



Hydra

3/7/12/18/25



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Undead Warrior

1 point

1,2,3 set = +6 bonus



Undead Warrior

1 point

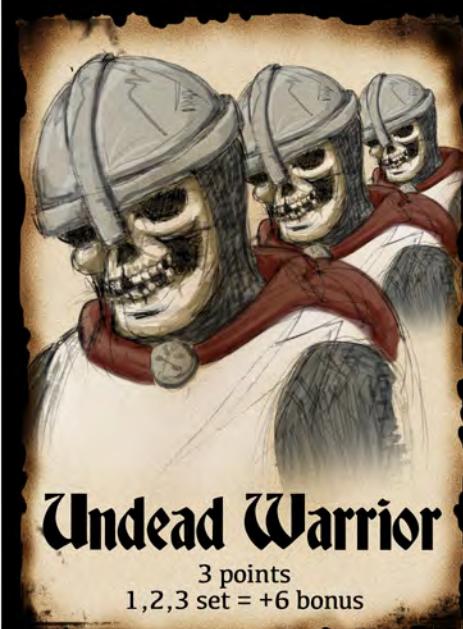
1,2,3 set = +6 bonus



Undead Warrior

1 point

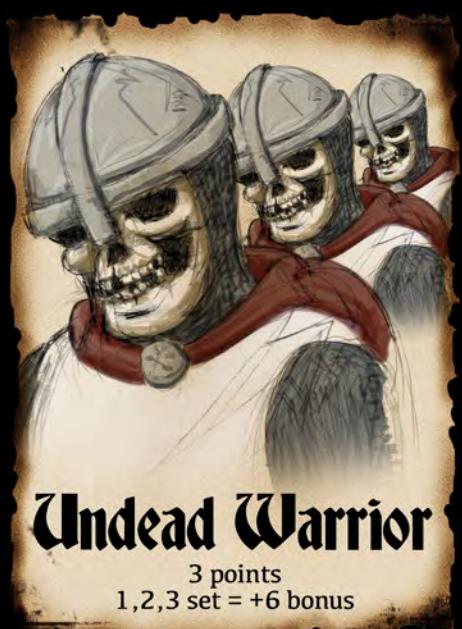
1,2,3 set = +6 bonus



Undead Warrior

3 points

1,2,3 set = +6 bonus



Undead Warrior

3 points

1,2,3 set = +6 bonus



Undead Warrior

3 points

1,2,3 set = +6 bonus





Undead Warrior

2 points
1,2,3 set = +6 bonus



Undead Warrior

2 points
1,2,3 set = +6 bonus



Undead Warrior

2 points
1,2,3 set = +6 bonus



Undead Warrior

2 points
1,2,3 set = +6 bonus



Undead Warrior

2 points
1,2,3 set = +6 bonus



Undead Warrior

2 points
1,2,3 set = +6 bonus



Zombie

1/4/9/12/18/24



Zombie

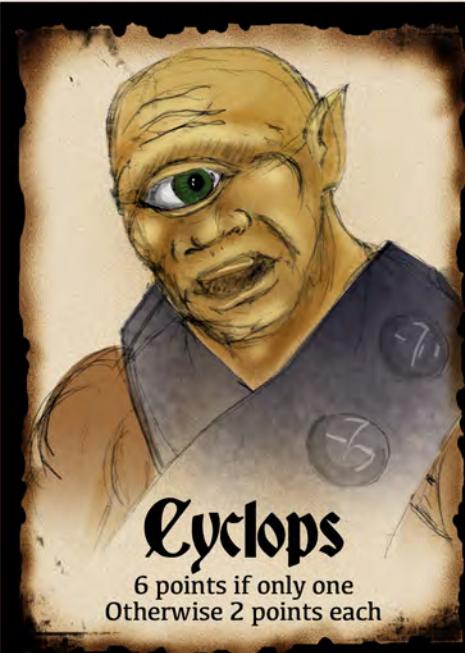
1/4/9/12/18/24



Zombie

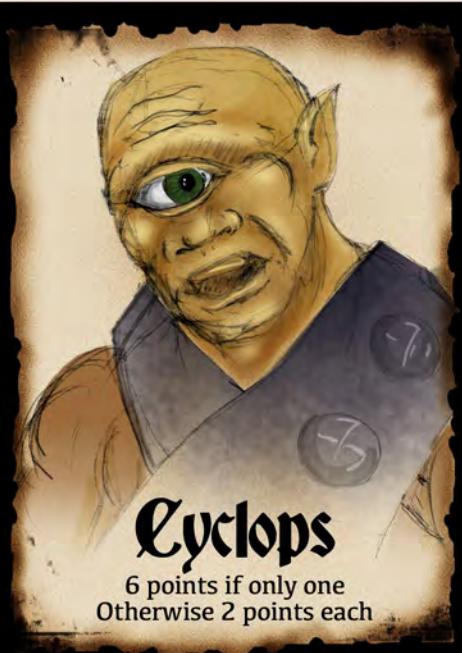
1/4/9/12/18/24





Cyclops

6 points if only one
Otherwise 2 points each



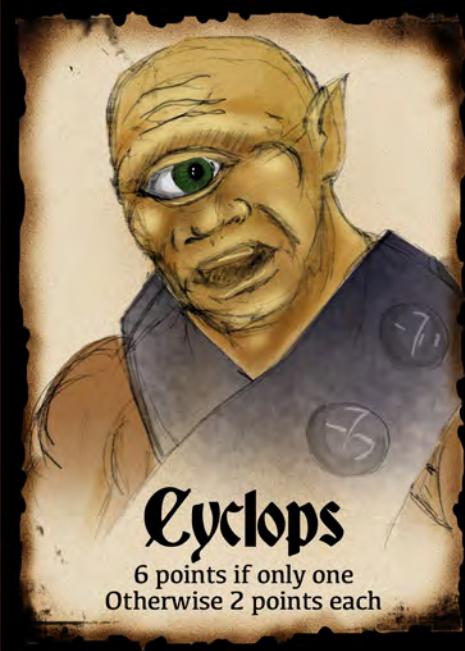
Cyclops

6 points if only one
Otherwise 2 points each



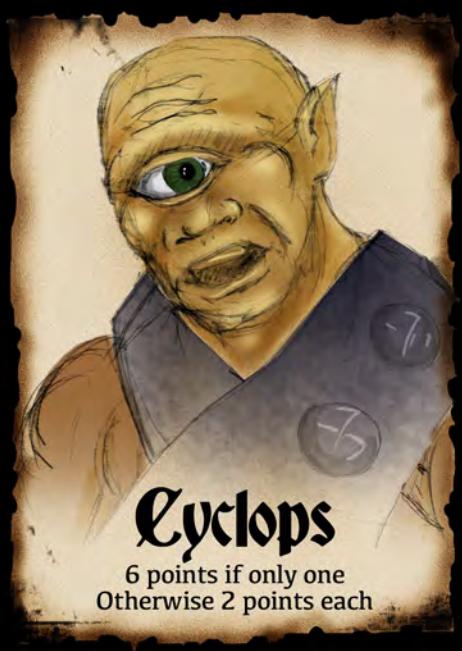
Cyclops

6 points if only one
Otherwise 2 points each



Cyclops

6 points if only one
Otherwise 2 points each



Cyclops

6 points if only one
Otherwise 2 points each



Lich King

Opponents reveal their hands
You may swap any or all hands



Lich King

Opponents reveal their hands
You may swap any or all hands



Medusa

Opponents reveal their hands
Choose which card opponents
must recruit that turn



Medusa

Opponents reveal their hands
Choose which card opponents
must recruit that turn



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



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Most 24/16/8
First/Second/Third



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First/Second/Third



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First/Second/Third



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Most 24/16/8
First/Second/Third



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Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Minotaur

Most 24/16/8
First/Second/Third



