

D-007

Heat Wave

WEATHER

During each player's end phase, eliminate any figures with Demoralized. Heat Wave is canceled by the Cold Snap weather domain.

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D-004

Downpour

WEATHER (PRECIPITATION)

All figures with a speed value greater than 6 have a speed value of 6 instead. No figure can use the soaring proficiency. Downpour is canceled by the Heat Wave weather domain.

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D-001

Smoke and Fog

WEATHER

All figures with a range value greater than 8 have a range value of 8 instead. No figure can use the precision proficiency.

Smoke and Fog is canceled by the Erratic Winds weather domain or the Twister catastrophe domain.

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D-008

Cold Snap

WEATHER

All water terrain becomes clear terrain. If a weather (precipitation) domain is in play, all figures with a range value greater than 6 have a range value of 6 instead. Cold Snap is canceled by the Blasted Lands terrain domain or the Inferno catastrophe domain.

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D-005

Erratic Winds

WEATHER

If a Bombardment attack drifts, double the drift distance.

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D-002

Darkness

WEATHER


All figures with a range value greater than 6 have a range value of 6 instead. No figure can use the double-time proficiency.

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D-009

Magestone Storm

WEATHER

Each player rolls one six-sided die at the beginning of his or her command phase. On a result of 1, deal 1 damage to every figure in base contact with another figure. Figures with the  defense type do not take this damage. Magestone Storm is canceled by the Magestone Strip Mine or Wylden Forest terrain domain or the Ley Burn catastrophe domain.

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D-006

Storm Gale

WEATHER

Figures cannot be given ranged combat actions. Constructed terrain features get -1 to their structural point values. Storm Gale is canceled by the Smoke and Fog weather domain.

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D-003

Rain and Mud

WEATHER (PRECIPITATION)

All figures with a speed value greater than 8 have a speed value of 8 instead. No figure can use the surge proficiency. Rain and Mud is canceled by the Blasted Lands terrain domain.

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As a pulse of star-bright energy shattered the tree beside him in a shower of bark slivers, Maximillion instinctively rolled away from the blast. Crouching, Max raised his Magestone pistol toward the foggy hollow from where the attack had come, but instinct quickly gave way to disbelief when he saw that his own lieutenant had fired the shot.

"Jasper, you idiot! Hold! You can't even see what you're firing at—"

Something heavy and cold knocked Max to the ground, pinning him to the earth with an iron grip. Looking up, he could smell the damp earth, and could see the Vampire's fangs glistening wetly in the dim light. He screamed as the blood-mad Vampire buried its fangs into his neck.

Damn you, Jasper, he thought grimly, you should have shot us both.

D-001

With the sound of thunder, the skies opened up, transforming the trampled battlefield into a sea of mud—and Javok'din could not think of a worse time for it to happen. Already, his Sprites had been driven from the skies by the driving rain, and his fast-moving Centaurs were rapidly becoming bogged down in the mire.

"Regroup!" the Forest Troll boomed as the enemy army closed in. So be it, Javok'din thought bitterly as he lifted his massive cudgel and strode forward. Rain and mud might rob the Freeholders of their speed, but it could never rob them of victory....

D-004

With the barest sound of rustled leaves and the briefest flash of metal in moonlight, Pit-Tiger lunged from concealment behind the rocks like a swirling black shadow. Grabbing his unsuspecting prey, he sank the blade deep into the High Elf's back, piercing armor and flesh with equal ease. A silent kill, but not silent enough.

The warrior's companion cried out an alarm and raised his bow. But his target was already gone, lost amid the shadows. Wide-eyed, the High Elf searched the darkness in vain.

Having circled around the archer, the Deathsinger let out a Crusaders war cry and moved to attack. Dancing out of the way of the frantic arrow shot, Pit-Tiger grinned ferally as he tore a ragged hole through the High Elf's throat with his fingertips.

D-002

Nearby blasts from Magestone pistols and the screams of arrow-struck Revolutionaries echoed in Drager's ears as he forced his legs through the mud, struggling not to slip as he lugged the borrowed black powder boomer up to a good perch.

At the hillcrest, the human ground his teeth and leveled the cannon at the nearest of three Empire automatons mired knee deep in the mud. Drager could already feel his footing giving way on the slick, muddy rocks. Still, he shouted his curses and pulled the trigger.

The boomer shot tore into the trio of Magestone Golems with a deafening roar, but Drager himself never saw the hit—he was too busy tumbling head over heels back down the muddy slope.

