



**Hydra**

3/7/12/18/25



**Hydra**

3/7/12/18/25



**Hydra**

3/7/12/18/25



**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



## Chimera

Set of 3 =12 points  
Otherwise 2 points each



## Chimera

Set of 3 =12 points  
Otherwise 2 points each



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Otherwise 2 points each



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Otherwise 2 points each



## Chimera

Set of 3 =12 points  
Otherwise 2 points each



## 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



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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



**Zombie**

1/4/9/12/18/24



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1/4/9/12/18/24



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1/4/9/12/18/24



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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



**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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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



## 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

Set of 2 = 7 points  
Otherwise 2 points each



## Orthrus

Set of 2 = 7 points  
Otherwise 2 points each



## Hydra

3/7/12/18/25



## Hydra

3/7/12/18/25



## Hydra

3/7/12/18/25



## Hydra

3/7/12/18/25

h h



## Black Knight

Recruit 2 cards then place  
this card back into hand

h h



## Red Knight

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

h h



## Blue Knight

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

h h



## Black Knight

Recruit 2 cards then place  
this card back into hand

h h



## Red Knight

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

h h



## Blue Knight

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

h h



## Thief

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

h h



## Thief

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

h h




## 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

#### 1. 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.

#### 2. 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.

#### 3. 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.