

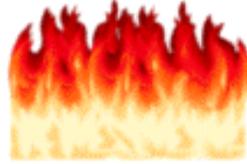


### Secret of the Lamp Adventure



D6: 1-3; Exploring units gain +1 movement point next turn, 4-5; No effect, 6; Exploring units may not move next turn.

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### Wall of Flame Adventure



If total movement points of the exploring units  $\geq 8$ , no effect. If total movement points  $< 8$  choose one unit to lose 1 step.

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### Tar Pits Adventure



If total strength of the exploring units  $\geq 4$ , no effect. If total strength points  $< 4$  choose one unit to lose 1 step.

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### Hidden Path Adventure



D6: 1-2; Exploring units gain +2 movement points next turn, 3-4; No effect, 5-6; Exploring units may not move next turn.

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### Cave Map Adventure



D6: 1-3; Exploring units gain +1 movement point next turn, 4-5; No effect, 6; Exploring units may not move next turn.

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### Shortcut Adventure



D6: 1-2; Exploring units may ignore non-clear terrain costs next turn, 3; No effect, 4-6; Exploring units may not move next turn.

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### Wheel of the Minnow Adventure: Item



When exploring unit enters coastal hex item becomes a ship with capacity of 1 crew and stats of 0-4/0-2.

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### Cache of Weapons Adventure: Item



Carrying unit gains +2 strength during battle.

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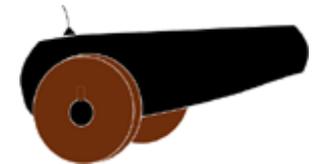


### Catapult Adventure: Item



Carrying unit may make a ranged attack from an adjacent hex at 2 strength points.

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### Old Cannon Adventure: item



Carrying unit may make a ranged attack from an adjacent hex at 3 strength points. While on ship add +1 strength to ship strength.

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