

Fortress Door



Life **10**

Defense **4**

Destructible Object



Reinforced Defense

When rolling defense dice against a normal attack from small or medium figures, add 2 automatic shields to whatever is rolled. When rolling defense dice against a normal attack from large and huge figures, add 1 automatic shield to whatever is rolled.

Breakable Wall Section



Life **4**

Defense **4**

Destructible Object



Strong Defense

When rolling defense dice against a normal attack from small or medium figures, add 2 automatic shields to whatever is rolled.

Battlement



Life **1**

Defense **4**

Destructible Object

Small 3



Crumble

When a Battlement is moved by a special power, it must be placed flat on its side and is now considered to be a Ruined Battlement for the rest of the game.

Evergreen Tree



Life **1**

Defense **7**

Destructible Object



Falling Tree

If an Evergreen Tree is destroyed at any point during your turn, before removing it from the Battlefield, you must choose 2 spaces in a straight line from that Evergreen Tree. All figures on these spaces, whose bases are not higher than the height of that tree receive one wound. Huge figures are not affected.

Great Evergreen Tree



Life **3**

Defense **7**

Destructible Object



Falling Tree

If this Great Evergreen Tree is destroyed at any point during your turn, before removing it from the Battlefield, you must choose 3 spaces in a straight line from one of the spaces this Great Evergreen Tree occupies. All figures on these spaces and all adjacent figures whose bases are not higher than the height of this tree receive one wound. Huge figures are not affected.

Ice Glacier



Life **4**

Defense **7**

Destructible Object



Glacial Healing

Instead of moving and attacking with a figure with the Ice Resistance special power adjacent to this Ice Glacier, you may remove 1 Wound Marker from its card and place it on this card.

Ice Mountain



Life **6**

Defense **7**

Destructible Object



Glacial Mountain Healing

Instead of moving and attacking with a figure with the Ice Resistance special power adjacent to this Ice Mountain, you may remove up to 2 Wound Markers from its card and place it on this card.

Avalanche

When this Ice Mountain is destroyed, roll 4 unblockable attack dice once for all adjacent figures.

Ice Rock



Life **1**

Defense **7**

Destructible Object

Large 7



Glacial Healing

Instead of moving and attacking with a figure with the Ice Resistance special power adjacent to this Ice Rock, you may remove 1 Wound Marker from its card and place it on this card.

Ice Hill



Life **3**


































Defense **7**

Destructible Object



Glacial Healing

Instead of moving and attacking with a figure with the Ice Resistance special power adjacent to this Ice Hill, you may remove 1 Wound Marker from its card and place it on this card.

