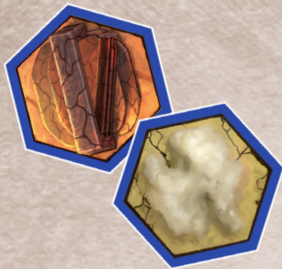


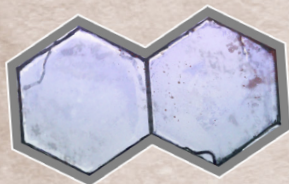
Overlay Tiles

A scenario is constructed from a set of map tiles as instructed in the Scenario Book. Additionally, there will be special overlay tiles to fill out the encounter.

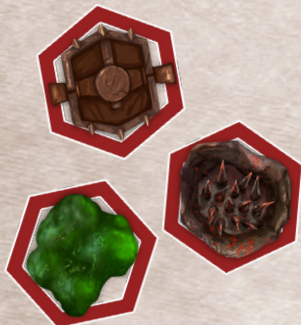
TYPES OF OVERLAY TILES:



- **Doors** ■. A door acts as a separation between two rooms. When a character moves onto a closed door tile, they immediately flip over the door tile to the open side, revealing the adjacent room tile. Immediately place overlay tiles, monsters, and money tokens as indicated in the scenario description for the revealed room. While closed doors do not hinder character movement at all, they act as a wall for any monsters or character-summoned figures, and figures cannot be forced through a closed door. Open doors do not hinder any movement and cannot be closed. Door art varies by environment type, but they all function exactly the same.



- **Corridors** ■. A corridor is placed on the connection of two map tiles to cover the walls and create a single room out of multiple map tiles. Corridors act like normal empty hexes.



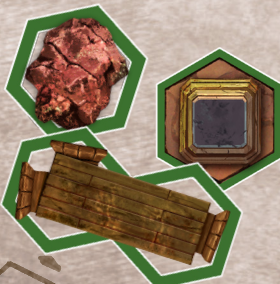
- **Traps** ■. A trap is sprung when a figure enters its hex with normal or forced movement. Flying 🦅 and Jump 🦿 movements are unaffected by traps. When a trap is sprung, it inflicts some negative effect on the figure who sprung it and then it is **removed from the board**. A trap can also be disarmed through specific actions to remove it from the board without suffering its negative effects. Trap effects are varied and are specified in the Scenario Book. If part of a trap's effect is listed as "damage," the trap will inflict **2+L damage** on the affected figure, where L is the **scenario level**. Characters and monsters can also create traps on the board, with the effects specified by the ability that creates the trap. Whenever a trap is placed on the board, tokens for the damage and effects the trap applies should be placed on top of the trap tile for easy reference.



- **Hazardous terrain** ■. If a figure enters a hex with hazardous terrain via normal or forced movement, each hex will inflict half the damage of a trap (rounded down). Flying 🦅 and Jump 🦿 movements are unaffected by hazardous terrain. Unlike traps, hazardous terrain does not get removed after its effect is applied, but instead remains on the board indefinitely. Starting a turn on or exiting these hexes does not cause additional damage.



- **Difficult terrain** ■. It takes a figure two normal movement points to enter a hex with difficult terrain. Flying 🦅, Jump 🦿, and forced movements are unaffected by difficult terrain.



- **Obstacles** ■. Obstacles have varying artwork, but they all have the same function: figures cannot move through obstacles with a normal movement, but can move through them with a Flying 🦅 or Jump 🦿 movement. **Obstacles do not hinder ranged attacks**. It is possible for certain character abilities to create or move obstacles. When doing so, players can never completely cut off one area of the scenario map from another, such that the area cannot be moved into without going through the obstacles.