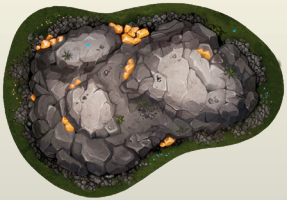
Granite Enclave

Giant Boulder (Main)

0 DEF 1 ARM



Area terrain, Impassable, Obscuring

Rock Wall (Side)

0 DEF 1 ARM

Linear terrain,
Rough (rocks)

Rock Wall (Side)

0 DEF 1 ARM

Linear terrain,
Rough (rocks)

Granite Passage

Rock Wall (Main)

0 DEF

1 ARM

Linear terrain,
Rough (rocks)

Rock Wall (Side)

0 DEF

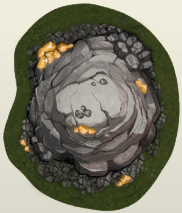
1 ARM

Linear terrain,
Rough (rocks)

Spire Passage

Rock Needle (Main)

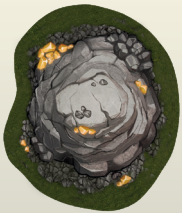
0 DEF 1 ARM



Linear terrain, Impassable, Obscuring

Rock Needle (Side)

0 DEF 1 ARM



Linear terrain, Impassable, Obscruring,

Small Rocky Outcrop

Small Rubble (Main)

0 DEF 1 ARM

Area terrain, Rough (Rocks)

Large Rubble (Side)

0 DEF 1 ARM

Area terrain, Rough (Rocks)

Large Rocky Outcrop

Large Rubble (Main)

0 DEF 1 ARM

Area terrain, Rough (Rocks)

Small Rubble (Side)

0 DEF 1 ARM

Area terrain, Rough (Rocks)

Cursed Rocky Outcrop

Small Rubble (Main)

0 DEF 1 ARM

Area terrain, Rough (Rocks)

Cursed: Models moving into, being placed into, taking an action within or ending their activation within a terrain piece with this keyword suffer the "Hexed" condition.

Large Rubble (Side)

0 DEF 1 ARM

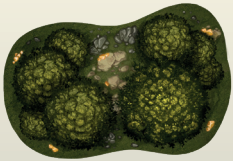
Area terrain, Rough (Rocks)

Small Woodland

Small Forest (Main)

1 DEF

0 ARM



Area terrain, Obscuring, Rough (Forest)

Large Forest (Side)

1 DEF

0 ARM

Area terrain, Obscuring, Rough (Forest)

Large Woodland

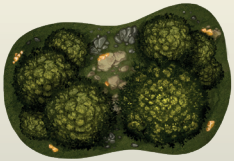
Large Forest (Main)

1 DEF 0 ARM

Area terrain, Obscuring, Rough (Forest)

Small Forest (Side)

1 DEF 0 ARM

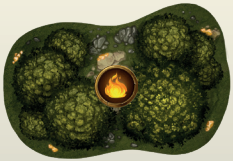


Area terrain, Obscuring, Rough (Forest)

Burning Woodland

Small Burning Forest (Main)

1 DEF 0 ARM



Area terrain, Obscuring, Rough (Forest)

Blazing: Models moving into, being placed into, taking an action within or ending their activation within a terrain piece with this keyword suffer the "Burning" condition.

Large Forest (Side)

1 DEF 0 ARM

Area terrain, Obscuring, Rough (Forest)

Swampland

Large Swamp (Main)

1 DEF 0 ARM

Area terrain, Slow

Small Cloud (Side)

1 DEF 0 ARM

Area terrain, Obscuring, Shrouded

Toxic Swampland

Toxic Large Swamp (Main)

1 DEF 0 ARM

AREA TERRAIN, SLOW

Toxic: Models moving into, being placed into, taking an action within or ending their activation within a terrain piece with this keyword suffer the "Poisoned" condition.

Small Cloud (Side)

1 DEF 0 ARM

AREA TERRAIN, OBSCURING, SHROUDED

2024
Terrain