

Item Cards

- Item cards are drawn at Special spaces.
- Item cards may be kept in a players hand and played at any time in their turn or in someone else's turn.
- To use an item card it must be placed next to the Hero or Villain that is using it prior to using it.
- A Hero or Villain may not have more than one item of each type in play.

Card Name (Number of cards in deck) - Description

7 League Boots (2) - +D6 to movement. May not be used with other Boots or Horses.

14 League Boots (2) - +2D6 to movement. May not be used with other Boots or Horses.

21 League Boots (1) - +3D6 to movement. May not be used with other Boots or Horses.

Pony (2) - 2D6 movement unmodified by items you may be carrying. May not be used with Boots or other Horses.

Horse (2) - 3D6 movement unmodified by items you may be carrying. May not be used with Boots or other Horses.

Brumby (1) - 4D6 movement unmodified by items you may be carrying. May not be used with Boots or other Horses.

Weapon (4) - +1 to a stat relevant to an Encounter only OR 1 more damage inflicted against a Hero/Villain. **Super Weapon** (1) - +2 to a stat relevant to an Encounter only OR 2 more damage inflicted against a Hero/Villain.

Shield (4) - One less damage point taken if a 5 or 6 is rolled on one die.

Super Shield (1) - two less damage point taken if a 5 or 6 is rolled on one die.

Armour (4) - One less damage point taken and -1 to movement for each die you roll unless riding a Horse.

Super Armour (1) - Two less damage point taken and -2 to movement for each die you roll unless riding a Horse.

Prophecy (10) - Move one piece (anyone's) to any Home Base. Discard after use.

Traps (4) - Playable only by a Villain. Place on the space your Villain is in - the next piece that would otherwise move past that space must stop there. Discard after use.

Fortifications (4) - Playable only by a Hero. Place on the space your Hero is in - the next piece that would otherwise move past that space must stop there. Discard after use.

Spells (4) - You may now modify one of the spaces next to this piece, instead of the space the piece is in.

Mega Spells (1) - You may now modify one of the spaces in the same Connector as your piece, instead of the space the piece is in.

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