

Crap Sealed Deck

Normal Sealed deck rules apply with the following exceptions.

Note that if a certain number of required cards is not available, you have to put as many cards as possible into the deck.

Deckcondition:

- Use at least 1 starter and 5 booster.
- All decks must be 30:30, plus 10 characters, 2 starting items, and 2 different wizards.
- All cards are considered unique for the purposes of deck construction (you can only put one of each card into your deck).
- For the purposes of fulfilling deck requirements (below), ignore "if Doors of Night is in play" and "if Gates of Morning is in play" sections. If you include a card with one of these sections, you must include the corresponding environment card. No cards that require Doors of Night or Gates of Morning may be included.
- All cards that you put in your deck must be playable; If a card requires another card, also that other one must be in the deck.

Resource Requirements:

- You need to have cards with at least 20 MPs in your playdeck (only MPs outside paranthesis). No more than 5 of these points may come from special or hoard items.
- Cards for all MP-categories have to be in the deck.
- At least one skill card for each of the five skills.
- At least 3 cards capable of cancelling an attack or strike (Dragon-feuds only if you have at least 2 dragon or drake)

Hazard Requirements:

- At least one creature keyable by type to each type of region and non-haven site. Each creature included for this purpose may only fulfill this requirement for one type (Assassin may only be included to fulfill the Free-hold OR Border-hold targetting requirement, not both) None of these creatures may be detainment against heroes.
- At least 2 corruption cards.

Character Requirements:

- You choose the 10 characters to be included in the deck, but the player of the deck chooses his starting company, placing the rest of the characters in the deck.
- At least one non-wizard character with each skill.

Additional Rule:

- Increase the number of regions that companies may move to 5.