

## Alone in the Dark



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

Special  
EVENTS

v2

## Cruel Winds



At the start of the Encounter, randomly determine a table edge.

At the end of each Closing Phase the last player who activated a model flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, each model is Pushed 1" toward that table edge at the end of its activation.

Special  
EVENTS

v2

## Caustic Gas

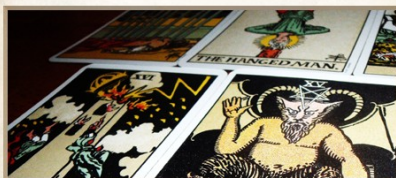


Until the end of the Encounter, all models receive -1/-1 **Wk/Cg**. All ranged Attack Flips and ranged Casting Flips receive  $\square$ .

Special  
EVENTS

v2

## Dark Omens



At the end of each Closing Phase the last player who activated a model 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

v2

## Dim Lighting

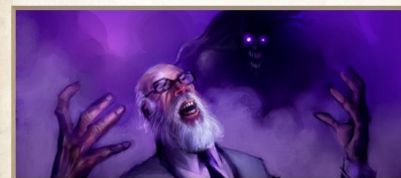


Until the end of the Encounter, LoS cannot be drawn further than 8".

Special  
EVENTS

v2

## Disturbing Whispers



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

Special  
EVENTS

v2

## Earthquake



At the end of each Closing Phase the last player who activated a model 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

v2

## Flash Flood



At the start of the Encounter, randomly determine a table edge.

At the end of each Closing Phase the last player who activated a model flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, models cannot take the **Charge** Action and Push each model 2" toward that table edge at the beginning of its activation.

Special  
EVENTS

v2

## Foggy



At the end of each Closing Phase the last player who activated a model flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, during the next turn, all Attack Flips and Casting Flips receive  $\square$ .

Special  
EVENTS

v2



## Growing Fire



At the end of each Closing Phase the last player who activated a model flips a Fate Card. If the card is a Joker, 10, 11, 12, or 13, this Event happens.

The first time this Event happens at the start of next turn's Draw Phase, the player who activated this event places a 50mm Fire Marker in base contact with terrain feature no closer than 3" from any model. If the marker cannot be placed, this event does not occur this turn. Another player then places an additional 50mm Fire Marker touching the first Fire Marker.

For the remainder of the Encounter, each time this event occurs, the player who activated it places an additional 50mm Fire Marker touching any Fire Marker already in play. After this marker is placed, the next player in activation order also places a Fire Marker,

Any Fire Marker after the first may be placed touching or overlapping model bases.

Fire Markers are **Ht 5**, obscuring and Hazardous (2/4/7)

Special  
EVENTS

v2

## Heat Wave



At the end of each Closing Phase the last player who activated a model 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

v2

## Heavy Snows



At the end of each Closing Phase the last player who activated a model 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** and -2 **Ca** to Spells with the **⚡** icon. Models with **Frozen Heart** or **Smoldering Heart** are immune to Heavy Snows.

Special  
EVENTS

v2

## Howling Voices



At the end of each Closing Phase the last player who activated a model 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 with a Spell.

Special  
EVENTS

v2

## Rockfall



At the end of each Closing Phase the last player who activated a model 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

v2

## Stampede!



At the end of each Closing Phase the last player who activated a model 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

v2

## Torrential Rains



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

Special  
EVENTS

v2