

# Chapter 1: Kislev

## **Pregame:**

1. Roll on Ingame Reward Chart for bringing Terrain.
  - 1 – Receive 5gp
  - 2 - Reroll 1 die during game
  - 3 - Reroll 1 die during post game (rarity or exploration die, does not apply to injury roll).
  - 4 - 1xp to a random hero
  - 5 - Reroll 1 Injury roll. You must take 2nd roll.
  - 6 - Receive 10gp.
2. Note any changes to employers.
3. Roll to determine “Wanted Leader” (If Applicable).
4. Compare Warband Ratings & apply any bonus xp to the smallest warband.
5. Receive the Hidden Agenda’s based on faction working for.
6. On first turn roll to see if there is a 'Random Happening'. Each player rolls at beginning of their turn, on a roll of 1, a Happening occurs. There will be no further rolls made.

## **Post Game:**

1. Injuries: Determine the extent of injuries for any warrior taken OOA.
2. Allocate Experience to surviving warriors.
3. Roll on the Empire in Flames Exploration Chart if any duplicates are rolled on the dice. Also warbands receive *Treasure* not *Wyrdstone* during this chapter.
4. Sell 'Treasures'
5. Roll 2d6 to determine how many experience levels of “veterans” you may purchase.
6. Roll for Rare items & seek Dramatis Persona's. Determine who is searching for what & make rolls accordingly. Note that only “Heroes” can search for these things.
7. Hire new recruits & common Hired Swords / Purchase common equipment.
8. Update your warband rating.
9. Inform League Administrator of game results (Winner, 2nd, 3rd, 4th, any Captains killed, retired members etc).