Malifaux Maps on Vassal

1 – Alter of the Lost

Building walls – ht as shown, blocking, impassable

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

Central building – no railings

Collapsed walls - severe

Lava pool – hazardous (1 dmg, burning 1)

Rocks – ht1, blocking, climbable

Staircase – ht3, climbable

2 – Arctic Lodge

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

Log pile/tank – ht2, blocking, impassable

Rocks – ht1, blocking, climbable

Train empty carriage – ht2, blocking, climbable

3 - 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

4 - 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

5 – 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)

6 - 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

7 - 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

8 - 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

9 - 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

10 - 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

11 - 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

12 - 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

13 – Desert Saloon

Barrels/Crates – ht1, blocking, climbable, 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

Cactus – ht4, blocking, hazardous (1 dmg)

Collapsed Wall – severe

Steam Clouds – dense, concealing

Walls – ht1, blocking, climbable

14 - 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

15 - Digsite

Barrels/Crates - ht1, blocking, climbable, destructible

Buildings – ht as shown, blocking, impassable

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

Dirt Mounds – ht4, blocking, severe

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

Lava pool – hazardous (1 dmg, burning 1)

Rocks – ht1, blocking, climbable

Tractors – ht2, blocking, impassable

16 - 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

17 - 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

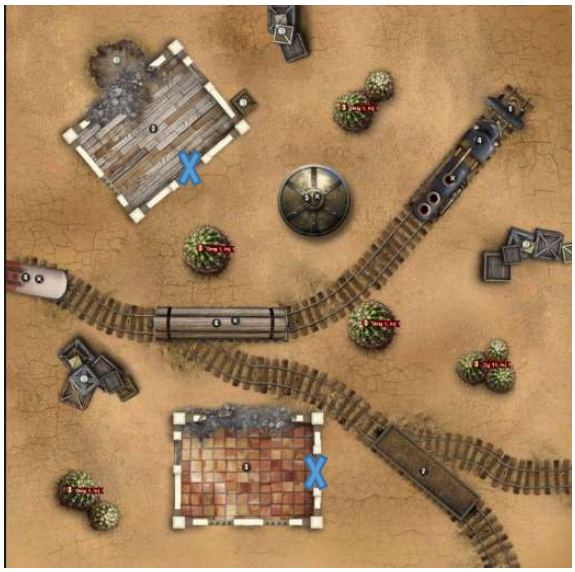
Hill – ht3, blocking

Rocks – ht as shown, blocking, climbable

Rocky cliff face – ht2, blocking, impassable

Water - severe

18 - 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

19 – 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

20 - 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

21 - Forest Ruins

Buildings – ht4, blocking, impassable

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

Rocks – ht2, blocking, climbable

Walls – ht4, blocking, impassable

22 - 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

23 - 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

24 - 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

25 – 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

26 – Grave Hill

Burial mounds - severe

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

Coffins – ht1, blocking, climbable, severe

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

Rocks – ht2, blocking, climbable

Rocky cliff face – ht2, blocking, impassable

Sarcophagus – ht1, blocking, climbable

27 – Gremlin Pig Farm

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates – ht1, blocking, climbable, destructible

Buildings – ht as shown, blocking, impassable, not climbable - walkways can be used to get on top

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

Dust clouds – severe, concealing

Piglets – ht1, hazardous (1 dmg), destructible

Rocks – ht as shown, blocking, climbable

Steam Clouds – dense, concealing

Tractors – ht2, blocking, impassable

28 - 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

29 – 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

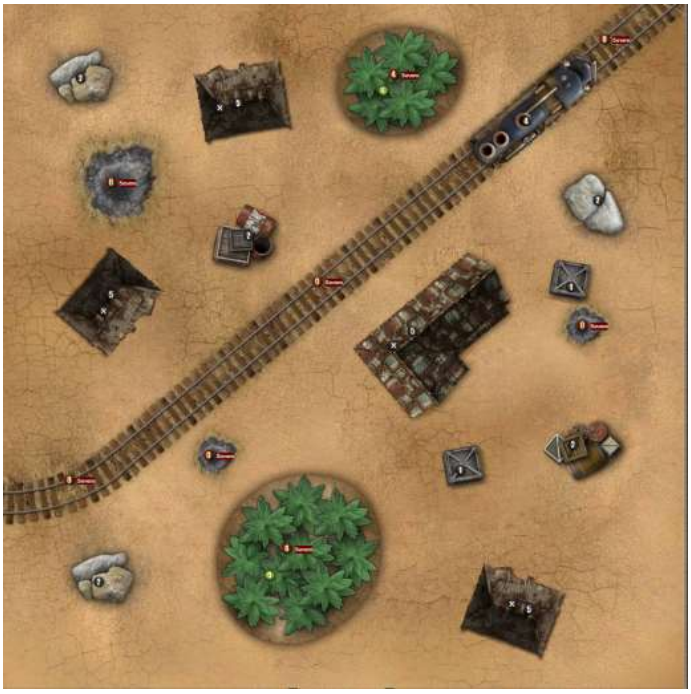
Lava pool – severe, hazardous (dmg1, burning +1)

