Cadwallon Gaming Aids

Threat Level Board

ALERT!

Affects only the type of area covered by itself (indoor or outdoor). The numbers of NPC in guarded and patrolled areas are doubled (indoor: if equal or superior to the „reserve"). „Alert" increases the level of noise in the affected areas. [page 215]

ATTACK!

NPC attack the PC at first sight. NPC can consider it enough to arrest or rob the PC.

FIRST WARNING!

NPC ask the PC to lower their weapons or leave the area (if required: „Intimidate/PUG"). Creatures try to frighten the intruders by showing themselves impressive.

ACTION STATIONS!

Generates the same effects as „Alert!".
All areas are „Watched" by default.

FLEE YOU FOOLS!

NPC run away and avoid combat at any cost.

WHO GOES THERE?

NPC suspect something and use „Look Out/DIS" to make sure everything is normal. NPC with POT 1 switch between moving one round and look out the other. If possible, they use „Identify/SUB" to learn more. Creatures resort to „Hunt/OPP".

WEAPON IN HAND!

NPC get ready for combat. NPC who do not consider themselves capable of fighting strengthen their positions or run for the closest guards room.

AT EASE!

Default level. The attention of the NPC is very low. Guards, militiamen and rascals discuss or play cards without caring about what surrounds them.

IN THE NAME OF THE DUKE!

The militia arrives and encircles the game board. The opposition ends and all protagonists on the game board get arrested. If the PC try to escape, the have to face 6 to 9 militiamen at the closest edge of the game board. Engaging combat against them reduces the Intimacy to the Duke.

Fold markers at this line and place them with their state of behaviour at the top on the Threat Level Board. Turn the marker around to see its consequences for the gaming board.

This token indicates the actual Threat Level. Cut it out and place it on the Threat Level Board. Move it when the Threat Level increases or declines.

THE FREE CITY CADWALLON

THREAT LEVEL MARKERS & TOKENS

THREAT LEVEL

1
2
3
4
5
6
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12
13

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