

WANTED POSTERS

CHARACTERS

At the beginning of the game, remove the Character posters from the Wanted Poster deck. Place one face down in each character's play area and return the rest to the box.

Whenever a character steals an Object or attacks a Law Enemy or character who is not *wanted*, they add 1 gold to their Wanted Poster. This gold is their bounty.

A character with a bounty is *wanted* and cannot evade Law Enemies.

When another character defeats a *wanted* character, they collect the gold from the bounty. The defeated character must stay their next two turns or move to the Jail if able.

ENEMIES

At the beginning of the game, place three Wanted Posters face up next to this card.

Whenever a new Wanted Poster is drawn, place it with the others here.

When an enemy of the matching type is encountered, place one of the Wanted Posters here on the enemy. That enemy is now *wanted*. These posters do not count as cards on the space.

When a character defeats a *wanted* enemy, they immediately collect a bounty equal to the enemy's Strength or Craft. The enemy may be kept as a trophy, but the Wanted Poster is discarded.

When a Wanted Poster is discarded, draw a new Wanted Poster.

BANDIT



Strength: 4

Craft: 2

Fate: 3

Gold

Life: 4

Special Abilities

You begin the game with one gold on your Wanted Poster.

Your infamy intimidates your foes. You may add 1 to your Strength in battle for each gold on your Wanted Poster, to a maximum of your Craft.

When you attack another character, they may give you a gold or one of their Objects. If they do, the attack automatically becomes a stand-off.

Start: Forest • Alignment: Evil

Objects

Followers

CROWN PRINCE



Strength: 4

Craft: 2

Fate: 3

Gold

Life: 4

Special Abilities

You begin the game with 5 gold and Armour from the Purchase Deck.

As long as no other character as the King as their Follower, you may *rally loyalists* to your cause. Whenever you encounter a Law Enemy, you may take them as a *loyalist* Follower. One of your *loyalists* may add their Strength or Craft to your own in battle or psychic combat, after which they retire to the discard pile.

You may discard a *loyalist* to prevent losing a life.

The King and the Prince both add 1 to your Strength if either are your Followers.

The Queen and the Princess both add 1 to your Craft if either are your Followers.

Start: Castle • Alignment: Good

Objects

Followers

WATCHMAN



Strength: 3

Craft: 3

Fate: 3

Gold

Life: 4

Special Abilities

If it is Night on your turn, creatures do not gain their usual +1 bonus and you may ignore any effects that reference Night.

Add 2 to your attack score against Outlaws and *wanted* opponents.

Gain 1 gold whenever you defeat an Outlaw or a *wanted* opponent.

If you have no Law trophies, you may evade Law Enemies, even if you are *wanted*.

Start: City • Alignment: Neutral

Objects

Followers

