Malifaux Maps on Vassal

1 - Automatic Lighthouse

Barrels/Crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing.

Hills - ht2, blocking

Rocks – ht as shown, blocking, climbable

Rocky cliff face – ht2, blocking, impassable

Scorched ground - severe

Staircase – ht2, climbable

Water – severe

Water walkways are open terrain

2 - Bayou blues

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/crates - ht as shown, blocking, climbable, ht1 objects are destructible

Bridges are open terrain

Buildings - ht3, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Water – severe, each piece of water is a separate piece of terrain

3 – Bidonville

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Cactus – ht3, blocking, hazardous (1 dmg)

4 - Broken Streets

Barrels/Crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht4, blocking, climbable

Piping – ht1, blocking, climbable

Steam Overflows – dense, concealing

5 - Cactus Fields

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht4, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Cactus – ht3, blocking, hazardous (1 dmg, injured 1)

Craters - severe

Hill - ht2, blocking, climbable, models can stand on the central portion

6 - Cactus Town

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable, interiors as shown (doors marked with X allow movement, windows are dotted)

Cactus – ht3, blocking, hazardous (1 dmg)

Rocks – ht as shown, blocking, climbable

7 - Chugga Chugga Lew Lew

Barrels/Crates – ht1, blocking, climbable, destructible

Buildings – ht4, blocking, impassable

Piping – ht1, blocking, climbable

Platform walkways – at ht4, no railings

Staircase – ht4, climbable

Steam clouds – dense, concealing

Train blockers – ht2, blocking, impassable

Train empty carriages – ht1, blocking, climbable

Train engines/full carriages – ht3, blocking, impassable

8 - Crumbled Temple

Barrels/crates - ht as shown, blocking, climbable, destructible

Bridges are open terrain

Building walls - ht3, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Rocks – ht1, blocking, climbable

Water – severe, each piece of water is a separate piece of terrain

9 - Decembers Playground

Barrels/Crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht5, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Hill - ht2, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Rocks – ht1, blocking, climbable

10 - Desert Oasis

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates – ht1, blocking, climbable, destructible

Buildings – ht3, blocking, climbable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Hill – ht1, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Rocks – ht as shown, blocking, climbable

Water - severe

11 - Desolate Wasteland

Barrels/Crates – ht2, blocking, climbable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Lava pools – severe, hazardous (burning +1)

Hill – ht2, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Rocks – ht as shown, blocking, climbable

Rocky cliff face – ht2, blocking, impassable

Train empty carriages – ht1, blocking, climbable

Train engines/full carriages – ht4, blocking, impassable

12 - Dumping Grounds

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht5, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Water - severe

13 - Eastern Hill

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Fog bank – ht4, dense, concealing

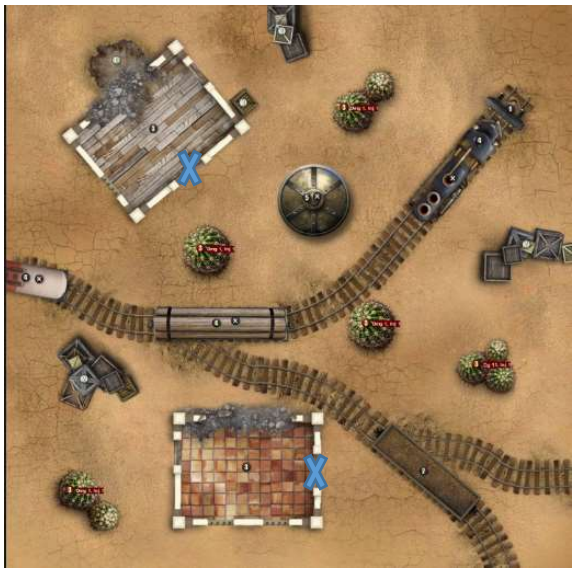
Hill – ht3, blocking

Rocks – ht as shown, blocking, climbable

Rocky cliff face – ht2, blocking, impassable

Water - severe

14 - End of Line



Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable, interiors as shown (doors marked with X allow movement, windows are dotted)

Buildings rubble - severe

Cactus – ht3, blocking, hazardous (1 dmg, injured 1)

Crater - severe

Rocks – ht as shown, blocking, climbable

Train blockers – ht1, blocking

Train empty carriages – ht1, blocking, climbable

Train engines/full carriages – ht3, blocking, impassable

15 – Floodlands

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Bridges are open terrain

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Water – severe, each piece of water is a separate piece of terrain

16 - Forest of the Loom

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht5, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Cactus – ht5, blocking, hazardous (1 dmg, injured 1)

Rocks – ht3, blocking, impassable

17 - Forest Ruins

Buildings – ht4, blocking, impassable

Bushes/Shrubs/Trees – ht as shown, dense, severe, concealing

Rocks – ht2, blocking, climbable

Walls – ht4, blocking, impassable

18 - Forests Edge

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht4, blocking, impassable

Bushes/Shrubs/Trees – ht as shown, dense, severe, concealing

Hill – ht2, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Rocks – ht as shown, blocking, climbable