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



Orthrus

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Otherwise 2 points each



Orthrus

Set of 2 = 7 points
Otherwise 2 points each



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Black Knight

Recruit 2 cards then place this card back into hand



Red Knight

Look through any army
Place any card from that army on top afterwards



Blue Knight

Recruit any card from the draw pile
Place Blue Knight card in draw pile and reshuffle



Black Knight

Recruit 2 cards then place this card back into hand



Red Knight

Look through any army
Place any card from that army on top afterwards



Blue Knight

Recruit any card from the draw pile
Place Blue Knight card in draw pile and reshuffle



Thief

Exchange this card for top card of any opponent's army



Thief

Exchange this card for top card of any opponent's army



Sorcerer

Rotate (swap) the top cards of every army in a clockwise or counter-clockwise direction



GAME SET UP

Separate the 13 Hired Hand cards (cards with icon on top left corner)

Shuffle the Hired Hand cards, take 7 of them and combine them with the 68 Monster cards. Alternatively players may choose which 7 Hired Hand cards they would like to include in the game. Refer to the chart below for the amount of cards and rounds played.

Players	2	3	4
Hands	3*	3	4
Cards per hand	8	8	9
Rounds	3	3	2

*Dummy hand used for 2 player games.

TURN SUMMARY

- Activate Hired Hand card (optional)**
At the beginning of the turn, before cards have been recruited, players may choose to activate any Hired Hand cards they have.

- Recruit one card (mandatory)**
Each player must then recruit one card from their hand and, when everyone is ready, simultaneously place it down on the table. The first card recruited is the start of your army pile. All cards recruited afterwards are placed on top of that pile (with the exception of Hired Hand cards which are placed to the side) so that only the last card recruited is visible.

- Pass your hand to the left (mandatory)**
After cards are recruited, each player passes their hand to the player on their left and the turn ends.