

MALGRATOX

## Ajone in the Dark

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

Special Event

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## Cruel Winds

At the start of the game, randomly determine 1 table edge. During the next turn, each model is pushed 1" towards that table edge at the end of its activation.

Special Event

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## Dark Omens

From the beginning of the 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

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## Disturbing Whispers

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

Special Event

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## Earthquake

At the start of the next turn's Activation Phase, each player, in activation order, may push all of their opponent's models 1" in any direction unless those models have Flight or Float

Special Event

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## Foggy

During the next turn, ranged attack flips receive .

Special Event

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## Heat Wave

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

Special Event

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## Heavy Snows

During the next turn, models cannot Charge and receive -2 Cb when making ranged attacks. Models with Frozen Heart are immune to heavy snows.

Special Event

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## Rockfall

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

Special Event