Walls – ht2, blocking, impassable

Water - severe

19 - Full Wallet of Steam

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Craters – severe

Piping – ht as shown, blocking, ht1 are climbable

Rocks – ht as shown, blocking, climbable

Steam bank - ht5, dense, concealing, hazardous (dmg1)

Walls – ht1, blocking, climbable

20 - Garden of Sweden

Buildings – ht4, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Hills – ht2, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Rocks – ht as shown, blocking, climbable, ht3 or more are impassable

Walls – ht4, blocking, impassable

21 – Grasslands

Barbed wire - hazardous (1/2/3 dmg)

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht5, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Hills – ht1, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Water - severe

22 - High Ground

Barrels/Crates – ht1, blocking, climbable, destructible

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Cactus – ht4, blocking, hazardous (1 dmg, injured 1)

Fords are open terrain (shown with X)

Hills – ht as shown, blocking, climbable, models can stand on the central portion (shown in lighter colour)

Water – severe, each piece of water is a separate piece of terrain

23 – Industry

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Fog bank – dense, concealing

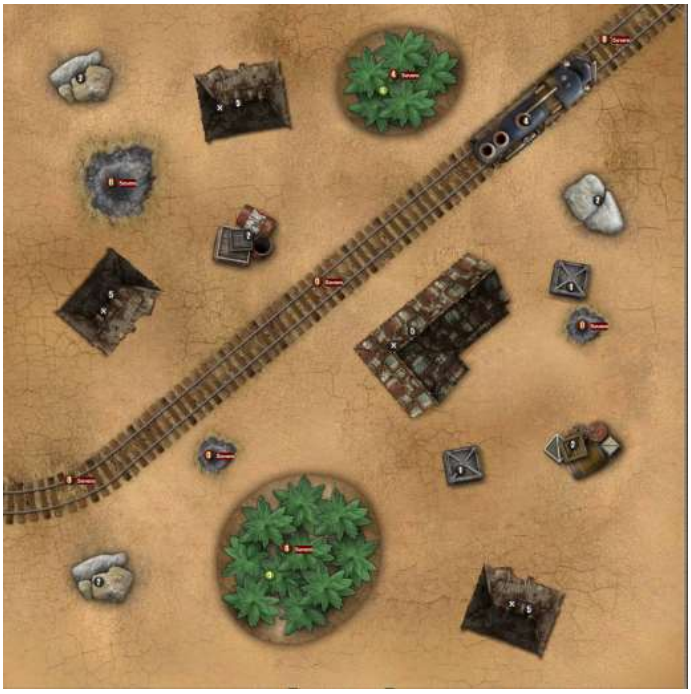
Lava pool – severe, hazardous (dmg1, burning +1)

Piping – ht1, blocking, climbable

Platform walkways – at ht3, no railings

Staircase – ht3, blocking, climbable

24 - Last Stop



Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht5, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Craters – Severe

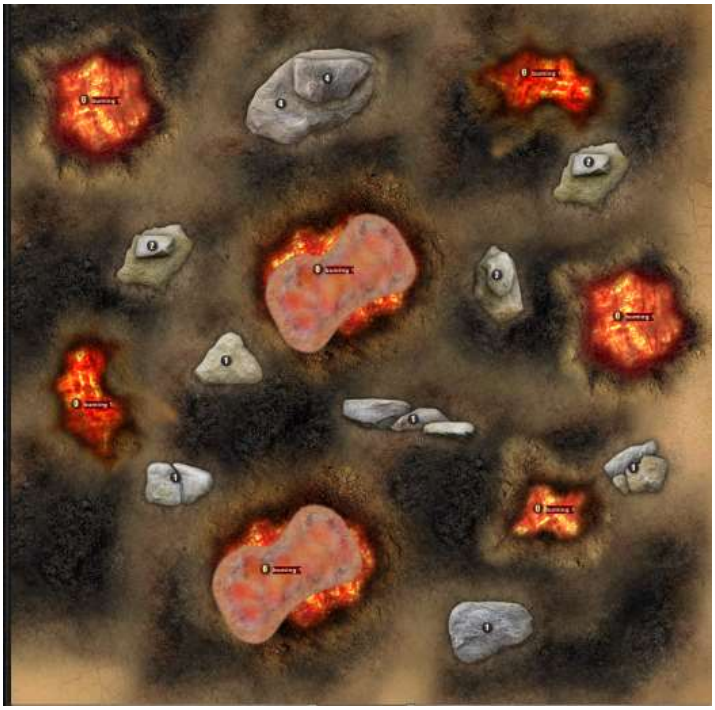
Tracks – Severe

Rocks – ht as shown, blocking, climbable

Train – ht4, blocking, impassable

25 - Lava lakes

Lava pool – severe, hazardous (burning +1)

Rocks – ht as shown, blocking, climbable

Smoke cloud – dense, concealing