Piping – ht1, blocking, climbable

Platform walkways – at ht3, no railings

Staircase – ht3, blocking, climbable

30 - 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

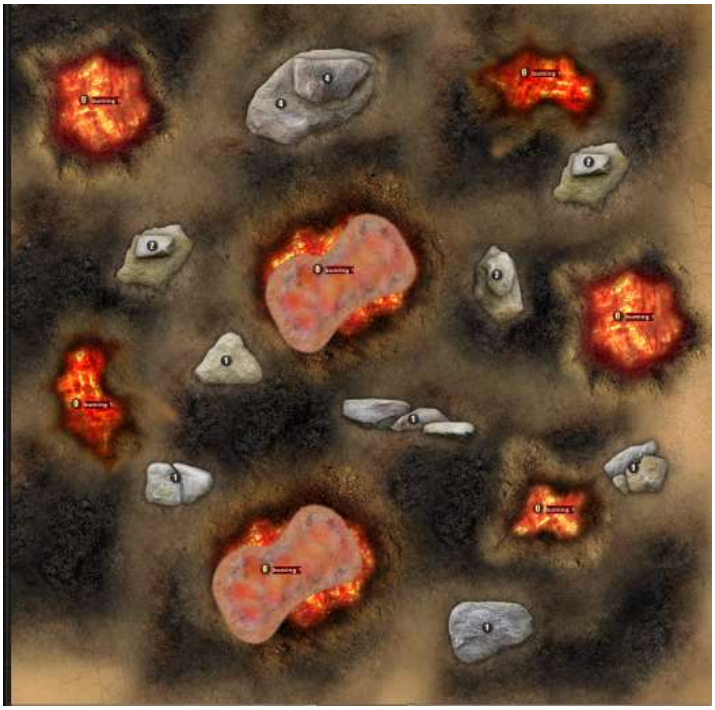
Craters – Severe

Tracks – Severe

Rocks – ht as shown, blocking, climbable

Train – ht4, blocking, impassable

31 - Lava lakes



Lava pool – severe, hazardous (burning +1)

Rocks – ht as shown, blocking, climbable

Smoke cloud – dense, concealing

32 – 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

33 - 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

34 - 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

35 – 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

36 - 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

37 - 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

38 - 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

39 - 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

40 - 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

41 – 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

42 - 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

43 - 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

44 - 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

45 - 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

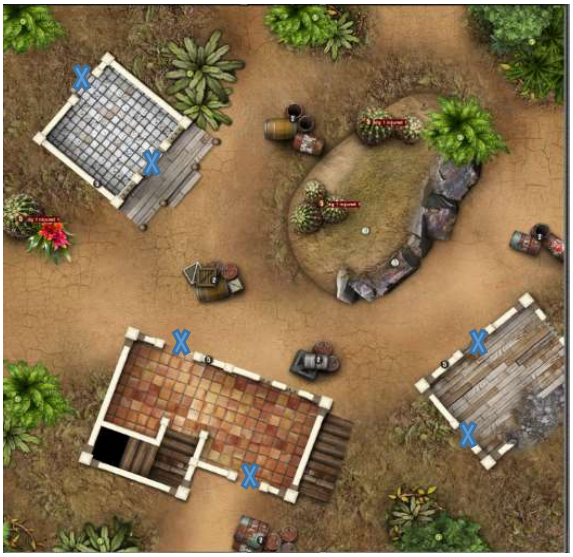
46 - The Village

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

47 - 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

48 - 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

49 – Tundra Towers

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

Ice – hazardous (slow)