D-003

The Forest Elf bared her teeth and charged, ignoring the howling winds that bent the nearby trees and filled the air with sundered leaves and other debris. The Sect Elf fired three quick shots at her, but the ferocious wind sent his arrows tumbling harmlessly into the trees. She threw herself into him with all of her strength, knocking both of them to the ground.

Then it happened. With a loud snap, the winds ripped a massive bough free from an oak bent too far by the relentless storm. The massive branch slammed into Lillianth with the force of a cannon shot, crushing her beneath its bulk and leaving her struggling and gasping for air.

Darkness claimed her then, but not before she saw her opponent lying beside her, crushed by the same branch that had felled her....

D-006

Togg grunted and raised his mace high, snarling in pain as the puny human fired yet another bolt into his thick Orcish hide. Already sluggish from the blazing heat, eyes stinging from sweat, he swung his spiked weapon down, but lacked the force or speed needed for a crushing blow.

Instead, his delay was all the time the human needed to roll back and feed another arrow into his crossbow. Zurgan watched him, and letting out an enraged roar through cracked lips, stumbled closer for another swing. But once more, the human was faster than he—a final arrow found its mark, right below the marauder's chin.

D-007

Kyma glanced over her shoulder as she ran through the snow, her breath coming in shallow gasps. Behind her thundered a heavy warhorse, its lance-bearing rider sneering at her. With a sudden leap, the Amazon warrior bounded over the small brush ahead and came down in an effortless skid that gained her several more feet. Perfect!

The lancer's mount leapt after her, rising high over the brush to come down—hard—upon an unexpected expanse of ice. Horse and rider never stood a chance. Tumbling and scattering, both came to a stop only after skidding halfway across the frozen lake.

Kyma, surefooted on the ice, grinned and drew her sword; she so loved the winter.

D-008

Khurga wouldn't have believed it had it not happened before his very eyes.

High, swirling clouds of purple and gold went unnoticed in the chaotic battle. Waves of Orcs and Half-Trolls, roaring into the confining valley, focused solely on engaging and killing every soldier in the Atlantean ranks, forcing Khurga's warriors to show them equal attention in kind.

But then the sky itself voiced its opinion on the squabbles of mortals below.


Khurga watched in horror as flashes of unboly lightning began blasting men and monster alike with bolts more powerful than any Magestone rifle. Sensing the hairs rising on the back of his neck, he scampered away from his unit on all fours, just as a blast of lightning ripped into the cluster of screaming soldiers where he had been.

D-009

D-016

River Valley

TERRAIN

All clear terrain becomes shallow water terrain. Figures with the  speed type can use the double-time proficiency when they both begin and end their movement in any water terrain. River Valley is canceled by the Mountain Pass terrain domain or the Wave of Water catastrophe domain.

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D-013

Blasted Lands

TERRAIN

Remove all terrain from play. When a figure is deployed or reanimated, deal 1 damage to it. Blasted Lands is canceled by the Fen Swamp, River Valley, or Wylden Forest terrain domain.

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D-010

Clear Skies

WEATHER




Cancel all other weather domains in play. Clear Skies cannot cancel a weather domain if more than one copy of that weather domain is in play.

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D-017

Mountain Pass

TERRAIN

Figures with the  speed type fail to break away on die results of 1-3. Reduce the unmodified speed value of warriors with the  or  speed type by one-half, rounded up. No figure can use the double-time or surge proficiency. Mountain Pass is canceled by the Blasted Lands terrain domain.

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D-014

Grasslands

TERRAIN

All clear terrain becomes concealing terrain. Grasslands is canceled by the Blasted Lands terrain domain or the Inferno catastrophe domain.

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D-011

Border Town

TERRAIN

Constructed terrain features get +1 to their structural point values. Border Town is canceled by the Magestone Strip Mine terrain domain or the Earthquake catastrophe domain.

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D-018

Haunted Graveyard

TERRAIN

At the beginning of each player's command phase, that player must eliminate one of his or her figures with an unmodified defense value of 10 or less unless he or she has a figure with Command or Leadership on the battlefield. Haunted Graveyard is canceled by the Border Town terrain domain.

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D-015

Wylden Forest

TERRAIN


All clear terrain becomes hindering terrain. No figure can use the double-time proficiency. Wylden Forest is canceled by the River Valley terrain domain.

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D-012

Fen Swamp

TERRAIN

All clear terrain becomes shallow water terrain. Any figure with the  speed type in shallow water terrain gets +1 to its defense value. Fen Swamp is canceled by the Mountain Pass terrain domain.

