

Base Set Game Edits

Edit the following base set game components with a label maker:

Character

Axel --- Remove empty COD

Axel --- Add "You do not take damage on empty CODs"

Roxas --- Add "Keyblades do not count towards your object limit"

Donald --- Add "Cannot do twice in a row" to bullet 2

Sora --- Change starting STR to 2

Board

Battle of 1000 Heartless --- Change STR to 5

Evil Grounds --- Change fight to MAG

Evil Grounds --- Change to 2 dice (2 dice for stat) 1 for combat = 3 total

Volcanic Crater --- Change to "(6 MAG Each)"

Spells

Fira --- Change to MAG

Fira --- Change to 5 points

Fire --- Change to MAG

Fire --- Change to 3 points

Objects

Dream Rod --- Change to MAG

Accessory Slot Pack --- Add "cannot stack"

Inferno Band --- Add "or normal COD"

Gummi Ship --- Add "use anytime"

Adventure

Yellow Opera --- Change to 3 MAG

Red Nocturne --- Change to 3 MAG

Green Requiem --- Change to 3 MAG

Blue Rhapsody --- Change to 3 MAG

Wizard --- Change to 4 MAG

Dalmatian Puppy --- Change to 3 Munny

Perdita & Pongo --- Change to 3 Munny

King Triton --- Add "same card type"

All Trinity Cards --- Add "or house rule"

Lock, Shock, Barrel --- Change encounter number to 7

Jack Skellington --- Add "Reveal: Place on HWT"

Flora, Fauna, Merryweather --- Add "3 charges"

Villain's Meeting --- Add "(in region only)"