50 - Undertakers Rest

Barrels/Crates – ht2, blocking, climbable

Buildings – ht5, blocking, impassable

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

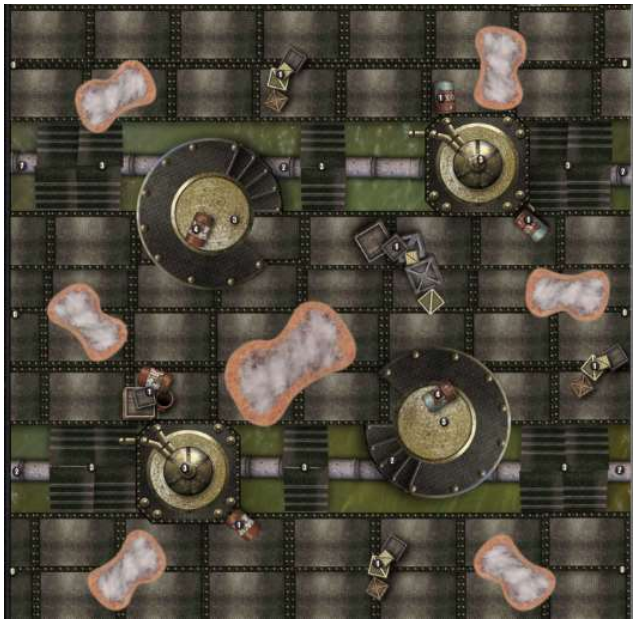
Coffins/gravestones – ht1, blocking, climbable

Graveyard - severe

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

Water - severe

51 – 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)

52 - 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

53 - 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

54 - Winters End

Barrels/Crates - ht1, blocking climbable, destructible

Buildings - ht5, blocking, impassable

Rocks - ht2, blocking, climbable

Trees - ht5, dense, severe, concealing,

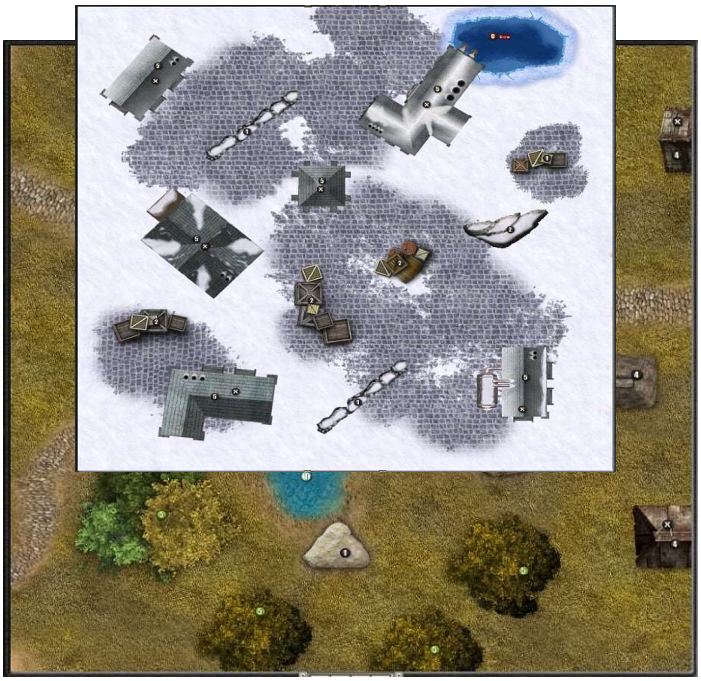
55 - Winter Village

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

Buildings - ht5, blocking, impassable

Ice – hazardous (slow)

Walls - ht1, blocking, climbable



56 - Winter Wonderland

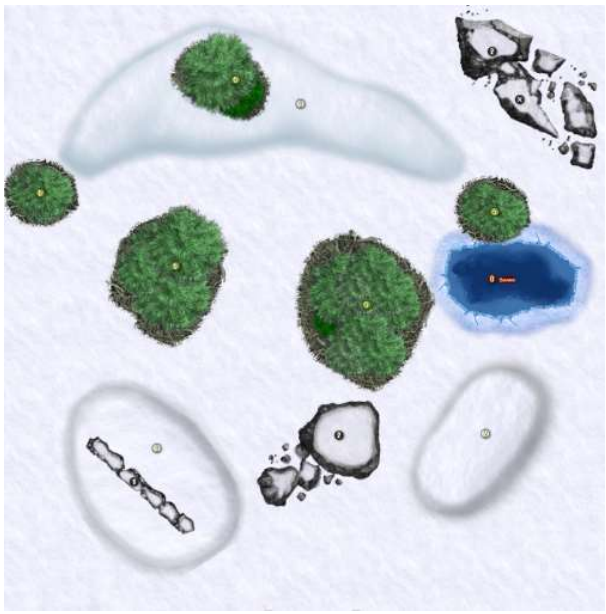
Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

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



57 - 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