Phases:

Actions

Buy/Place

Your Units Attack

Enemies Actions

Enemies Move

Discard

Draw

Base Card:

Peasant Labor

Cost 1

+1 Gold OR

Action: Deal 1 Damage to an enemy.

Healing Potion

Cost 2

+1 Action

+1 Health Point to a maximum of 10 points.

Enemies:

Bandit:

1 Damage

1 Health

Bandit Archer:

Deals 1 Damage per turn.

1 Damage

1 Health

Broken Knight:

2 Damage

2 Health

Reward: +1 Gold to reserve.

Brute:

2 Damage

6 Health

Reward: +1 Gem to reserve.

Cursed Knight:

Deals 1 Damage per turn

3 Damage

4 Health

Tainted Priest:

Disables your units on the same column as this enemy.

3 Damage

3 Health

Mage from Beyond:

Units on its column gets “Deals 1 damage to player per turn.”

4 Damage

4 Health.

Cards to Buy:

Mercenary Contract

Cost: 3 Gold

+1 Gold OR

Action: Deal 2 Damage to an enemy.

Noble Favors

Cost: 3 Gold

+2 Gold

Skillful Bureaucrat

Cost: 5 Gold

+1 Action

+2 Card

Training

Cost: 5 Gold

One of your units has +1 Attack.

Divine Favor

Cost: 1 Gem

3 Damage or

3 Gold

Fireball

Cost: 1 Gem

Deals 2 Damage to all enemies

Placements to Buy:

Buy Column: 8 Gold

Medic:

Cost: 3 Gold

+1 Health Point to a maximum of 10 points per turn.

Soldier:

Cost: 3 Gold

Deals 1 Damage in its column per turn.

Knight:

Cost: 6 Gold

3/3

Mage:

Cost: 6 Gold

Deals 1 Damage to all enemies per turn.