

Curse Knight

Intercept. When this hero takes damage from an attack, he deals the same amount to the attacker.

When this hero takes damage, assign the same amount of damage to any other hero of your choice.

When this unit is attacked in melee, the attacking hero or leader takes 2 damage.

Keep this order in play for the rest of the round. At the end of the round, discard this card and defeat any hero.

Fit the end of each round, place a Curse Counter on this leader. Once per wave as a free action, you can discard a Curse Counter to give heroes you control +2 Attack Strength and to skip casualty checks for that wave.

Mathematic Antagonists

Diabolist

Heroes attacking this unit in melee have -3 Attack Strength.

Attack: Clear a corpse. If you did, apply 3 damage to any hero.

Attack: Choose a card at random from an opponent's hand. Place it face-down as a corpse in his unit.

Clear all corpses in your unit. For each corpse cleared this way, one hero has +1 Attack Strength this wave.

Opposing heroes have -1 attack strength for each corpse in their unit. Your heroes have +1 attack strength for each corpse in their unit.

Malevolent Morticians

Divinity

Attack: Remove 4 damage from a hero.

Ranged Attack. When this hero deals damage, remove that much damage from another hero.

Ranged Attack. Check casualties for the target of this hero's attack immediately.

Each player restores all corpses to life. A player who restored fewer draws cards equal to the difference.

Fit the end of each complete round, you may restore a corpse in your unit to full life.

Ride of the Valkyries

Druid

Intercept. Casualties are not checked for this hero until the end of a round.

You do not check for casualties at the end of Vanguard waves.

Attack: Return a defeated hero to life with lethal damage on it. Do not check casualties for it this wave.

Keep this card in play for the rest of the round. Casualties are not checked for your heroes at the end of waves.

Uplside-down: Rear; your unit: Normal; Vanguard: Flank; the hero's abilities, ignoring actual position in they come into play. The orientation alters Orient your hero cards however you like when

The Dauntless Druids

Chronicler

Attack: Move all damage from this hero to any other hero of your choice.

Attack: Choose two heroes in your unit, and transfer any amount of damage between them.

Attack: Move 1 damage from your leader to this hero and move 1 damage from your leader to an opposing leader.

Move up to 4 damage from your leader to a hero.

Fit the end of each wave, you may move one damage from any hero or leader to any other hero or leader.

Tides of Battle

Immortal

Intercept. Damage taken by this hero from attacks is reduced to 1.

Your leader cannot take more than 2 damage from a single attack.

Ranged Attack. +2 Attack Strength against Rear heroes.

Pick up all damage on a single hero and redistribute it freely to other heroes.

Heroes in this unit have exactly 2 life. Any time damage would be applied to a hero or leader in this unit, that damage is reduced to 1.

Charge of the Lich Brigade

Inventor

Attack: Play an Order, then make a melee attack with this hero with +2 Attack Strength.

Attack: Play an Order, then shuffle it back into your deck instead of discarding it.

Attack: Play an Order, then each opponent must discard the same card if they have it in hand.

Shuffle all corpses in your unit back into your deck.

Fit the start of each round, reveal the top card of your deck and set it aside out of play. Every hero in your unit has the powers of that hero in addition to their own. Discard it at the end of the round.

Experts of Accidental Awesome

Lorekeeper

+3 Attack Strength if you have 4 or more cards in hand.

Attack: Look at the top 4 cards of your deck. Put them back in any order, then draw a card.

Attack: Reveal the top card of each deck. For each card, you may put it back, or discard it. Draw a card.

You may draw up to 3 cards. Each opponent draws the same number as you, minus 1.

Fit the end of each wave, if you have fewer than 4 cards in hand, draw a card.

Librarian Corps.

Magical Knight

+5 Attack Strength against heroes with 5 or more Attack Strength.

Your leader cannot take more than 3 damage from a single attack.

Ranged Attack. Forerunner has Intercept.

Apply 8 damage to any hero.

Each time a hero in this unit is defeated, this leader gains +1 Attack Strength permanently, and removes 3 points of damage from itself.

Cosmic Justice Rangers

Puppeteer

Attack: Trade control and position of this hero and another hero in melee.

Attack: Apply damage to a hero equal to the strength of its forerunner.

Attack: Apply damage to a hero equal to the strength of its supporter.

Activate the Order power of a hero you control in the current wave.

