

D-021

Roof Collapse

The roof collapses! Determine where the roof collapses by rolling 2D6. First D6 is the Y and the second D6 is the X. Determine the spot it falls and place a rubble hindering terrain at the location. Roll 1D6 to determine the number of falling debris. If a figure is in the same spot use the following


8


4

D-022

Wind Tunnel

The air movement is very fierce. Opponent chooses wind direction. Use an arrow marker to show wind direction. Range attacks against the wind are halved. Add half the range to the figures total range.

Mage Quest
Domain



Mage Quest
Domain



D-023

Flooded

All clear tiles are water tiles.
SA Aquatic is immune to the effects.

D-024

Heroic Shrine

All heroes get +1 to ♣, +1 to ♠, and
-1 to ♠

Mage Quest
Domain



Mage Quest
Domain