<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Manhole Cover</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 1</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 6</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;">Small 1</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 1</i>	<i>Defense 6</i>	Destructible Object	Small 1		<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Parked 18-Wheeler</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 8</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 6</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 8</i>	<i>Defense 6</i>	Destructible Object		<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Parked Car</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 4</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 6</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;">Large 3</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 4</i>	<i>Defense 6</i>	Destructible Object	Large 3				
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<p>Taking Cover Any small or medium figure occupying the Manhole Cover may add 2 to its defense against all non-adjacent normal attacks. Any figure that occupies a Manhole Cover when it is destroyed is placed on the same space the Manhole Cover was on and will not take any leaving engagement attacks.</p>	<p>Unsure Footing When this destructible object receives one or more wounds from a normal attack by an adjacent figure with Super Strength, before placing Wound Markers, roll the 20-sided die for each figure you control on top of it. If you roll 7 or higher, place the figure on an empty space up to 2 spaces from its original placement. When this destructible object is destroyed, after removing it from the battlefield, place all figures you control that were on top of it on any space previously occupied by this destructible object. Moved figures never take any leaving engagement attacks but will receive any falling damage that may apply.</p>	<p>Ruptured Gas Tank When this Parked Car is destroyed after failing to roll at least one shield against an attack, before removing this Parked Car from the battlefield, each figure adjacent to this Parked Car receives one wound.</p>																	
<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Ruined Battlement</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 1</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 4</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;">Small 1</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 1</i>	<i>Defense 4</i>	Destructible Object	Small 1		<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Sports Car</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 4</i></td></tr> <tr><td style="background-color: #008000; color: white; text-align: center;"><i>Move 8</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 6</i></td></tr> <tr><td style="text-align: center;">Vehicle Destructible Object</td></tr> <tr><td style="text-align: center;">Occupancy 2</td></tr> <tr><td style="text-align: center;">Large 3</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 4</i>	<i>Move 8</i>	<i>Defense 6</i>	Vehicle Destructible Object	Occupancy 2	Large 3		<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Toxic Waste Barrel</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 2</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 3</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;">Medium 3</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 2</i>	<i>Defense 3</i>	Destructible Object	Medium 3	
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<p>Debris When a Ruined Battlement is destroyed, any figure on top of the Ruined Battlement, and all figures adjacent to it receive 1 wound. A figure that occupies a Ruined Battlement when it is destroyed is placed on the same space the Ruined Battlement was on and will not take any leaving engagement attacks.</p>	<p>Hit and Run 11 After moving this Sports Car one or more spaces, you may choose one adjacent figure. Roll the 20-sided die. If you roll 11 or higher, the chosen figure receives one wound and this vehicle receives one wound if the chosen figure has the Super Strength special power. Hit and Run may only be used once per turn. After using Hit and Run, you may continue this Sports Car's movement, if possible.</p>	<p>Chemical Burn When this Toxic Waste Barrel receives a wound or is destroyed, roll an unblockable attack die for each figure adjacent to this Toxic Waste Barrel, one at a time. If you roll a skull, the figure receives a wound. Figures with the Environmental Suit special power or the Chemical Burn special power are not affected by Chemical Burn.</p>																	
<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Turbo Lift</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 1</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 6</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;">Small 1</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 1</i>	<i>Defense 6</i>	Destructible Object	Small 1		<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Warehouse Ruin</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 4</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 4</i></td></tr> <tr><td style="text-align: center;">Destructible Object</td></tr> <tr><td style="text-align: center;"></td></tr> </table>	<i>Life 4</i>	<i>Defense 4</i>	Destructible Object		<h3 style="text-align: center; background-color: #000080; color: white; padding: 2px;">Mole Machine</h3>  <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="background-color: #ff0000; color: white; text-align: center;"><i>Life 4</i></td></tr> <tr><td style="background-color: #008000; color: white; text-align: center;"><i>Move 0</i></td></tr> <tr><td style="background-color: #0000ff; color: white; text-align: center;"><i>Defense 8</i></td></tr> <tr><td style="text-align: center;">Vehicle Destructible Object</td></tr> <tr><td style="text-align: center;">Occupancy 4</td></tr> <tr><td style="text-align: center;">Huge 9</td></tr> <tr><td style="font-size: small; text-align: center;">Base Clarification: Mole Machine occupies 4 spaces in a straight line from the back of its cab.</td></tr> </table>	<i>Life 4</i>	<i>Move 0</i>	<i>Defense 8</i>	Vehicle Destructible Object	Occupancy 4	Huge 9	Base Clarification: Mole Machine occupies 4 spaces in a straight line from the back of its cab.	
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<p>Transport Before taking a turn with a small or medium figure that is adjacent to a ladder that has an unoccupied Turbo Lift attached to it, or before taking a turn with a figure that is occupying a Turbo Lift that is attached to a ladder, you may place the Turbo Lift anywhere on the ladder. A figure that occupies a Turbo Lift when it is moved stays on the Turbo Lift and will not take any leaving engagement attacks. A figure that occupies a Turbo Lift when it is destroyed is placed on the same space the Turbo Lift was on and will not take any leaving engagement attacks.</p>	<p>Falling Rubble The Warehouse Ruin may not receive wounds or be destroyed while the Breakable Wall section is in place. When the Warehouse Ruin is destroyed, after removing it from the battlefield, place any figure you control that was on top of the Warehouse Ruin on any space on the concrete base. Any figure without the Superstrength special power that was on top of the Warehouse Ruin receives one wound. Figures moved by Falling Rubble will not take any leaving engagement attacks.</p>	<p>Subterranean Movement This Mole Machine may only be moved by this special power and can never have its Move number increased. Instead of moving this Mole Machine normally, you may choose any empty land spaces. Place this Mole Machine on the chosen spaces. After this Mole Machine is moved by this special power, place all figures you control that were on top of it on spaces previously occupied by this Mole Machine. Figures moved with this special power never take any leaving engagement attacks but will receive any falling damage that may apply.</p> <p>Drilling Damage After moving this Mole Machine with the Subterranean Movement special power, roll 1 unblockable attack die against each figure adjacent to it.</p>																	

Long Ruin



Life **4**

Defense **4**

Destructible Object

Full Structural Cover

Figures adjacent to this Long Ruin that are not huge add 2 additional dice to their defense against non-adjacent attacks.

Short Ruin



Life **3**

Defense **4**

Destructible Object

Partial Structure Cover

Figures adjacent to this Short Ruin that are not huge add 1 additional die to their defense against non-adjacent attacks.

Satellite Dish



Life **6**

Defense **6**

Destructible Object

Large 6

GLOBAL POSITIONING

When you roll for initiative, if one or more figures you control are adjacent to this Satellite Dish and no opponent's figures are adjacent to this Satellite Dish, you may add X to your initiative roll. X is the Life remaining on this Satellite Dish. If you win initiative, you may immediately move up to X figures you control up to 4 spaces each. You may not move a figure that has already moved this round. Figures moved with this special power will not take any leaving engagement attacks.

T-Sphere



Life **1**

Defense **5**

Destructible Object

Medium 3

SHRAPNEL

When a T-Sphere is destroyed, immediately roll 1 unblockable attack die against each figure adjacent to it that does not have the T-Sphere Tactics special power.