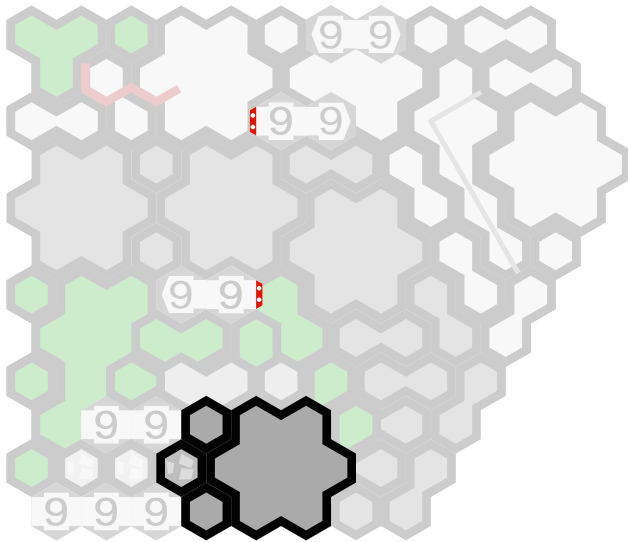
Level : 3



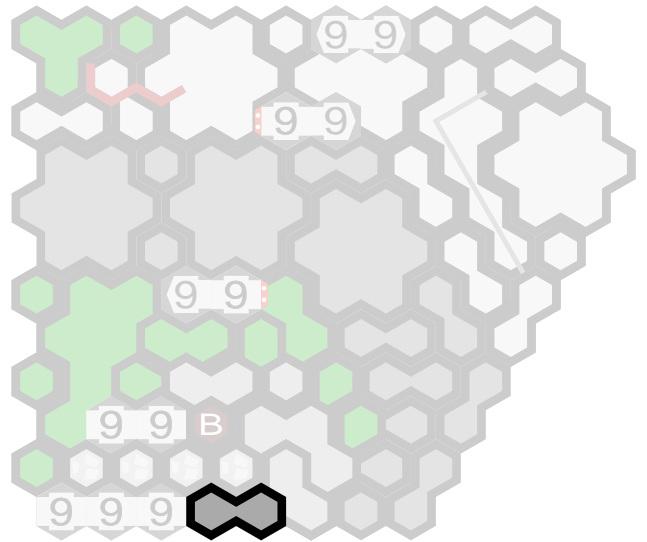
Level : 6



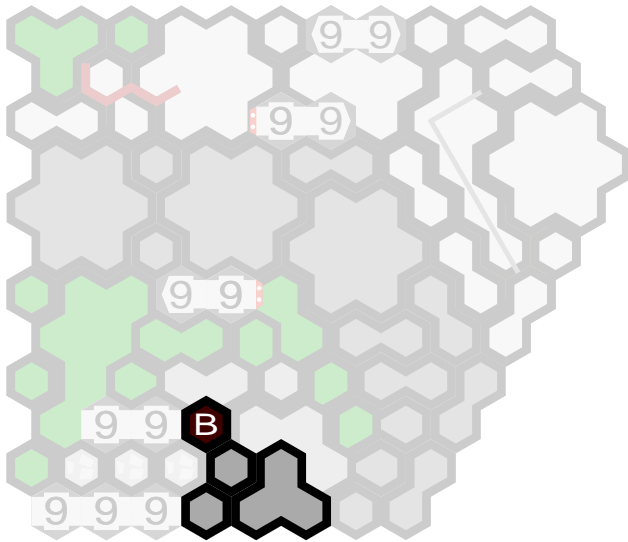
Level : 7



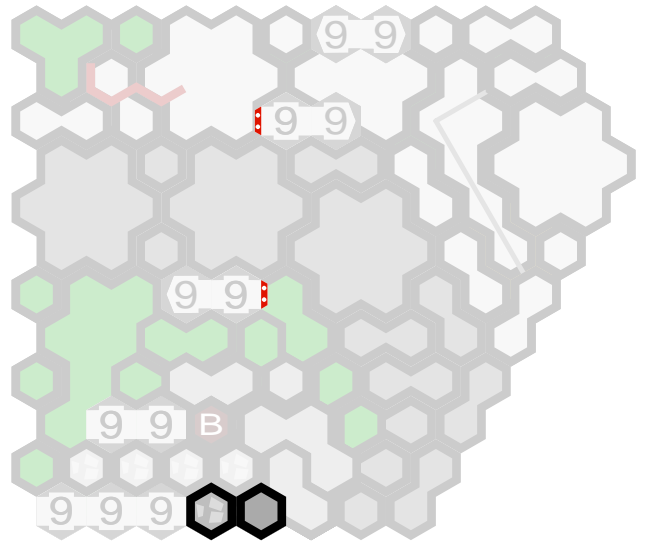
Level : 10



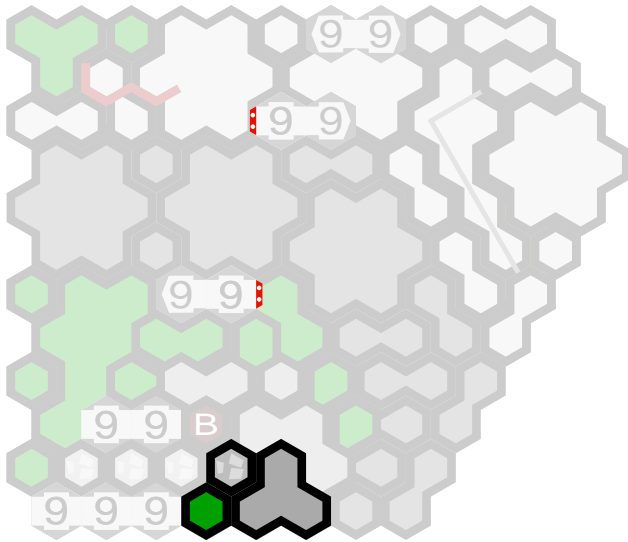
Level : 8



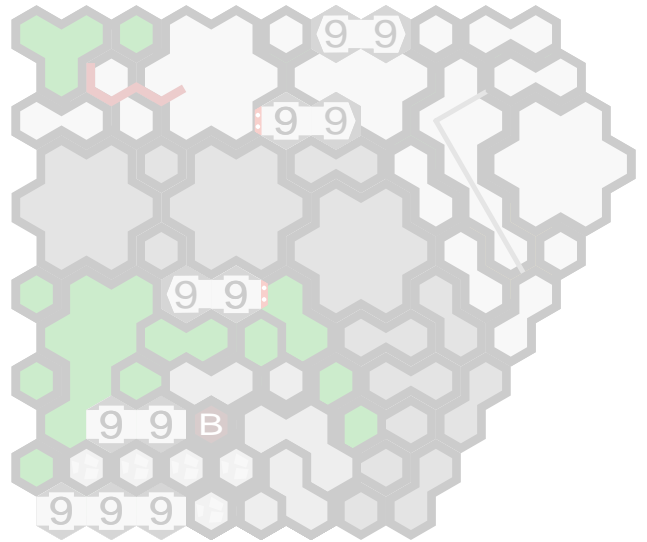
Level : 11



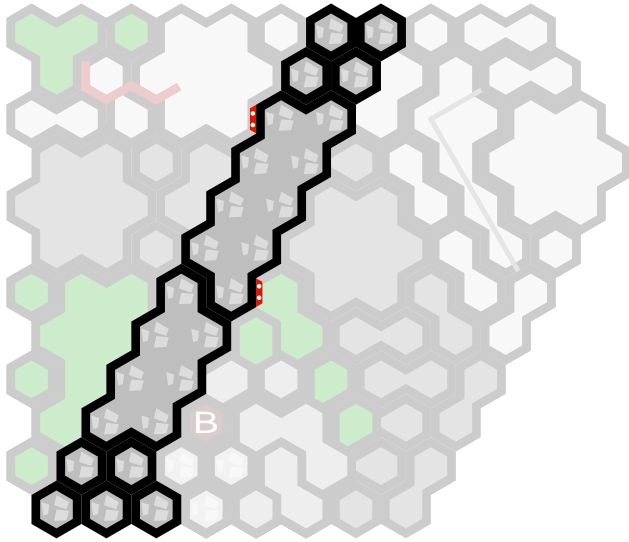
Level : 9



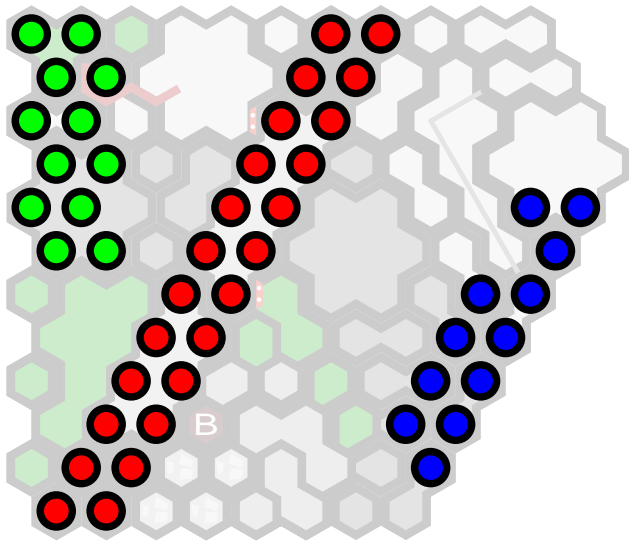
Level : 12



Level : 13



Start



Battlefield Requirements: 1 ROTV, 1 Marvel, & 1 FOTA

Initial Set-Up

This battlefield is in an area with an elevated train or "EL". Player 1 starts in the green start zone. Player 2 starts in the blue start zone. Place 1 Glyph of Brandar (face down) as shown in the build instructions.

Electrified Track

The "EL" runs on an electrified track in the red area shown on the start zone map. When the Glyph of Brandar is face down, the track is off and it is safe to be on the track (red area). When a figure ends their movement on the glyph, they may choose to activate the glyph by turning it over. If the track is "turned on" (glyph face up), the track is "electrified" and any figures on the track must immediately roll two attack dice to check for damage. If the figure survives, they are "blown off" the track. Whoever has control of the figure must pick an adjacent hex, not on the tracks, to "jump to". The rules for falling damage apply.