You can give attack actions to enemy heroes in melee as though you controlled those heroes and they were standing in your unit. These attacks do count towards the one action per turn limit.

Performing Puppet Troupe

Tanis Trilives

Relic Hunter

Intercept
Your Vanguard heroes are immune to 'defeat' effects controlled by opponents.

Attack: All heroes have +2 Attack Strength until the end of your next turn.

+5 Attack Strength

Reveal a card from the top of your deck. Either keep or discard it. Repeat this process until you keep one.

After each round, place a Threat Counter on this leader. All heroes and leaders in this unit have +2 Attack Strength per Threat Counter on this leader. When you Recruit or Counter on this leader, discard all Threat Counters.

Reliquary Regiment

Cesar Grist

Sage

Intercept. At the end of each wave, remove 1 damage from this hero before checking casualties.

Attack: Return a hero in melee to its owner's hand.

At the end of each rear wave, apply 3 damage to each hero in melee.

Remove 4 damage from each hero.

Heroes in this unit have +2 life.

Whenever a player plays an Order, he adds that card to the hand of the opponent whose turn comes next instead of discarding it.

World Changers

Jaxus the Shattered

Plaguebearer

Attack: Apply 2 damage to each hero in a column in the enemy unit.

Attack: Apply 2 damage to an opposing leader.

Attack: Apply 2 damage to each hero in a wave in the enemy unit.

Apply 3 damage to any hero. Take another action.

At the end of each wave, you may move 1 hero. All of this damage must move to the same hero.

Rotten to the Corps.

Kajia Septie Salix

Monster Hunter

Once per attack with this hero, you may discard one card for +3 Attack Strength.

Forerunner has +4 attack strength against Vanguard heroes.

Attack: Clear a corpse from an opponent's unit, then draw 2 cards.

Clear all corpses in all units. Take an extra action.

While your hand is larger than any opponent's strength, while it is smaller than any opponent's strength, your heroes and leader have +3 attack take 1 less damage from attacks.

Dragonslayers Patrol

Joal Kalmor

Mastermind

+3 Attack Strength if an Order was played during this wave.

Attack: Reveal an Order from your hand and perform its effect. Then defeat this hero.

After the first Order in a wave is played by any player, no more Orders may be played during the wave.

Keep this order in play for the rest of the round. Other players cannot play orders.

Blocked!

When any other player plays an Order, you may discard a card. If you do, cancel the Order. Otherwise, you draw a card.

Sinister Sabotage Squad

Malandrax Mecchi

Planebinder

Attack: Move a hero in melee to any empty space in its unit and do 2 damage to it.

Attack: Move a hero to any empty space in its unit.

Attack: Do 2 damage to all heroes in an enemy rear row.

Put a hero onto the top of its owner's deck.

You can use Restructure actions to affect your opponent's unit. It takes two actions to intercept ability.

Planar Patrolers

Kaitlyn Van Sorrel

Operative

This hero cannot be targeted by an opponent's orders or attack powers.

Attack: Destroy this hero and another hero.

Ranged Attack

Destroy a hero, then clear that hero's corpse.

Twice per wave, you may discard a card from your hand to take an extra action.

Power Up Platoon

Clinhyde Eight

Necromancer

+2 Attack Strength for each corpse in your Vanguard.

Leader, Forerunner, and Supporter have +2 Attack Strength.

Ranged Attack +1 Attack Strength for each corpse in your vanguard.

Each corpse in your unit makes a strength 3 melee attack against a hero. Then remove those corpses.

A corpse in your unit is considered to be a hero with 1 life and 2 attack strength that blocks melee. When a corpse in your unit has lethal damage, it is cleared instantly.

Metal Militia

Voco Astrum

Warmage

Attack: Do 3 damage to every opposing hero in melee.

Ranged Attack

Ranged Attack +3 Attack Strength. It takes 2 actions to perform an attack with this hero.

Defeat a hero. Each opponent may now choose to defeat any hero. If any does, you may defeat another hero.

Heroes in this unit can use any of their Attack Powers (those that say "Attack...") regardless of position.

Dragon Buster Brigade

Larimore Burman

Tactician

Intercept; This hero cannot take more than 2 damage from a single attack.

All of your Vanguard Heroes have Intercept.

All of your Vanguard Heroes take 2 less damage from attacks (to a minimum of 1).

Keep this order in play for the rest of the round. Your heroes and leaders take 2 less damage from attacks.

