

# CRAP GAME CHECK LIST

PLAYER NAME: \_\_\_\_\_ / DECK NUMBER: \_\_\_\_\_

*All Cards are unique! No duplicates!*

*All cards must be playable with resource from your own deck, you may not rely on the opponent's deck.*

*Cards only playable with Gates of Morning and/or Doors of Night in play are not allowed!*

*Each card may fulfil only one category from this list (e.g. Concealment may be either Scout or Cancel card)*

## WIZARDS, CHARACTERS & STARTING ITEMS

### Wizards:

total:   (2 different)

### Characters:

total:         (8 different)

marshalling points:     (4 from any number of characters)

including: Warrior:  Scout:  Ranger:  Sage:  Diplomat:

### Starting Item:

total:   (2 different)

## RESOURCE CARDS (30 TOTAL)

### Marshalling Points:

total:                (20)

*(only up to 5 MPs from special or hoard items (greyed) count; Characters & MPs in parenthesis do not count! e.g. Rescue Prisoners)*

including: Item:  Faction:  Ally:

### Skill Cards:

Attack Cancelers:    (3 different)

Skill Cards: Warrior:  Scout:  Ranger:  Sage:  Diplomat:

## HAZARDS CARDS (30 TOTAL)

### Creatures:

total:               (12)

thereof targeting:	Free Domain	<input type="checkbox"/>	Freehold	<input type="checkbox"/>
	Borderland	<input type="checkbox"/>	Borderhold	<input type="checkbox"/>
	Wilderness	<input type="checkbox"/>	Ruins & Lairs	<input type="checkbox"/>
	Shadowland	<input type="checkbox"/>	Shadowhold	<input type="checkbox"/>
	Dark Domain	<input type="checkbox"/>	Darkhold	<input type="checkbox"/>
	Coastal Region	<input type="checkbox"/>		

*(detainment creatures do not count!)*

### Corruption Cards:

total:   (2 different)

## ADDITIONAL NOTES

---



---