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Bow in hand, Zeph Wyndfenner crouched quickly and drew back, lining up his sights with the charging Dwarf before letting his first arrow fly. Speedy reflexes allowed him two more clean shots, but they hardly slowed the berserker down. D-010

"Die, Elf!" the dwarf roared, his eyes blazing with fury, lips caked with blood. Swinging his massive battle axe, the dwarf narrowly missed as Zeph tumbled back, forgetting all about the bow. The miss gave him just time enough to draw his own blade, a thin rapier that gleamed in the sun. Praying to the Heiramman gods, Zeph snapped the weapon forward—right through the berserker's chest.

The Dwarf's angry roar died in his throat, his body dropping to the ground with a heavy thud.

It's all too quiet, Relapbon told himself again. It must be a trap. D-011

But the Revolutionaries simply had nowhere else to come but here, the village of Lyrantbe. Sword drawn, Relapbon and his squad had kicked down several doors so far, finding nothing within but budding women and children. But Relapbon knew his prey had to be here. In a smaller village, the Magus would have just burned everything to the ground. But here, amid a maze of stone and tile, he would be forced to conduct a house-to-house search until he found his prey.

Sure enough, one of Relapbon's soldiers kicked in one door too many. An explosion of black power detonated, throwing Imperial soldiers in all directions. The soldiers just barely recovered their senses as a horde of Revolutionary warriors rounded the corner behind them, black powder pistols blazing shots in a deadly hail.

As murky earth shifted beneath her, Kyma instinctively grabbed a nearby vine and hoisted herself to the lowest branch of a nearby tree. But Stoneheart, her Dwarven companion, was not so fortunate. As the Amazon hauled herself to a higher limb, she could only look down in helpless terror as the swamp caved in around Stoneheart's feet, sucking him screaming into a ravenous maw of mud. D-012

But the horror only intensified when the trap-layer—a hideous crab-shelled Mage Spawn—bubbled up from the muck and screeched menacingly at the Amazon. Knowing that she was Stoneheart's only hope, Kyma drew her dagger and leapt down upon the monster with a screaming war cry.

Shedani tumbled into the sands, narrowly evading the massive spear launched by his brawny Orc opponent. As the green-skinned warrior cursed his poor luck, Shedani drew his scimitar and pistol, and waited for the opportunity to strike. From the discoloration around the Orc's eyes and the straggly yellow hair growing on his cheeks, Shedani assumed the Orc had been out in the Blasted Lands for a long time—and was just starting the first stages of a terrible transformation into a new kind of Mage Spawn. D-013

As a blast of desert wind whipped a fresh wave of hot sand into the Orc's face, Shedani took the advantage and charged his prey. Ducking under a muscular green fist, the Galesbi managed to come up behind his foe, where a single blast from his black powder pistol ended their duel once and for all.

Rayn and Phynn raced through a field of prairie grass that stood almost neck-level to them, but not once did either of the Goblins think about slowing their chase; the Gnoll that had killed Crysta had to be stopped! Even now, the revolting, dog-like beast continued to sprint across the field, leaving a tattered trail of broken stalks. Suddenly, it vanished into the grass with a startled bark. D-014

Both of the Goblins skidded to a stop and listened, but the only sounds that could be heard were the whisper of wind amid the grass and the distant croak of ravens.

"Where'd he—" Rayn began, but Phynn silenced him with a frantic hand motion. Directly in front of them, a huge, serpentine head slowly rose from the grass, its foot-long fangs already dripping red with blood.

Fennel bunched against the side of the ancient oak, his bow already drawn and steady. His arrow tracked a Dark Crusaders rider below, waiting for the right moment to fire at the black-armored knight. Bracing for the shock, he let fly, his arrow a cue to his fellow Elves to immediately fire their own shots at the enemy warrior. D-015

Leaping down from the tree, Fennel drew his short sword and charged. While the mount was down and screaming, the Forest Elf knew he had to finish off the Crusaders knight quickly. But when the Vampire stood up with unnatural grace, bastard sword already in hand, Fennel knew that he had only one chance. Gathering all his courage, the Forest Elf leapt onto the Vampire, throwing him to the ground with a crash of metal. Then, hoping he would hit a weak spot, Fennel began wildly stabbing at the loathsome undead creature with all his might.

With a flash of talons and a spray of water, the lobster-like Mage Spawn scrambled onto the deck of the cargo barge. Swatting one sailor into the water, it gleefully raked its claws across another's face. As the rest of her crew reacted to the new threat, Captain Trabashi casually drew her lightning pistol from its holster and pointed it at the abomination in one smooth motion. D-016

"Get clear!" the Xandressan shouted to her crew, a half-second before she pulled the trigger. A burst of Magestone energy streaked into the Spawn's thick hide, blasting the flailing monster overboard.

