

26 - Mausoleum

Blood pit - severe

Bone piles - severe

Building walls - ht8, blocking, impassable

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

Cactus - ht3, blocking, hazardous (1 dmg)

Coffins - Ht as shown, severe, blocking, climbable

Gravestones - ht2, blocking, climbable

Inner wall - ht2, blocking, climbable

Staircase - ht1, climbable



27 - Misty hills

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

Fog bank - dense, concealing

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

Rocks - ht as shown, blocking, climbable



28 - Northern Path

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

Rocks - ht as shown, blocking,
climbable



29 - Oculus

Buildings - ht as shown,
blocking, impassable (central
swirly doesn't block LOS)

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

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

Lava pool - severe, hazardous
(burning +1)



Platform walkways - at ht3 (from ground level), no railings

Staircase - ht3 (from ground level), blocking, climbable

30 - Platform Scrap

Buildings - ht as shown, 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)

Piping - ht as shown, ht1 is climbable

Platform walkways - ht as shown (from ground level), no railings

Staircase - ht as shown (from ground level), blocking, climbable

Rocks - ht as shown, blocking, climbable

Walls - ht as shown, blocking, impassable



31 - Prison Break

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

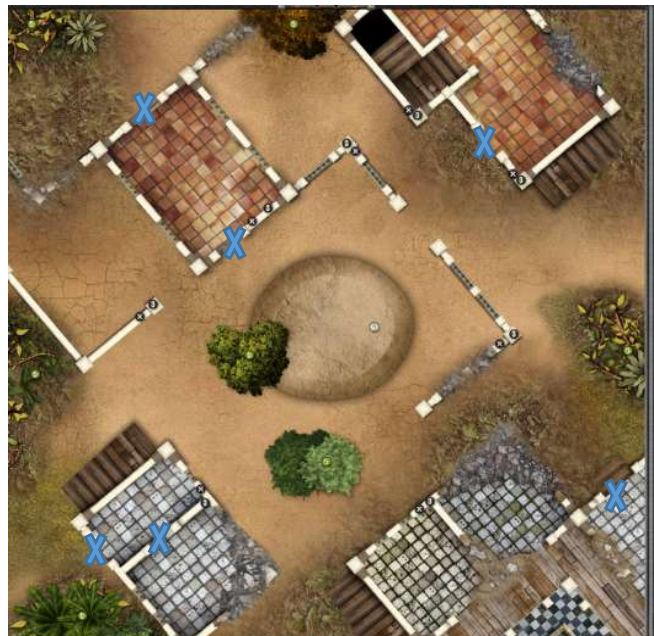
Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Collapsed walls - severe

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

Staircase - ht3, blocking, climbable

Walls - ht3, blocking, impassable



32 - Quarantine Zone

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

Buildings - ht5, blocking,
climbable (can stand on roofs)

Tractor - ht3, blocking,
impassable



33 - Razed Outpost

Barbed wire - hazardous (1 dmg,
injured 1)

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

Buildings - ht3, blocking, impassable

Coffins/gravestones - ht1, blocking,
climbable

Crater - severe

Lava pool - severe, hazardous (burning +1)

Rocks - ht as shown, blocking, climbable, ht3 is impassable

Smoke cloud - dense, concealing



34 - Rivers Source

Barbed wire - hazardous (1 dmg, injured 1)

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

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

Craters - severe

Fords are open terrain (shown with X)

Rocks - ht as shown, blocking, climbable, ht3 is impassable

Walls - ht5, blocking, impassable

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



35 - Riviera

Barrels/Crates - ht1, blocking, climbable, destructible

Buildings - ht5, blocking, impassable

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

Fords are open terrain (shown with X)

Rocks - ht as shown, blocking, climbable, ht5 is impassable

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



36 - Smugglers Hideout

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

Bone pile - severe

Building walls - ht8, blocking,
impassable (can move freely through
collapsed areas)