All of your heroes have the Attack Power: "Attack: remove 4 damage from this hero and 1 damage from your leader."

Kings of Denial

Armon Elcila

Supervillain

Attack: Draw 3 cards.

Attack: Discard a card. Do damage equal to its hero attack strength to any hero.

You may discard 2 cards at any time to cancel the effects of an order.

Discard any number of cards. Each opponent discards at random the same number of cards +1.

This leader cannot gain or lose damage round. If this unit has no heroes, it is routed. This unit is defeated during a casualty check; this leader takes 1 damage. At the end of a round, this unit has no heroes, it is routed.

The Shadow Government

Bors Vilnar

Warlock

When an opposing Vanguard hero is defeated, remove all damage from any hero with non-lethal damage.

Attack: Discard 2 cards to destroy a hero with no supporters or forerunners.

Ranged Attack A hero attacked by this hero cannot attack during this wave.

Keep this order in play for the rest of the round. Opponents cannot Recruit.

As an action, you can defeat one of your heroes to defeat an opposing hero with remaining life less than or equal to your hero's attack strength.

Rasping Regiment

Jasper Haekel

Technologist

Opponents' heroes cannot Intercept Ranged Attacks.

Opponents' Flank heroes cannot use Attack Powers.

Opponents' Rear heroes cannot perform Ranged Attacks.

Keep this order in play for the rest of the round. Opponents receive 1 less action each wave.

Whenever an opponent would choose a target for an order or attack power, you may choose that target instead from among legal targets within the unit of his choice.

Singularly Shock Force

Sarafina Vanedran

Sniper

+4 Attack Strength against heroes with Intercept.

Ranged Attack Attack: Discard 2 cards to destroy a damaged hero.

Ranged Attack Attack: An opponent discards a card at random.

Give a hero +2 Attack Strength and Ranged Attack during this wave.

This leader's attack is ranged. You may use two actions to discard a card from your hand and defeat any hero.

"Negotiations" Team

Ottavia Six

Werewolf

Attack: Make a melee attack, then take another action.

Attack: A hero in your vanguard makes a melee attack, then take another action.

Attack: Defeat this hero and another hero.


Draw 3 cards, discard 2 cards.

Making a melee attack is a free action for you. No hero or leader in your unit may attack more than once per wave.

Monster Monster Killers

Karin Brandtford

First Player Current Wave



The first player takes two actions with his current wave. Then the second player takes two actions with his current wave.

After this, move the Current Wave marker back to the next wave.

Once all waves are completed, first and second player trade badges, and the game resumes with the vanguard wave.

Action Reference

RECRUIT
To recruit, place a hero from your hand into any empty place in your current wave. Heroes recruited during this wave may not attack.

ATTACK
Choose a hero who has not performed an attack action. He may make a melee attack. Heroes with Ranged Attacks or Attack Powers may use these effects instead.

ORDER
Play a hero from your hand for its Order effect, then place it into your discard pile.

CLEAR CORPSE
Place a corpse from your unit into your discard pile.

DRAW
Draw one card from your deck.

RESTRUCTURE
Move a hero from any position in your unit to any empty position in your unit. A hero cannot move and attack during the same wave.

Curse Knight

Intercept. When this hero takes damage from an attack, he deals the same amount to the attacker.

When this hero takes damage, assign the same amount of damage to any other hero of your choice.

When this unit is attacked in melee, the attacking hero or leader takes 2 damage.

Keep this order in play for the rest of the round. At the end of the round, discard this card and defeat any hero.

Fit the end of each round, place a Curse Counter on this leader. Once per wave as a free action, you can discard a Curse Counter to give heroes you control +2 Attack Strength and to skip casualty checks for that wave.

Mathematic Antagonists

Diabolist

Heroes attacking this unit in melee have -3 Attack Strength.

Attack: Clear a corpse. If you did, apply 3 damage to any hero.

Attack: Choose a card at random from an opponent's hand. Place it face-down as a corpse in his unit.

Clear all corpses in your unit. For each corpse cleared this way, one hero has +1 Attack Strength this wave.

Opposing heroes have -1 attack strength for each corpse in their wave of your unit. Your heroes have +1 attack strength for each corpse in their unit.

Malevolent Morticians

Divinity

Attack: Remove 4 damage from a hero.

Ranged Attack. When this hero deals damage, remove that much damage from another hero.

Ranged Attack. Check casualties for the target of this hero's attack immediately.