Nobody threatened her crew!

Altem Lariab watched grimly as the squad of Dwarves and Khamsin warriors picked their way through the rocks, trying to find the quickest route down to their prey. Jammed up against the still-twitching body of the dying Half-Troll, Lariab's chariot couldn't go forward or backward, no matter how eager the drejh beasts tethered to the front were to move. Stepping off the back of the chariot, he motioned for the driver to continue to try to rock the wheels back and forth in hopes of getting free. D-017

A black powder bullet whined off one of the rocks behind him. Drawing his pistol, he pushed the muzzle into a wound in the Half-Troll's side and prepared to blast a hole in its ribcage big enough for the chariot to roll through.

Better wet than dead, he thought to himself, as he closed his eyes and pulled the trigger.

Koruth swung his heavy staff around and knocked aside the Forest Elf's incoming sword attack. Dodging a second blow from the Elf's human companion, the Necromancer first drove his weapon into the Elf's chest, knocking him back, then swung around and deftly smashed in the girl's nose with the butt end of his staff. D-018


Choking and gasping, the human girl staggered back against one of the gravestones, trying to gasp in air. Blood coated her face and drenched her leather armor. Almost on cue, smelling the rich tang of blood, a pair of graveyard ghouls rose from the earth on either side of the girl. Her Forest Elf lover's scream of warning came too late—the hungry undead began to drag the screaming girl off through the grass with uncanny speed.

Now, Koruth thought as he turned to face his panicked opponent, it gets interesting.

D-021

Earthquake


CATASTROPHE

At the beginning of each player's command phase, that player rolls two six-sided dice. If the result is a 2, every warrior without the  speed type is dealt 2 pushing damage, and all constructed terrain features are removed from the game. Earthquake is canceled by any faith domain.

D-024

Ley Burn

CATASTROPHE

At the beginning of each player's command phase, that player rolls one six-sided die. If the result is a 1 or 2, roll one six-sided die; each warrior that makes a  ranged combat attack this turn is dealt damage equal to the second result.

Ley Burn is canceled by any faith domain.

D-027

Famine

CATASTROPHE

When deploying your army, deal 1 pushing damage to your warriors after turning their combat dials to the starting marker. Warriors cannot be healed of damage.

Famine cancels the Blasted Lands terrain domain, and it is canceled by the Lords of Apocalypse faith domain.

D-020

Open Terrain

TERRAIN

Cancel all other terrain domains in play. Open Terrain cannot cancel a terrain domain if more than one copy of that terrain domain is in play.

D-023

Inferno

CATASTROPHE

All warriors with a range value greater than 6 have a range value of 6 instead.

At the beginning of each player's command phase, each warrior occupying concealing, constructed, or hindering terrain is dealt 1 pushing damage. Also, the player whose turn it is rolls one six-sided die; each constructed terrain feature is dealt damage equal to the result.

Inferno cancels the Smoke and Fog weather domain, and it is canceled by any faith domain.

D-026

Pestilence

CATASTROPHE


Remove all concealing and hindering terrain features from the game. At the beginning of each player's command phase, that player can choose up to three target opposing warriors; Pestilence deals 1 damage to each of those targets. At the beginning of each player's end phase, eliminate all warriors with the Demoralized special ability.

Pestilence cancels the Grasslands and Wylden Forest terrain domains, and it is canceled by the Lords of Apocalypse faith domain.

D-019

Magestone Strip Mine


TERRAIN

When a figure succeeds at a  ranged combat attack, roll one six-sided die. On a result of 1-3, the attack is unsuccessful instead. Magestone Strip Mine is canceled by the Wylden Forest or Border Town terrain domain.

D-022

Wave of Water

CATASTROPHE

At the beginning of each player's command phase, that player rolls two six-sided dice. If the result is a 2, every warrior without the  speed type not in base contact with an objective token is dealt 2 pushing damage, and all constructed terrain features are removed from the game; remove this Wave of Water from the game.

Wave of Water is canceled by any faith domain.

D-025

Twister

CATASTROPHE

At the beginning of each player's command phase, that player rolls one six-sided die. If the result is a 1, the player to that player's left chooses one warrior in play; that warrior and every warrior in base contact with it is dealt 2 pushing damage. That player then moves that warrior or warriors one at a time, at least 6" but not more than 10", to any other part of the battlefield they could occupy at the level they were at when they were moved; they cannot be moved into base contact with another warrior.

