

EVERWINTER WONDERLAND MYSTERIOUS TERRAIN

DECEMBER 2021

In order to bring a seasonal flair to your battles, you can use the following table instead of the regular Mysterious Terrain table (core rules, 28.1.3).

D6 Scenery Rule

- 1  **Icy:** If a unit starts a move within 1" of any terrain features with this rule, subtract 1" from its Move characteristic. In addition, if you attempt a charge with a unit within 1" of any terrain features with this rule, subtract 1 from the charge roll.
- 2  **Arcane Aurora:** Add 1 to chanting and casting rolls for models while they are within 1" of any terrain features with this rule.
- 3  **Snowsquall:** Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest points of the 2 models passes across any terrain features with this rule.
- 4  **Frigid:** Subtract 1 from hit rolls for attacks made by units within 1" of any terrain features with this rule. This ability has no effect on **BEASTCLAW RAIDERS** units.
- 5  **Tranquil:** At the start of your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule and roll a dice. On a 2+, heal up to D3 wounds allocated to that unit.
- 6  **Festive:** In your hero phase, you can pick 1 friendly unit within 1" of any terrain features with this rule and 1 enemy unit anywhere on the battlefield. Choose one of the following effects to apply to both units:
Lump of Aqshian Cinderrock: That unit suffers D3 mortal wounds.
Warpstone Blast-crackers: Add 1 to wound rolls for that unit until the start of your next hero phase.
Comfy Chamonite Slippers: Add 2" to the Move characteristic of that unit until the start of your next hero phase.
Dragon Egnog: Add 2 to the Bravery characteristic of that unit until the start of your next hero phase.

