Moves

|  |  |  |  |
| --- | --- | --- | --- |
| Move | Halved | Doublemove | Halved Double |
| 5” | 2.5” | 7.5” | 3.75” |
| 6” | 3” | 9” | 4.5” |
| 7” | 3.5” | 10.5” | 5.25” |
| 8” | 4” | 12” | 6” |
| 9” | 4.5” | 13.5” | 6.75” |

Level-Up Options p83

Improve a Stat – max **values** Fight +5, Shoot +5, Will +8, Health 20. No stat to be increased twice after a single game

Improve a Known Spell – reduce Casting Number by 1. Min 5. Only 1 per postgame (?ignore)

Learn a Spell – Any spell for which a Grimoire is held can be learned, may learn any number per game

Experience Awards – Maximum 300/game p82

|  |  |
| --- | --- |
| Each **spell** successfully cast by a Wizard or Apprentice if CN 7+ | +10 |
| For each **Treasure** recovered by any member of the Warband | +40 |
| For each **failed** spell casting from which the caster takes damage | +5 |
| Each game the Wizard participates in | +40 |
| Each Uncontrolled Creature killed by your forces | +5 |
| Each member of an enemy Warband killed by your forces | +5 |

Standard; House Rule

Perilous Dark Treasure Setup

Place 2 for Solo, 3 for Cooperative

Treasure Setup p38

Place 1 (Central Treasure) in the exact centre of the table

Each player places 1 within 8” of the centre, no closer than 6” to any other treasure

Each player places 1 anywhere more than 9” from the table edge, and 6” from any other treasure

- All distances can include vertical! -

Death Tables p73

**Soldiers**

1-4 Really Dead

5-8 Badly Wounded; miss next game

9+ Recovers fully for next game

**Wizards and Apprentices**

1-2 Really Dead

3-4 Permanent Injury p77

5-6 Badly Wounded; pay 100gc or miss next game

7-8 Close Call; uninjured, lose all Items carried

9-20 Full Recovery for next game