



TERRAIN

Normal tiles

Height = 1,
allow height advantage.



Other tiles types :



Road

➤ (Road to the Forgotten Forest + Fortress of the Archkyrie)
+3 Move Bonus if made completely on the road,
starting and ending tiles included
(double-space figure = whole base on the road !)



Snow

➤ (Taelenk Tundra)
Players or scenario predefines the type or ice :
Light Snow : no effect
Heavy Snow : 1 hexagon = Move of 2
(not possible to get in with only 1 move remaining).



**Lava
Field**

➤ (Volcarren Wasteland)
At the end of each Round, throw 1
attack die for each figure on it :
1 skull = 1 unblockable wound



Palms and Bushes

➤ (Ticalla Jungle)
Adjacent figures of Small, Medium or Large size
get a +1 defense bonus against
every non-adjacent attack (normal or special).



Ruins (height 6)
from *Rise of the Valkyrie*



Marro Hive
from *Swarm of the Marro*

Half-tiles :

Elevation = 0 , may have to move up to get back on normal tiles.



Water

➤ (Master Sets) – No falling damages.
Mandatory stop each time you land on a water tile.
Double-spaced figures only if
the whole base is in the water !



Ice

➤ (Taelenk Tundra)
Players or scenario predefines the type or ice :
Normal Ice : no effect.
Slippery Ice : 1 hexagon = Move of 2.



**Swamp
Water**

➤ (Master Set Swarm of the Marro)
Equivalent to Water for powers referring to it.
But no mandatory move stop,
and falling damages are applied.



Shadow

➤ (Battle for the Underdark)
Figures of Small, Medium or Large size :
+1 defense die for everything.



**Molten
Lava**

➤ (Volcarren Wasteland) – No falling damages.
Immediately throw the 20-sided die landing on it :
1-19 Destroyed ; 20 Survived !
Double-space figure : complete base on it for 1 throw.



Glaciers from *Taelenk Tundra*



Road to the Forgotten Forest
with stone walls of height 2 (interior),
3 (exterior).



Fortress of the Archkyrie
with battlements of height 2 (interior),
3 (exterior).



Rock Outcrop
from *Battle for the Underdark*

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Rock Outcrops
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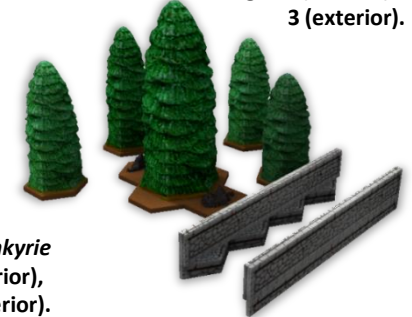
Fortress of the Archkyrie
with battlements of height 2 (interior),
3 (exterior).



Glaciers from *Taelenk Tundra*



Road to the Forgotten Forest
with stone walls of height 2 (interior),
3 (exterior).



PROBABILITIES ET SPECIFIC RULES

Chances (%) to inflict at least 1 wound:

	1	2	3	4	5	6	7	8	9
1	33	58	75	85	92	95	97	99	99+
2	22	44	63	76	85	91	94	97	98
3	15	33	51	66	77	85	90	94	96
4	10	25	41	56	68	78	85	90	93
5	7	18	32	46	59	70	79	85	90
6	4	13	25	38	51	62	72	80	86
7	3	10	19	31	43	54	65	73	80
8	2	7	15	25	36	47	58	67	75
9	1	5	11	20	30	40	51	60	69

Average wound(s) inflicted :

	1	2	3	4	5	6	7	8	9
1	0,33	0,75	1,21	1,69	2,18	2,67	3,17	3,67	4,17
2	0,22	0,56	0,96	1,40	1,87	2,35	2,85	3,34	3,84
3	0,15	0,41	0,75	1,15	1,59	2,05	2,53	3,02	3,51
4	0,10	0,30	0,58	0,93	1,33	1,77	2,23	2,71	3,19
5	0,07	0,21	0,44	0,75	1,11	1,51	1,95	2,41	2,88
6	0,04	0,15	0,34	0,59	0,91	1,28	1,69	2,12	2,58
7	0,03	0,11	0,25	0,47	0,74	1,07	1,45	1,86	2,29
8	0,02	0,08	0,19	0,36	0,60	0,89	1,23	1,61	2,03
9	0,01	0,06	0,14	0,28	0,48	0,73	1,04	1,39	1,78

Engagement :

Engaged = Adjacent to an opponent's figure EXCEPT :

- If Fig. A base is higher or at same level as the height of Fig. B
- If an obstacle is between both figures, and at least one of them height \leq obstacle's height.

Being engaged, non-adjacent attacks are forbidden.

Disengage :

- No move penalty when moving around a figure, as long as they stay engaged.
- For each opponent's figure you leave engagement with, this opponent can throw 1 attack die, no defense allowed.

Attack and Height Advantage :

If Fig. A is on a tile higher than Fig. B ,
+1 attack & defense against Fig. B.

If Fig. A is higher than the height of Fig. B + 10 ,
+2 attack & defense against Fig. B.

It is not allowed moving through opponent's figures nor engaged figures.

Falling rules, when going down elevations :

- of height \geq figure's height, throw 1 attack die ;
 - of height \geq figure's height +10, throw 3 attack dice ;
- ⇒ 1 Skull = 1 wound and the figure can continue its turn.
- of height \geq figure's height +20, throw the 20-sided dice :
between 1-18, it is destroyed. 19-20, SAFE.

No Falling damaged in the water and in Molten Lava.

Obstacles : Obstacles can be crossed like a tiles elevation, from a side to the other, count 1 + obstacle height :

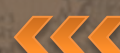
Obstacles height:

- Ruin: 6
- Battlement: 2 (interior) / 3 (exterior)
- stone wall: 2 (interior) / 3 (exterior)

The Fortress Walls (without Battlement) are 10 tiles high.



Special Attacks are NEVER modified by any bonus (powers, glyphs, height etc.)



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