Twister is canceled by any faith domain.

D-027

Marabar ripped the arrow from his bloody thigh, barely aware of its sharp pain as his sore stomach moaned its need. The human warrior struggled to find enough strength to slaughter the starving Forest Elf that was doing its best to kill him.

But the agony within his belly urged him on. For better or worse, his Elven foe would have one final purpose. Grinning madly, Marabar screamed and lunged at his next meal.

D-024

As Naphetri raced up the hill ahead of the Revolutionaries, he could suddenly feel the power everywhere, a palpable sense of raw energy electrifying his every fiber. Naphetri stopped and turned to face his pursuers, grinning. Extending his staff, he began to cast a deadly spell. "Now," the Atlantean cried out, "we shall see who is the hunter—and who is the hunted. AHH!"

As the nearby ley-line's agonizing energy seared his body, the magus didn't even have time to scream before the Magestones set into his skull exploded.

D-021

Hours of battle, and these Trolls had refused to humor Emarok with an easy victory! But their war leader's death had clearly broken them. At last, the Vampire though, glory is mine! Then came the low rumble that rose to an ear-splitting roar, shaking all of creation with incredible force. Before he could turn and run, the earth suddenly split open beneath him, swallowing him whole.

D-026

Sweating, trembling, and fighting the bile rising in her throat, Anasbra swung her sword at the hideous Gnoll. The blow struck one of the dog-creature's gangrenous wounds, spraying her with pus and blood. As the monster cried out in pain, the stench from the horrible wound shattered Anasbra's tenuous constitution.

Twisting away violently, she vomited, a surprising green and yellow wash splattering the forest floor. Wiping her mouth, Anasbra forced herself back into the fight—she would end the suffering of at least one of them. . . .

D-023

As Hazna ducked behind her bed, the young Atlantean gunner fired his flamethrower, setting the dry red walls of Hazna's home aflame. Within seconds, an acrid fog stung her eyes, and she could hear the young gunner choking on the thick smoke.

Smiling grimly, Hazna advanced, knocking aside the gunner's weapon with her blade before tearing a ragged hole in his throat. Knowing that the fire would quickly spread into the dry summer grass surrounding her home, Hazna took great pleasure in knowing that the Atlanteans outside would be joining her in the underworld.

D-020

Standing exactly 20 paces apart, with nothing between them but air and short-cut grass, Vanek and his opponent considered one another in silence, feeling the eyes of dozens of Khamstin observers watching as their hands hovered over their pistols. Perhaps this duel wasn't the wisest thing I've ever done, Vanek thought, but honor must be satisfied. High overhead, the cries of eagles could be heard as both gunslingers watched, waiting and tensing. Then, the moment. The draw. The double echo of black power weapons answered by the shocked cries of women, children, and comrades. Vanek flinched from the impact. His fingers numb from the shock, he dropped his pistol as he fell to his knees. Honor, he thought as darkness swallowed him, is sometimes all we have left.

D-025

When the wind suddenly shifted, snapping branches and bending small trees throughout the forest valley, Janwyn knew what was to come. While he quickly sprinted to safety, the foolish Atlanteans continued to fight the wood golems; they had no idea of what was about to happen.

Within seconds, the deadly twister descended into the valley, ripping up the woods and scattering the mortals who tried in vain to escape. Even as he bunkered down in the shelter of an ancient oak, Janwyn could feel the twister's pull, wanting nothing more than to hurl him skyward like a lifeless doll.

D-022

Lyra Fairbairn raced up the hill as fast as she could, feeling it behind her, relentless and unstoppable. Ignoring the angry taunts of the Orcs trailing her, she concentrated on only one thing—running. Suddenly, the taunts turned to cries of alarm as the rumbling began.

Higher! Lyra willed herself. Must climb higher!

The bellowing Shadow Khans were suddenly drowned out by the torrent that thundered around either side of the low hill, the frothing water sweeping away everything in its path. Lyra stopped as she reached the top of the hill, braving a look back to see whether she was alone on her tiny island. . . .

D-019

Enhancer Nim knew trouble was brewing the second he heard the blood-curdling roar of a squad of Khamstin warriors charging his way. His orders remained clear: Shoot on sight and let no one gain entrance to the heart of the Magestone strip mine. With confidence, he raised his lightning rod and aimed for the nearest Revolutionary, ignoring the chatter of black powder bullets ricocheting off the walls around him. But when Nim pressed the trigger, instead of a powerful bolt of Tzela's wrath, a harmless spark spat out of the end of the device. As the screaming warriors descended upon him, Nim realized that even here at the very edge of the strip mine, the unrefined Magestone still had its disrupting effect. With the stunning realization that all of his spells were useless, the Enhancer truly knew fear for the first time in his life, and he turned and ran like a rabbit into the heart of the mine.

