

Ancient Monument

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

Arcane Apparatus

Each player places 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

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 traits.

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: **Paralyzed**

☠ : The model's (melee) and (range) **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 effects 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 terrain feature. Models 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 2 Soulstones to Crew's Pool

12-13 = model adds 2 Soulstones to Crew's Pool and heals and **Wd**

Special Terrain

Dead Zone

Place a 3"X3" 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"x5" 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 or agree on a damage rating for the hazard.

Hazard Type: _____

Dg _____ / _____ / _____

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 **1d**.

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"X3" 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

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 1/2/4**

Special Terrain

Rubble

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

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". Masters gain # Soulstone when they **(#) Interact** while their bases are completely within the Soulstone Vein.

Special Terrain

Torture Chamber

Place a 3"x3" or larger terrain feature. While a model's base is completely within the feature it adds one Soulstone to the Master's Soulstone Pool when it kills a model. A model within the feature also receives **Terrifying > 12**.

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

Ajone in the Dark

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

Special Event

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 Event

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 Event

Dark Omens

Random. 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 Event

Dim Lighting

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

Special Event

Disturbing Whispers

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

Special Event

Earthquake

Random. 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 Event

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 Event

Foggy

Random. During the next turn, ranged Attacks and ranged Casting Flips receive .

Special Event

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 Event

Heat Wave

Random. During the next turn, models receive -1/-1 **Wk/Cg**.

Special Event

Heavy Snows

Random. During the next turn, models cannot **Charge** and receive -2 **Cb** to ranged **Strikes**. Models with **Frozen Heart** are immune to Heavy Snows.

Special Event

Howling Voices

Random. During the next turn, models cannot activate simultaneously and all models receive -2 **Ca** when targeting another model.

Special Event

Rockfall

Random. At the start of the next turn's Activation Phase, any model within 1" of a terrain feature immediately suffers 1 **Wd**.

Special Event

Stampede!

Random. 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 Event

Torrential Rains

Random. During the next turn, models cannot **Charge**.

Special Event