

NIGHT



The quiet of night is just a blanket for the evil things that lurk in the dark.

Duration: 1 round.

MOVE	X	RANGE	-1
ATTACK	X	DEFENSE	X

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PITCH BLACK



When a blanket of black descends, evil things come out to play

When in effect, all spaces count as shadow tiles.

Duration: 1 round.

MOVE	-1	RANGE	-3
ATTACK	X	DEFENSE	X

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When in effect, all spaces count as shadow tiles.

Duration: 1 round.

MOVE	-1	RANGE	-3
ATTACK	X	DEFENSE	X

FULL MOON

Werewolves add 1 to their attack, and 1 to their defense.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

FULL MOON

Werewolves add 1 to their attack, and 1 to their defense.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

BLOOD MOON

Vampires add 2 to their attack, and 1 to their defense. Vampires remove one wound marker per damage they cause.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

FULL ECLIPSE

Werewolves add 5 to their defense, and 3 to their attack.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

FULL ECLIPSE

Werewolves add 5 to their defense, and 3 to their attack.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

EARTHQUAKE

Flying figures are not affected by Earthquake. When a figure starts to move, it must roll one unblockable combat die on itself. Large or bigger figures do not roll, they receive 1 automatic wound if they move.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	-2

HEAVY FOG



Figures do not receive height advantage bonus's.

Be careful in the fog, you never know when you will run into a Dragon, and become lunch.

Duration: 1 round.

MOVE	-1	RANGE	-3
ATTACK	X	DEFENSE	X

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Duration: 1 round.

MOVE	-1	RANGE	-3
ATTACK	X	DEFENSE	X

PLAGUE



All figures roll a 20 sided die. Any figure that rolls a 1 is destroyed.

Duration: 1 turn.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

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Duration: 1 turn.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

MAGICAL ATMOSPHERE



All wizards and magic based figures add 2 to their attack, 1 to their defense, and 3 to their range.

All spell rolls of a 20 sided die add 5 to the roll.

Duration: 3 turns.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

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All spell rolls of a 20 sided die add 5 to the roll.

Duration: 3 turns.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

SUNNY DAY



Look how beautiful the blood glistens on the battlefield in the sunlight.

Duration: 1 round.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

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MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

SANDSTORM



Flying figures may not fly.

Figures do not receive height advantage bonus's.

Duration: 1 round.

MOVE	-3	RANGE	-3
ATTACK	-2	DEFENSE	-2

RAIN



Rain washes all the blood away.

Duration: 2 rounds.

MOVE	X	RANGE	-1
ATTACK	X	DEFENSE	X

RAIN



Rain washes all the blood away.

Duration: 2 rounds.

MOVE	X	RANGE	-1
ATTACK	X	DEFENSE	X

COLD AND WET



White cold knuckles feel the pain of the cold, when the sword meets the shield.

Duration: 2 rounds.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

TSUNAMI



All figures within 5 spaces of water remove all order markers from their card, and roll 1 unblockable combat die on themselves.

Tsunami does not affect figures with Flying, or that are able to move in water. Huge figures are not affected by Tsunami.

Duration: 1 turn.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

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All figures within 5 spaces of water remove all order markers from their card, and roll 1 unblockable combat die on themselves.

Tsunami does not affect figures with Flying, or that are able to move in water. Huge figures are not affected by Tsunami.

Duration: 1 turn.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

HURRICANE



Figures with Flying may not fly.

Duration: 2 rounds.

MOVE	-2	RANGE	-3
ATTACK	-1	DEFENSE	-1

STRONG TIDES



All water based figures add 3 to their movement, and 1 to their attack.

Duration: 1 round.

MOVE	-1	RANGE	X
ATTACK	-1	DEFENSE	-1

STRONG TIDES



All water based figures add 3 to their movement, and 1 to their attack.

Duration: 1 round.

MOVE	-1	RANGE	X
ATTACK	-1	DEFENSE	-1

STRONG TIDES



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Duration: 1 round.

MOVE	-1	RANGE	X
ATTACK	-1	DEFENSE	-1

GLOOMY DAY



Even on Gloomy Days, people have to die, it just adds to the coldness.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

DREARY SNOW



Figures on water reduce their move by 2.

Duration: 1 round.

MOVE	-1	RANGE	-1
ATTACK	X	DEFENSE	X

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Duration: 1 round.

MOVE	-1	RANGE	-1
ATTACK	X	DEFENSE	X

GLOOMY DAY



Even on Gloomy Days, people have to die, it just adds to the coldness.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

BLIZZARD



Figures with Flying may not fly, and figures do not receive height advantage bonuses.

Duration: 1 round.

MOVE	-2	RANGE	-3
ATTACK	-1	DEFENSE	-1

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Duration: 1 round.

MOVE	-2	RANGE	-3
ATTACK	-1	DEFENSE	-1

GLOOMY DAY



Even on Gloomy Days, people have to die, it just adds to the coldness.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

HAIL STORM



After each player takes a turn with one figure, those figures roll 1 unblockable combat die against themselves.

Duration: 1 turn.

MOVE	-1	RANGE	-2
ATTACK	X	DEFENSE	X

TORNADO



When this card is revealed, all players roll a 20 sided die for control.

Tornado starts at the closest space to the center of the battlefield.

Controlling player takes a turn with Tornado as soon as control is established.

Tornado's turn ends when it has moved all its spaces. Tornado may attack any figure it passes through.

Duration: 1 turn

MOVE	7	RANGE	1
ATTACK	5	DEFENSE	X

WIND SURGE



All flying creatures add 4 to their movement, and add 2 to any swoop attack.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

WIND SURGE



All flying creatures add 4 to their movement, and add 2 to any swoop attack.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

VOLCANO



Each player rolls a 20 sided die for control.

Winning player chooses a space at least 5 levels high. Place 5 lava tiles from the chosen space. Lava tiles must be adjacent to each other. Figures on the placed tiles roll a 20 sided die. Destroy the figure on anything but a 1.

Duration: Game.

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

WIND SURGE



All flying creatures add 4 to their movement, and add 2 to any swoop attack.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

WIND SURGE



All flying creatures add 4 to their movement, and add 2 to any swoop attack.

Duration: 1 round

MOVE	X	RANGE	X
ATTACK	X	DEFENSE	X

FIRE RAIN



Figures with Flying may not fly in Fire Rain.

All figures roll one combat die at the end of their turn. Any figure that rolls a skull receives one unblockable wound.

Duration: 1 turn.

MOVE	-1	RANGE	-1
ATTACK	X	DEFENSE	X

ZOMBIE OUTBREAK



All figures that are not zombies that die, become zombies. Zombies have 1 life, and follow stats below.

At the end of each round, all players roll a 20 sided die. Winning player takes a turn with all zombies.

Duration: Game.

MOVE	5	RANGE	1
ATTACK	3	DEFENSE	2

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MOVE	-1	RANGE	-1
ATTACK	X	DEFENSE	X