D-030

Eye of the Storm

CATASTROPHE

Cancel all other catastrophe domains in play. Eye of the Storm cannot cancel a catastrophe domain if more than one copy of that catastrophe domain is in play.

D-033

Dark Tezla

FAITH

At the beginning of the command phase of each player friendly to the player who put this Dark Tezla into play, that player can give a target ♠ captor a special action; eliminate the target's captive.

Dark Tezla is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-036

Code of the Raiders

FAITH

The ♠ warrior with the highest point value in play gains the Terrify special ability. All ♠ warriors friendly to that warrior get +1 to their attack values, and they cannot capture other warriors.

Code of the Raiders is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-029

War

CATASTROPHE

Warriors cannot create formations. Warriors without an attack bonus gain an attack bonus of +1. Each warrior's attack bonus applies to all attacks made by that warrior.

War is canceled by the Lords of Apocalypse faith domain.

D-032

Tezla's Spirit

FAITH

♠ warriors friendly to the player who put this Tezla's Spirit into play gain the Counterattack special ability when in base contact with an objective token.

Tezla's Spirit is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-035

Cause of Freedom

FAITH

When Cause of Freedom is put into play, the player who put it into play chooses one of these factions: Atlantean Empire, Dark Crusaders, or Elven Lords. All ♠ warriors friendly to that player get +1 to their damage and ranged damage values against opposing warriors from the chosen faction.

Cause of Freedom is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-028

Death

CATASTROPHE

At the beginning of each player's command phase, that player rolls one six-sided die. If the result is a 1, eliminate the warrior with the lowest point value on the battlefield. If two or more warriors have the lowest point value, eliminate those warriors.

Death is canceled by the Lords of Apocalypse faith domain.

D-031

Tezla's Avatar

FAITH

All ♠ warriors friendly to the player who put this Tezla's Avatar into play get +1 to their damage and ranged damage values and -1 to their defense values.

Tezla's Avatar is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-034

Tezla's Shade

FAITH

At the beginning of each player's end phase, if the player who put this Tezla's Shade into play does not control a ♠ warrior, remove this domain from the game.

If, at the beginning of his or her command phase, the player who put this Tezla's Shade into play does not control a warrior that began the game in an opposing player's army, he or she rolls one six-sided die. If the result is a 6, that player chooses an opposing target warrior with the lowest point value that an opponent controls; the target is now friendly to the player who put this Tezla's Shade into play.

Tezla's Shade is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-036

Dargoth of Scythria stepped over the fallen Orc warleader, grinning with bloodlust as he confronted the remaining Orcs lining up to attack him. He fearlessly raised his bloody axe in challenge. None of them could beat the dreaded Orcslayer!

Then one of them advanced, a scarred and ugly form rippling with muscles, its eyes blazing with a supernatural crimson fire. Roaring like some great demon, the Orc raised its heavy mace and charged, leading its allies to overwhelm the lone hero.

By the gods, Dargoth wondered in horror. What manner of devil is this?

D-033

"Witness our wrath, Tezla! May you see unto these unbelievers the purity of death that they might be saved from their ignorance."

The village had fought bravely, but their few defenders were outclassed. Under a dark and stormy sky, Hathweir's warriors yanked several of their captives back by their hair. As one, they held their dark blades aloft, and then struck, making bloody tribute to dark Tezla. As their victims' final screams vanished in the night, thunder boomed from the heavens in reply.

D-030

For three days the powerful storm battered the southern coast of the Land, gale-force winds tearing trees right out of the muddy soil. While the families of Forest Elves had fought long and hard to protect their tiny walled village against the Crusader invaders, young Darvell could see that the eye of the storm was nearly upon them. Under ordinary circumstances, the coming period of calm would be a welcome sight, but Darvell knew it was the opening the Dark Elves needed to come in for the kill.

D-035

"For freedom!"

The Revolutionaries yelled out their battle cry even as the Atlanteans marched forward. Their shadows silhouetted against the night, the Atlanteans pressed into the Black Powder lines, their Magestone weapons flashing and blazing. But Captain Farrell had no fear.

For 15 years the captain had struggled to survive. But now with the victory in Khamsin, victory was finally possible. Nothing could stop the Revolutionaries now!

