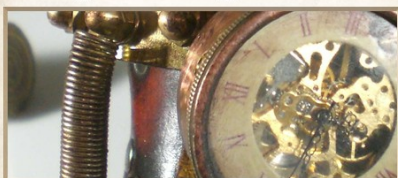


## Arcane Apparatus



Each player plays a 50mm Marker. Models may (1) **Interact** with the Marker once per turn to Flip a Fate Card. The model adds the suit shown on the Fate Card to its Duel totals. Flipping the Black Joker removes all suits associated with the model's statistics. Flipping the Red Joker allows the model to add any one suit to its Duel totals. The results of the flip last until the end of the model's next activation.

Special  
Terrain

## Ancient Monument



50mm, Ht 5 blocking terrain. Models receive +1 Ca while within 1" of the Ancient Monument.

Special  
Terrain

## Ancient Text



At the beginning of the Encounter, each player places one Book Counter in base contact with a terrain feature, and at least 8" from each deployment area. A model may (1) **Interact** to pick up the Counter. A model carrying a Book Counter gains "**Arcane Reservoir**: Increase this model's Crew's Maximum Hand Size by 1 while it is in play." Before a model carrying a Book Counter leaves play, place the Book counter in base contact with the model. Models cannot carry more than one Book Counter at any time.

Special  
Terrain

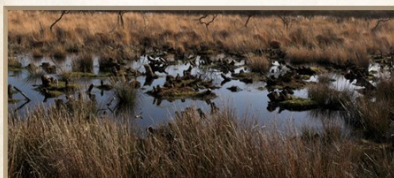
## Bag of Soulstones



At the beginning of the Encounter, each player places a Marker on the table, at least 10" away from their deployment area. Models with **Use Soulstone** may (1) **Interact** with a Marker to discard it and gain two Soulstones (this may exceed the maximum Soulstone Pool allowance).

Special  
Terrain

## Bog



For the duration of the Encounter, any portion of the table without a terrain feature receives the severe and water trait.

Special  
Terrain

## Cache of Tomes



Players alternate placing a total of six Book Counters on the table, following the Special Terrain setup rules. Book Counters must be placed at least 6" from one another. A model may (1) **Interact** with a Book Counter to flip a Fate Card. Apply the results of the flip to the model as follows.

**Black Joker : Paralysed**

♣ : ♠ and ♣ Strikes and spells receive +1 Dg

✕ : The model gains **Slow to Die** and **Hard to Wound: 1**

♥ : The model gains **Black Blood** and (+1) **Nimble**

☞ : The model gains +1 Ca and **Magic Resistant +1**

**Red Joker** : Flip twice and apply the effect of both cards. If the second card is the same suit as the first it has no effect.

This effect lasts until the end of the model's next activation.

Special  
Terrain

## Campsite



Place a 2" x 2" or larger severe terrain feature. A model may (1) **Interact** with the Campsite to discard a Control Card and then draw one Control Card.

Special  
Terrain

## Creepy Structure



Place a 3" x 3" or larger severe terrain feature. A model may (1) **Interact** with the Creepy Structure once per turn to flip a Fate Card. Apply the results of the flip to the model as follows.

**Joker** : model is killed

1-3 : model suffers 2 **Wd**

4-6 : model may inflict 2 **Wd** on another model in base contact with the structure

7-9 : model heals 2 **Wd**

10-11 : add two Soulstones to the Crew's Pool

12-13 : add two Soulstones to Crew's Pool and heal any **Wd**

Special  
Terrain

## Dead Zone



Place a 3" x 3" or larger open terrain feature. Models cannot cast spells while in base contact with the Dead Zone.

Special  
Terrain



## Drink Up!



At the beginning of the Encounter, select one 1" x 5" or larger terrain feature. Models beginning or ending their activation within 1" of the feature may **(1) Interact** with it to make a Healing Flip. The model receives **Slow** and may not make **(0)** Actions during its next activation.

Special  
Terrain

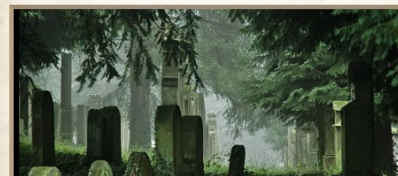
## Forested



For the duration of the Encounter, any portion of the table without a terrain piece receives the covering trait, and models cannot draw LoS further than 3"

Special  
Terrain

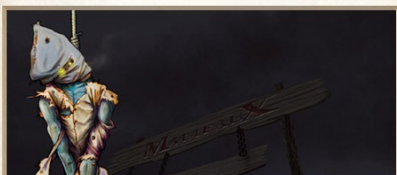
## Graveyard



Place a 3" x 3" or larger terrain feature. Models gain one Corpse Counter when they **(1) Interact** while their base is completely within the Graveyard. Any tombstones in the terrain feature are considered **Ht 1**, and covering.

Special  
Terrain

## Hanging Tree



Place a 50mm, **Ht 6** blocking terrain feature. Tree is **Terrifying** → 12 against models ending their activations within 2".

Special  
Terrain

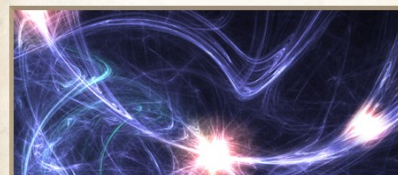
## Hazardous Terrain



Place a 3" x 3" or larger terrain feature. The player placing the hazardous terrain declares what type of hazard the terrain piece is and how much damage the terrain causes. Players should use one of the damage ratings from Terrain (p85) or agree on a damage rating for the hazard.

Special  
Terrain

## Magic Nexus



Place a 3" x 3" terrain feature. The Casting and Resist Flips of models whose bases are completely within the area receive 1.

Special  
Terrain

## Mysterious Effigies



Each player places two 30mm Markers at least 10" outside of any Deployment Zone. At the end of the Encounter, the player with the closest model within 2" of an Effigy Marker scores 1 VP.

Special  
Terrain

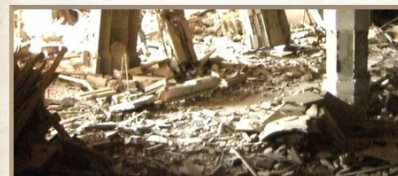
## Pool of Aether



Place a 3" x 3" or larger terrain feature. Models with Use Soulstone whose bases are completely within the area may spend one Soulstone per turn without deducting it from their Soulstone Pool.

Special  
Terrain

## Rubble



For the duration of the Encounter, any portion of the table without a terrain feature receives the severe trait.

Special  
Terrain

## Recalibration Device



Place a 50mm, Ht 4 terrain feature. Models may (1) Interact while in base contact with the feature to force a target non-Master Construct model in LoS of the Recalibration Device to make a WP → 15 Duel or receive one of the following effects.

- (+1) Nimble
- (2) Flurry
- Slow
- Dg 1/2/3

**Special**  
TERRAIN

## Wetbar



Place a 3" x 3" or larger terrain feature. Models in base contact with the feature may (2) Interact to make two Healing Flips. The model also receives **Slow** and **Easy to Wound 1** during its next activation.

**Special**  
TERRAIN

## Scrap Pile



Place a 3" x 3" or larger severe terrain feature. Models gain one Scrap Counter when they (1) Interact while their base is completely within the Scrap Pile.

**Special**  
TERRAIN

## Soulstone Vein



Place a terrain feature no larger than 2" x 2". Master gain # Soulstone when they (#) Interact while their bases are completely within the Soulstone Vein.

**Special**  
TERRAIN