

MALIFAUOX

Ancient Monument

Size: 50mm
Height: Ht 5
Type: Element terrain piece

Models receive +1 Ca while within 1".

Special Terrain

MALIFAUOX

Bog

Size: Any portion of the table without a terrain piece
Height: 0
Type: Severe and water

For the duration of the game, any portion of the table without a terrain piece counts as severe and water.

Special Terrain

MALIFAUOX

Campsite

Size: 2" X 2" or larger area
Height: 0
Type: Severe area terrain

When one of your models touching the campsite (1) **Interacts** with it, you may discard a Control Card from your hand then draw 1 Control Card.

Special Terrain

MALIFAUOX

Creepy Structure

Size: 3" X 3" or larger area
Height: 0
Type: Area terrain

Models may (1) **Interact** once per turn when in base contact. Flip a Fate Card when a model interacts with Creepy Structure terrain and apply the results as follows

Joker = model is killed

1-3 = model suffers 2 wounds

4-6 = model may inflict 2 wounds on another model in base contact with the structure

7-9 = model heals 2 wounds

10-11 = add 2 Soulstones to Crew's Pool

12-13 = model adds 2 Soulstones to Crew's Pool and all its wounds are healed

Special Terrain

MALIFAUOX

Dead Zone

Size: 3" X 3" or larger open area
Height: 0
Type: Area terrain

Models cannot cast spells while any portion of their base is touching the Dead Zone.

Special Terrain

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Forested

Size: Any portion of the table without a terrain piece
Height: 0
Type: Covering

For the duration of the game, any portion of the table without a terrain piece counts as covering terrain, and models cannot draw LoS further than 3".

Special Terrain

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Graveyard

Size: 3" X 3" or larger area
Height: 0
Type: Area terrain

Models gain 1 Corpse Counter when they (1) **Interact** while their base is completely within the graveyard. Tombstones count as Ht 1 covering terrain.

Special Terrain

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Hanging Tree

Size: 50mm
Height: Ht 6
Type: Element terrain piece

Tree is **Terrifying** → 12 against models ending their activations within 2".

Special Terrain

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Hazardous Terrain

Size: 3" X 3" or larger area
Height: 0
Type: Area terrain

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 (p 83) or agree on a damage rating for the hazard.

Hazard Type: _____
Dg _____ / _____ / _____

Special Terrain