Octane:

Normal cards

1. Peasant
2. Foot Soldier
3. Viking
4. Gladiator (Only Lowly Allowed in the arena) (4 or less)
5. Samurai
6. Hoplite
7. Knight
8. Cavalry (Hop over next enemy) (skip next player)
9. Spartan
10. Centurion (Reverse Order) (players switch rotation direction)

Magic cards

Invisible- Thief (Card underneath still applies)

Reset- Death (Any card can be played)

Burn- Scorched Earth (Pile is destroyed and player who burned gets to play again)