



Exploration

Using the new Exploration Tokens:

Replace one or more of your normal Exploration Tokens with one or more of the new ones.

For a better disguise of the new Tokens, I made all the old ones in the same art.

Free Scavenge = Each Hero may make immediately a Free Scavenge roll (3D6), when the Exploration Token is revealed.

+1 Loot = After the Fight of the Ambush Attack was resolved, the Posse gains 1 Extra Loot card (max 3).

+1 Threat card = Add an extra Threat card in dependency of the number of Heroes in the Posse to the Attack.

Using the new Exploration Tokens:

Darkness = Draw and resolve a Darkness card

Dead End = There is no Door. You have to look for another way.

Depth Event = Roll a single D6 and the number rolled is the appropriate Depth Event that is instantly triggered.

D3  = Roll a D3 to determine the number of explorable Doors on that Map Tile.

D6 on 4+ ! = Roll a D6. On a 4+ to a Clue appears on this Map Tile. Otherwise there is no Clue.

Two  = Roll an appropriate die to determine the OtherWorld when Looking through each separate Portal.