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

Pillars - ht8, blocking, impassable

Rocks - ht as shown, blocking,
climbable



37 - Southern Hills

Barrels/Crates - ht1, blocking,
climbable, destructible

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,
impassable



38 - Supply Drop

Barrels/Crates - ht1, blocking, climbable, destructible

Bridges are open terrain

Buildings - ht4, blocking, impassable

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

Fords are open terrain (shown with X)

Platform walkways - ht3, no railings

Staircase - ht3, blocking, climbable

Ruins - ht4, blocking, climbable

Tractor - ht2, blocking, impassable

Walls - ht2, blocking, climbable

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



39 - The Dome

Barbed wire - hazardous (1 dmg, injured 1)

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

Buildings - ht3, blocking, impassable

Bushes/Shrubs/Trees - ht5, dense, severe, concealing

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

Water - severe



40 - The Village

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



41 - Trading Stop

Barrels/Crates - ht2, blocking, climbable,

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

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

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

Collapsed wall - severe

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

Rocky cliff face - ht2, blocking, impassable



42 - Transfer Point

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)

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

Smoke cloud - dense, concealing

Walls - ht1, blocking, climbable

Water - severe



43 - Undertakers Rest

Barrels/Crates - ht2,
blocking, climbable

Buildings - ht5, blocking,
impassable

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

Coffins/gravestones - ht1,
blocking, climbable

Graveyard - severe

Rocks - ht as shown,
blocking, climbable, ht4 are impassable

Water - severe



44 - Waterworks

Barrels/Crates - ht1, blocking, climbable,
destructible

Buildings - ht3, blocking, impassable

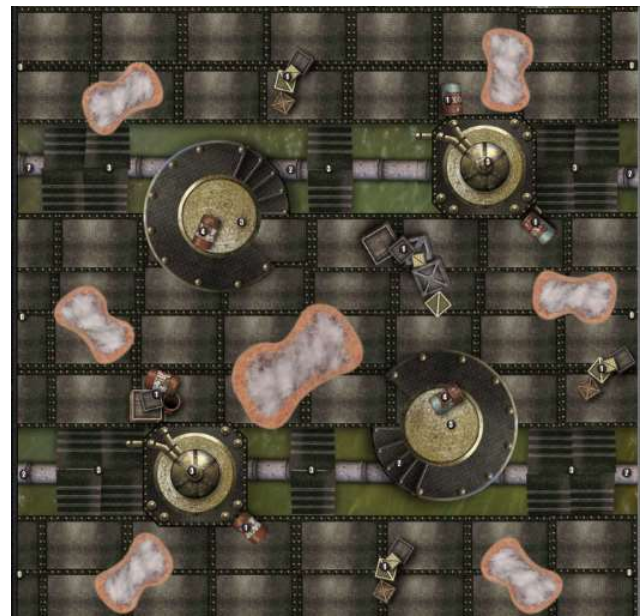
Piping - ht2, blocking

Smoke cloud - dense, concealing

Platform walkways - ht as shown (from ground
level), no railings

Staircase - ht as shown (from ground level),
blocking, climbable

Water - impassable (below the game board)



45 - Welcome to the Jungle

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates - ht2, blocking, climbable

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

Fords are open terrain (shown with X)

Rocks - ht as shown, blocking, climbable

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

Water walkways are open terrain



46 - Western Tracks

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

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

Piping - ht1, blocking

Rocks - ht as shown, blocking, climbable

Rocky cliff face - ht2, blocking, impassable

Train blockers - ht1, blocking

Train empty carriages - ht1, blocking, climbable

Train engines/full carriages - ht3, blocking, impassable



47 - Winters End

Barrels/Crates - ht1, blocking
climbable, destructible

Buildings - ht5, blocking, impassable

Rocks - ht2, blocking, climbable

Trees - ht5, dense, severe,
concealing,



48 - Winter Village

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

Buildings - ht5, blocking,
impassable

Ice - hazardous (slow)

