

Cry Havoc!

Cry Havoc! Is a free, mini-expansion for **Cadwallon: City of Thieves**. It features advanced rules and new Equipment cards to make combat even more interesting. In order to use the new Equipment you will also need to download **The Inn** expansion from the **Cadwallon: City of Thieves** Support page. **The Inn** explains how to utilize these new cards.

Cry Havoc! introduces weapons, traps, and spells that *stun* or *wound* player characters. When this happens, refer to the following rules:

Stunned: When a character is *stunned*, turn its character card face down. On his next turn, the player may activate the character and spend 1 Action Point to recover from the *stun*, and turn the card face up. This does not count as his action for the turn. The character will remain *stunned* until this Action Point is paid.

A *stunned* character cannot do anything except defend if he is attacked.

A *stunned* character can be *wounded*, but cannot be *stunned* again until he recovers.

Wounded: When a character is *wounded*, turn his character card face down and place a counter or token to denote this status. For the next round, the *wounded* character can not be activated. At the end of the round, the character recovers automatically. Remove the token and turn the card face up again.

A *wounded* character cannot do anything except defend if he is attacked.

A *wounded* character cannot be *stunned* or *wounded* again until he recovers.

Enraged: If a character wins a combat and his combat score is 2 or more points higher than his opponent, the loser runs away and will be *stunned*.

When Combat Ends in a Draw: When playing this expansion the attacker doesn't automatically win when a fight ends in a draw. Instead, each player adds up the total results of all dice he rolled for the fight. The character with the highest total wins the fight. If both characters' results are still tied, the attacker wins.

The Ritual Chamber

In the dungeons of Cadwallon a secret Ritual Chamber lies waiting. The bravest of thieves can choose to offer stolen gems to the spirits that inhabit the Ritual Chamber. But beware...disturbing the spirits can be risky and potentially deadly!

Place the Ritual Chamber near the game board so all players can see it, along with the 2 special Ritual Chamber Mission cards, face up.

Characters can travel to the Ritual Chamber from any of the *pentacle* spaces. During movement, a character can move from any *pentacle* to the Ritual Chamber or vice-versa, but he cannot enter and leave the Ritual Chamber on the same turn. It costs 1 movement point to move to or from the Ritual Chamber. Militiamen can never move to the Ritual Chamber.

If a player has a character in the Ritual Chamber who is carrying the treasure shown on one of the Ritual Chamber Mission cards still in play, he may spend 3 Action Points to make an offering. The player rolls one die:

1 - 3

You have awoken a Devourer Spirit! You cannot use the Ritual Chamber Mission cards this turn, and your character is *wounded*.

If your character was already *wounded*, he is killed by the spirits. Remove him from the game and distribute randomly any treasure he carries to empty rooms on the game board.

4 - 6

The spirits of Cadwallon accept your offering! You may use a Ritual Chamber Mission card as you would a normal Mission card. After you use the Ritual Chamber Mission card, it is discarded from the game.

The Ritual Chamber



The Ritual Chamber Mission Cards



New Equipment Cards

Pistol



You can use this ability when attacking or defending.
If your character wins the fight, the loser is **stunned** after he runs away.

Debt: 2 ducats

Hatchet



You can use this ability only when attacking.
If your character wins the fight, the loser is **wounded** after he runs away.

Debt: 2 ducats

Round Shield



You can use this ability only when defending.
Your character may re-roll one Combat die when fighting.

Debt: 2 ducats