Farrell surged forward with his comrades, pausing just long enough to lift his rifle and blast an inch-wide slug through the head of an Atlantean Shocktrooper.

D-032

Sehama watched the Crusaders advance, dark forces come to burn and taint the ancient Wylden forests. But even facing certain death, the priestess refused to yield; she could feel Tezla's spirit within her, the very embodiment of nature. As the first wave of Sect Elves smashed into her front lines, Sehama ducked under a Zombie's swing and countered by crushing the abomination's skull with a single blow.

"Stand fast, warriors," she cried, raising her mace high, "for we are blessed this day!"

D-029

Reveling in the strange power surging through him, Vogor swung his axe into the Elven Lord's midsection. Blood gouted from the Elf's nose and mouth; with his lungs ruptured, the thousand-year-old warrior was done for.

Looking for another victim, Vogor saw that the battle lines had dissolved into chaos—every warrior was fighting for his life in single combat. The strongest warriors still stood, but the weaker ones littered the ground like slaughtered animals, leaking their lifeblood into the muddy soil.

D-034

Vorio and Yandri were knee deep in bloodshed when the voice murmured—a voice only Vorio could hear.

A bargain's a bargain. . . .

As if in a trance, Vorio stepped back, raised his sword high, and plunged it bilt-deep into Yandri's back, his captain and friend of 20 years.

"Forgive me," he whispered, as the body slumped to the deck. "But sometimes bargains must be paid with blood."

D-031

"Infidels!" Mobatep shouted as he lunged forward, firing shot after shot from his Magestone rifle. Tezla was with him; there could be no doubt about it. All along the battle line, the Atlanteans fired across the length of the battlefield, blasting through the ranks of Northlander betrayers who dared to stand against the might of the Empire.

D-028


Gorgorath roared and swung his mace, smashing through the human warlord's head in a spray of blood and brains. At that very moment, he saw his shaman, Kronth, suddenly freeze in midstep, his rattling bone-staff poised to strike down another of these feeble humans.

As Gorgorath watched, Kronth's eyes rolled back, and his flesh sagged, turned gray, and rotted off the bone. The shaman's eyeless skeleton, still clutching its staff in a clawed hand, crumpled to the ground in a hideous crash of bones.

D-039

Lords of Apocalypse


FAITH

All warriors friendly to the player who put this Lords of Apocalypse into play gain the  faction symbol instead of their faction symbols, and they can create formations of from three to ten members. They ignore all subfaction symbols printed on their bases.

D-042

THE FIST

TERRAIN (LOCATION)



All clear terrain becomes concealing terrain. Any  warrior within 6" of an opposing warrior gains Stealth.

The Fist cancels the Fen Swamp, River Valley, and Wylden Forest terrain domains and the Pestilence catastrophe domain, and it is canceled by any other location domain.

D-045

VURGA DIVIDE

TERRAIN (LOCATION)


All  warriors with the  speed type gain the double-time proficiency and are not dealt 1 pushing damage for using double-time.

Vurgas Divide is canceled by any other location domain.

D-038

Heirraman Gods

FAITH

At the beginning of the game, the player who put this Heirraman Gods into play chooses one of these factions: Atlantean Empire, Black Powder Revolutionaries, or Orc Khans.  warriors friendly to that player get +1 to their damage and ranged damage values against opposing warriors from the chosen faction.




Heirraman Gods is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-041

CITADEL OF ROKOS

TERRAIN (LOCATION)

At the beginning of the game, the player who put this Citadel of Rokos into play chooses a target objective token.




Non- warriors without the  speed type cannot move into base contact with the target.  warriors with ranges values higher than 0 that are in base contact with the target get +4 to their range values.

Citadel of Rokos is canceled by any other location domain.

D-044

CITY OF FAIRHAVEN

TERRAIN (LOCATION)

When a  warrior makes a close combat attack against a target with a higher point value, it gets +1 to its attack and damage values for that attack. All  warriors with the  attack type gain the surge proficiency.


City of Fairhaven is canceled by any other location domain.

D-037

Dragon Gods

FAITH

The player who puts this Dragon Gods into play, and all players friendly to that player, can win the game only if there are no able opposing warriors on the battlefield when the game ends. All warriors friendly to the player who put this Dragon Gods into play cannot control objectives, though they can still contest objectives, if able.

 warriors friendly to the player who put this Dragon Gods into play are not given action tokens after they resolve close combat attacks if they begin their turns in base contact with their targets.

Dragon Gods is canceled by the Death, Famine, Pestilence, or War catastrophe domain.

