

## Alone in the Dark



Until the end of the Encounter, a model forced to fall back after a failed Morale Duel is killed instead.

Special  
EVENTS

## Cruel Winds



At the start of the Encounter, randomly determine a table edge. During the next turn, each model is Pushed 1" toward that table edge at the end of its activation.

Special  
EVENTS

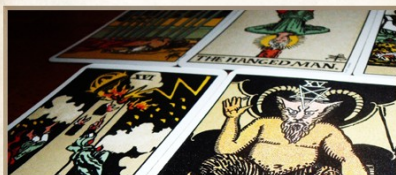
## Caustic Gas



Until the end of the Encounter, models receive -1/-1 **Wk/Cg**. All models receive ☐ to their ranged Attacks and ranged Casting Flips.

Special  
EVENTS

## Dark Omens



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, from the beginning of next turn's Draw Phase to the end of its Activation Phase, Fate Cards with a value of 1 count as value 13 and vice versa.

Special  
EVENTS

## Dim Lighting



Until the end of the Encounter, ranged Attacks and ranged Casting Flips receive ☐ and LoS is reduced to 8".

Special  
EVENTS

## Disturbing Whispers



Until the end of the Encounter, all models receive -1 **Wp** when defending in a Duel.

Special  
EVENTS

## Earthquake



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, At the start of the next turn's Activation Phase, each player, in activation order, may Push all of their opponents' models 1" in any direction unless those models have **Flight** or **Float**.

Special  
EVENTS

## Flash Flood



At the start of the Encounter, randomly determine a table edge. During the next turn, models cannot Charge and each model is Pushed 2" toward that table edge at the beginning of its activation.

Special  
EVENTS

## Foggy



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, ranged Attacks and ranged Casting Flips receive ☐.

Special  
EVENTS



## Growing Fire



Place a 50mm Fire Marker in base contact with terrain feature and no closer than 1" from any model. Nominate another player who then places an additional 50mm Fire Marker, touching the first Fire Marker. This Fire Marker can be placed touching or overlapping model bases.

For the remainder of the Encounter, at the end of the End Close Phase the player who activated the first model in the turn places an additional 50mm Fire Marker touching any Fire Marker already on the table. After this marker is placed, the second player in activation order also places a Fire Marker. Any of these Fire Markers can be placed touching or overlapping model bases.

These Fire Markers have the **Ht 5**, covering, obscuring, and Hazardous (2/4/7) traits.

**Special**  
EVENTS

## Heat Wave



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, models receive -1/-1 **Wk/Cg**.

**Special**  
EVENTS

## Heavy Snows



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, models cannot **Charge** and receive -2 **Cb** to ranged Strikes. Models with **Frozen Heart** are immune to Heavy Snows

**Special**  
EVENTS

## Howling Voices



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, models cannot activate simultaneously and all models receive -2 **Ca** when targeting another model.

**Special**  
EVENTS

## Rockfall



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, at the start of the next turn's Activation Phase, any model within 1" of a terrain feature immediately suffers 1 **Wd**.

**Special**  
EVENTS

## Stampede!



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, at the start of the next turn's Activation Phase, all models within 8" of the centerline immediately suffer a number of wounds equal to their **Ht**.

**Special**  
EVENTS

## Torrential Rains



At the end of each Closing Phase the last player who activated a model re-shuffles his Deck and flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, models cannot **Charge**.

**Special**  
EVENTS