



MUTILATION CHAMBER

Keep 1 unused Savagery per level for the next Round
 Max: +1 Savagery at the start of every Round

HALL OF HEROES

May have 1 Mercenary per level
 Max: New Mercenaries come with 1 random Generic Upgrade

FEATS OF SAVAGERY

Spend Savagery tokens to use the enabled abilities

THE FORGE

Enable more slots for Feats of Savagery

SHAMAN'S HUT

Keep 1 unused Tribe card per level for the next Round
 Max: May choose 1 card to be among the first 2 drawn

OVEN

Cook 1 captive per level to gain 1 when cooking
 Max: +1 when cooking at least 1 captive

TORTURE PIT

Torture 1 captive per level to gain 1 when torturing at least 1 captive
 Max: +1 when torturing at least 1 captive

TRAINING GROUNDS

Each Figure is limited to 1 Upgrade card per level
 Max: New Warriors come with 1 Tribe-Specific Upgrade

PERMANENT TRIKE MODIFIERS

END OF BATTLE

um'Tull

Trompson

The warrior Backup
going to know dinner #15
1985 Prince...

Attacker	CLASH 1	Defender
	<input checked="" type="radio"/>	
	<input checked="" type="radio"/>	

Attacker	CLASH 2	Defender
	<input checked="" type="radio"/>	
	<input checked="" type="radio"/>	

Attacker	CLASH 3	Defender
	<input checked="" type="radio"/>	
	<input checked="" type="radio"/>	

Attacker	CLASH 4	Defender
	<input checked="" type="radio"/>	
	<input checked="" type="radio"/>	

Attacker	CLASH 5	Defender
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