D-040

Conviction


FAITH

Cancel all other faith domains in play. Conviction cannot cancel a faith domain if more than one copy of that faith domain is in play.

D-043

KUTTAR DEPTHS

TERRAIN (LOCATION)

All  warriors gain Stealth and get +2 to their defense values against ranged combat attacks.

Kuttar Depths is canceled by any other location domain.



D-045



D-042

D-039

When the army of black-clad soldiers materialized from nothingness along the edge of the battle-ravaged plain, both Brynor and the Imperial soldier he was dueling with stopped their conflict. Stunned, they watched as hundreds of Apocalypse soldiers charged the Atlantean outpost—a horde of devils let loose upon the Land.

Glancing back at his enemy, Brynor saw his own terror reflected in the soldier's eyes. Without another thought, the Dwarf released his foe—and sprinted for the ravaged Atlantean fortress, the only possible refuge from the coming storm of death...



D-044



D-041

D-038

Tyria summoned power from a wellspring of faith only a true High Elven priestess could tap. The Elven gods heard; she knew it without question as energy flooded her ancient soul like a pillar of white flame. She directed the strength of the Heliraman gods into her mages and knights, filling them with the coursing power of their deities.

In an instant, the cries of battle soon turned to shrieks of terror as her High Elven brothers and sisters began mowing through the Revolutionary lines like wheat beneath the scythe.



D-043

Exhausted, wounded, and outnumbered—but never outclassed—Rurik faced the onslaught with grim realization. The battle raged as if in slow motion, Orc bodies falling with every stroke of his war-axe.

This might be my last fight, the warrior thought as he twirled, swung, parried, and hammered powerful blows. Prying his axe from another corpse, he raised it and swung again. But what a fight it shall be!

D-040

D-037

Infused with the fiery power of the Dragon Gods, the young Draconum issued her mightiest roar and lunged. The human's eyes filled with terror as he cowered behind his feeble sword and shield. Snarling with divine rapture, Jyrala knocked away his shield and drove her seven-foot-long sword through his belly.


"I shall feast upon your bones, mortal!" she promised him, as she violently ripped her sword upward with all of her strength. The magical blade rended the screaming human's entire body through to the top of his skull.

"For the Dragon gods!" Jyrala cried.

D-048

STONEKEEP

TERRAIN (LOCATION)

All  warriors friendly to the player who put this Stonekeep into play gain Infiltrate; friendly warriors ignore Demoralized.

Stonekeep is canceled by any other location domain.

D-051

CLOUDED MIND

PROPHECY

(Optional) At the beginning of each of your command phases, give an action token to the opposing warrior with the highest point value if that warrior has zero action tokens.


Clouded Mind is canceled when opposing warriors make three close combat attacks in the same turn.

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D-047

WYLDEN DEEPS

TERRAIN (LOCATION)

All  warriors gain Pathfinder. All clear terrain becomes hindering terrain.

Wylden Deeps cancels the Fen Swamp, River Valley, and Wylden Forest terrain domains and the Pestilence catastrophe domain, and it is canceled by any other location domain.

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D-050

TIME OF MISTS

PROPHECY

All other domains are ignored.

Time of Mists is canceled when an opposing player eliminates the warrior with the highest point value that is friendly to you.

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D-053

BLACKSTONE PRISON

TERRAIN (LOCATION)




Eliminated figures are removed from the game.

Blackstone Prison is canceled by any other location domain.

D-046

DRAGON'S GATE

TERRAIN (LOCATION)

All  warriors gain Frenzy, Terrify, and Vampirism and get +2 to their attack values.

Dragon's Gate is canceled by any other location domain.

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D-049

LEY DRAIN

PROPHECY

All relics are ignored.

Ley Drain is canceled when any opposing player controls two objectives.

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D-052

SPELL STASIS

PROPHECY

Spells may not be cast.

Spell Stasis is canceled when an opposing sorcerer in base contact with a controlled objective is given a special action to remove a spell in its spellbook from the game.

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D-051

*Their leader sat unmoving, staring at something only she could see.
The lieutenant looked out at the enemy army charging across the battlefield,
and then gave the command their leader was unable to speak: "Attack!"*

D-048



D-053



D-050

*Did the attack begin at dawn or dusk? Were the shapes in the
gloom rocks or enemies lying in wait? Was that rain or was the
mist that thick? The orc didn't know what to believe anymore.*

D-047



D-052

*In the snares of your destinies caught,
Skins of your spells are tangled in knots.*

D-049

*Your steel dead as stone, your wood drained of life;
Magic no more as you enter the strife.*

D-046

