

Great work!

The "Level 1" section for cards could be changed to "Level 1 and X".

"How are sanctuary donations and city events handled when playing scenarios in casual mode?" should also cover Road Events.

Edit: Regarding "(R2) The component list should say 236 monster standees. Note that 4 standees were removed from R1.": You should mention that there are four blank standees in R2.

**Alex Florin**  @aflorin Dec 7, 2017

**Trond Roaas** @Trondster wrote:

Great work!

The "Level 1" section for cards could be changed to "Level 1 and X".

Yeah, I'll do a search and replace

**Trond Roaas** @Trondster wrote:

"How are sanctuary donations and city events handled when playing scenarios in casual mode?" should also cover Road Events.

Are you saying the entry should be in multiple sections? I thought about that for a few other entries as well but didn't want to have dups. I'm on the fence about it. Thoughts would be welcome.

**Trond Roaas** @Trondster Dec 7, 2017

**Alex Florin** @aflorin wrote:

Are you saying the entry should be in multiple sections? I thought about that for a few other entries as well but didn't want to have dups. I'm on the fence about it. Thoughts would be welcome.

I thought more like:

**How are sanctuary donations and events handled when playing scenarios in casual mode?**

Sanctuary donations, road events and city events can only be done if the last scenario played was in campaign mode.

...The entry should also mention that you can't do road events either. 😊

**Alex Florin**  @aflorin Dec 7, 2017

BTW, I'll be ninja'ing minor improvements and corrections for a bit.

I'll document edits formally for significant changes when they occur.

**Alex Florin**  @aflorin Dec 7, 2017

**Trond Roaas** @Trondster wrote:

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Technically you can't do a road event if the NEXT scenario is in Casual mode. But I can include that.

**Chris Ferejohn**  @cferejohn Dec 7, 2017