Walls - ht1, blocking, climbable



49 - Winter Wonderland

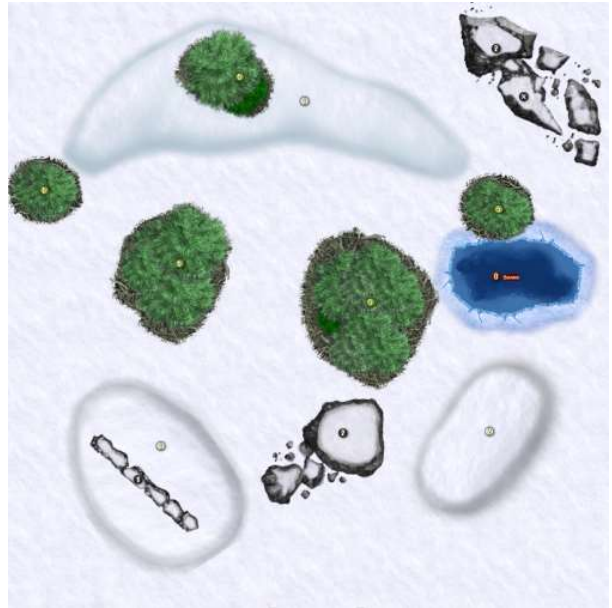
Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

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

Ice - hazardous (slow)

Rocks - ht2, blocking, impassable

Walls - ht1, blocking, climbable



50 - Woodland lake

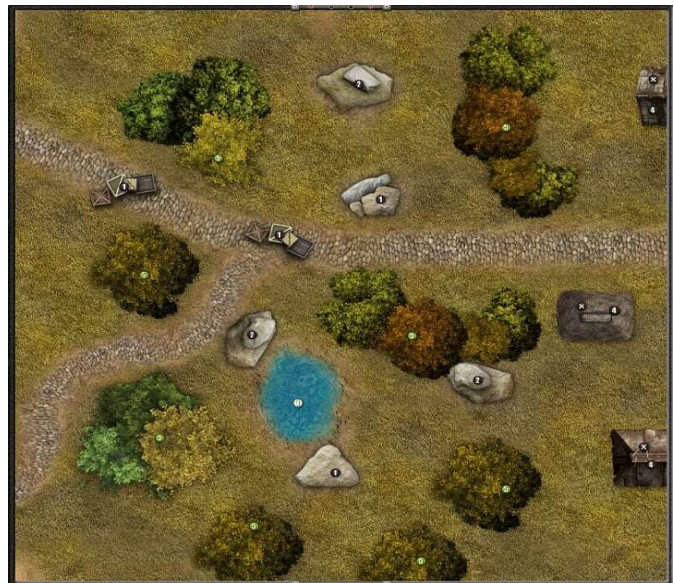
Barrels/Crates - ht1, blocking, climbable, destructible

Buildings - ht4, blocking, impassable

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

Rocks - ht as shown, blocking, climbable

Water - severe



Terrain Definitions:

Blocking - blocks LOS of models ht equal to or lower than the terrain, generates shadow (equal to ht, max 3", grants cover)

Climbable - models may not move through, but can move vertically up this terrain piece, models can move across the top, all portions other than the top are treated as impassable

Concealing - if sight lines travel through grants concealment, a model in concealing terrain can ignore this if any line crosses 1" or less

Dense - sight lines can be drawn into or out of, but not through

Destructible - models within 1" can use an action to remove a piece of destructible terrain from the table, if a model is on top of it, they fall

Hazardous - if a model moves through, or performs an action in hazardous terrain it suffers the effects after the action is resolved (max once per action/ability), if no condition is given it is dmg1

Height X - height of terrain, primarily used for sight lines

Impassable - models and markers cannot move through, objects cannot be dropped or placed overlapping impassable terrain

Severe - non place movement is halved while any part of the base is within severe terrain

Cover - gun action, +1Df, -ve on damage flips

Concealment - non melee action, -ve on duel