









































[illegible]

|   |   |   |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
|---|---|---|---|---|---|---|---|-------|---|---|--|--|-------|---|---|--|--|-------|---|---|--|--|
| Party Name  |   |   |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
| Frosthaven Supply:  |   |   |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
|  |  |    |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
|  |  |    |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
|  |  |    |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
| Inspiration:  | Total Defense:  | Soldiers:   |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
|   |   | <table border="1"> <tr> <td>Lvl 1</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Lvl 2</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Lvl 3</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Lvl 4</td> <td></td> <td></td> <td></td> <td></td> </tr> </table> | Lvl 1   |  |  |  |  | Lvl 2 |  |  |  |  | Lvl 3 |  |  |  |  | Lvl 4 |  |  |  |  |
| Lvl 1   |  |    |  |  |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
| Lvl 2   |  |    |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
| Lvl 3   |  |    |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |
| Lvl 4   |  |    |   |   |   |   |   |       |   |   |  |  |       |   |   |  |  |       |   |   |  |  |

### Campaign Stickers:

| Morale | Defense |
|--------|---------|
| 20     | 161.3   |
| 19     |         |
| 18     |         |
| 17     | +15     |
| 16     |         |
| 15     |         |
| 14     |         |
| 13     |         |
| 12     | +10     |
| 11     |         |
| 10     |         |
| 9      | +5      |
| 8      |         |
| 7      |         |
| 6      | +0      |
| 5      |         |
| 4      |         |
| 3      | -5      |
| 2      |         |
| 1      | -10     |
| 0      | 126.1   |

| Town Guard Perks |  |  |
|------------------|--|--|
| 19.2             | Replace one $\ominus 10$ card with one   |  |
| 178.3            | $\oplus 30$ card and one $\ominus 20$ “Gain any one material resource” card.   |  |
| 17.2             | Replace two $\oplus 10$ cards with two   |  |
| 166.4            | $\oplus 30$ cards and one $\ominus 20$ “Gain any two material resources” card. |  |
| 151.3            | Replace one $\ominus 10$ card with   |  |
| 194.3            | one $\oplus 10$ card.  |  |
| 91.4             | Replace two $\oplus 0$ cards with  |  |
| 157.3            | one $\oplus 10$ card.  |  |
| 130.3            | Replace two $\oplus 10$ cards with two   |  |
| 104.1            | $\oplus 10$ “Gain Advantage on this target” cards.                             |  |
| 167.2            | Add one $\oplus 30$ card.  |  |
| 175.1            |  |  |
| 180.3            | Add two $\oplus 0$ “Gain one Hide” cards.                                      |  |
| 41.1             | Add two $\oplus 0$ “Gain one Lumber” cards.                                    |  |
| 192.1            | Add two $\oplus 0$ “Gain one Metal” cards.                                     |  |

**Prosperity** 🏰: 

[illegible]