**Functional Requirements**

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| **ID** | **Requirements** | **Reference** | **Amendment** |
| FR-1 | Players can choose their own character | 3ed pg. 14 3.3 |  |
| FR-2 | Players can choose their starting location | 3ed pg. 14 3.3 |  |
| FR-3 | The game randomly sets up Treasures | 3ed pg. 12 3.2 |  |
| FR-4 | The game randomly sets up map chits | 3ed pg. 16  3.5 |  |
| FR-5 | The game sets up dwellings based on map chits | 3ed pg. 16  3.6 | Campfires are not placed |
| FR-6 | The game rolls two dice and higher one taken unless special advantage | 3ed pg. 18 4.1 |  |
| FR-7 | A Player uses Action Chits to take his turn | 3ed pg. 18 4.2 |  |
| FR-8 | Players Plan their turn during Birdsong(start of a new turn) | 3ed pg. 29  6.2 |  |
| FR-9 | Players are randomly selected to take their turn | 3ed pg. 32 7.2 |  |
| FR-10 | Players use up specific number of phases depending on what type of move they perform | 3ed pg. 33 7.3 |  |
| FR-11 | Player searches to Locate a Site | 3ed pg. 36 7.5.4 |  |
| FR-12 | Players can Hide | 3ed pg. 36 7.4 |  |
| FR-13 | If a site has been found Players can Loot | 3ed pg. 36 7.5.5 |  |
| FR-14 | Players can perform a rest action | 3ed pg. 42 7.8 | Since only move/fight counters can be wounded, resting them will heal them instantly |
| FR-15 | Players action are interrupted when they are blocked | 3ed pg. 44 7.12 |  |
| FR-16 | Monsters spawn when their correct roll has been summoned and a player is in the tile that their chit is located | 3ed pg. 45 7.13 |  |
| FR-17 | Players are attacked by monsters immediately when they are not hidden | 3ed pg. 48 8.2 | Monster combat: monsters die immediately in a fight |
| FR-18 | Player vs Player Combat: Encounter Step | 3ed pg. 49 8.3 |  |
| FR-19 | Player vs Player Combat: Melee Step | 3ed pg. 52 8.4 |  |
| FR-20 | Player vs Player Wounding | 3ed pg. 63 8.5.3 |  |
| FR-21 | Game Ends on the 28th day | 3ed pg 29 6.0 |  |