Each player restores all corpses to life. A player who restored fewer draws cards equal to the difference.

Fit the end of each complete round, you may restore a corpse in your unit to full life.

Ride of the Valkyries

Druid

Intercept. Casualties are not checked for this hero until the end of a round.

You do not check for casualties at the end of Vanguard waves.

Attack: Return a defeated hero to life with lethal damage on it. Do not check casualties for it this wave.

Keep this card in play for the rest of the round. Casualties are not checked for your heroes at the end of waves.

Uplside-down: Rear; your unit: Normal; Vanguard: Flank; the hero's abilities, ignoring actual position in they come into play. The orientation alters Orient your hero cards however you like when

The Dauntless Druids

Chronicler

Attack: Move all damage from this hero to any other hero of your choice.

Attack: Choose two heroes in your unit, and transfer any amount of damage between them.

Attack: Move 1 damage from your leader to this hero and move 1 damage from your leader to an opposing leader.

Move up to 4 damage from your leader to a hero.

Fit the end of each wave, you may move one damage from any hero or leader to any other hero or leader.

Tides of Battle

Immortal

Intercept. Damage taken by this hero from attacks is reduced to 1.

Your leader cannot take more than 2 damage from a single attack.

Ranged Attack. +2 Attack Strength against Rear heroes.

Pick up all damage on a single hero and redistribute it freely to other heroes.

Heroes in this unit have exactly 2 life. Any time damage would be applied to a hero or leader in this unit, that damage is reduced to 1.

Charge of the Lich Brigade

Inventor

Attack: Play an Order, then make a melee attack with this hero with +2 Attack Strength.

Attack: Play an Order, then shuffle it back into your deck instead of discarding it.

Attack: Play an Order, then each opponent must discard the same card if they have it in hand.

Shuffle all corpses in your unit back into your deck.

Fit the start of each round, reveal the top card of your deck and set it aside out of play. Every hero in your unit has the powers of that hero in addition to their own. Discard it at the end of the round.

Experts of Accidental Awesome

Lorekeeper

+3 Attack Strength if you have 4 or more cards in hand.

Attack: Look at the top 4 cards of your deck. Put them back in any order, then draw a card.

Attack: Reveal the top card of each deck. For each card, you may put it back, or discard it. Draw a card.

You may draw up to 3 cards. Each opponent draws the same number as you, minus 1.

Fit the end of each wave, if you have fewer than 4 cards in hand, draw a card.

Librarian Corps.

Magical Knight

+5 Attack Strength against heroes with 5 or more Attack Strength.

Your leader cannot take more than 3 damage from a single attack.

Ranged Attack. Forerunner has Intercept.

Apply 8 damage to any hero.

Each time a hero in this unit is defeated, this leader gains +1 Attack Strength permanently, and removes 3 points of damage from itself.

Cosmic Justice Rangers

Puppeteer

Attack: Trade control and position of this hero and another hero in melee.

Attack: Apply damage to a hero equal to the strength of its forerunner.

Attack: Apply damage to a hero equal to the strength of its supporter.

Activate the Order power of a hero you control in the current wave.

You can give attack actions to enemy heroes in melee as though you controlled those heroes and they were standing in your unit. These attacks do count towards the one action per turn limit.

Performing Puppet Troupe

14

Relic Hunter

Intercept
Your Vanguard heroes are immune to 'defeat' effects controlled by opponents.

Attack: All heroes have +2 Attack Strength until the end of your next turn.

+5 Attack Strength

Reveal a card from the top of your deck. Either keep or discard it. Repeat this process until you keep one.

After each round, place a Threat Counter on this leader. All heroes and leaders in this unit have +2 Attack Strength per Threat Counter on this leader. When you Recruit or Counter on this leader, discard all Threat Counters.

Reliquary Regiment

24

Sage

Intercept. At the end of each wave, remove 1 damage from this hero before checking casualties.

Attack: Return a hero in melee to its owner's hand.

At the end of each rear wave, apply 3 damage to each hero in melee.

Remove 4 damage from each hero.

Heroes in this unit have +2 life.

Whenever a player plays an Order, he adds that card to the hand of the opponent whose turn comes next instead of discarding it.

World Changers

23

Plaguebearer

Attack: Apply 2 damage to each hero in a column in the enemy unit.

Attack: Apply 2 damage to an opposing leader.

Attack: Apply 2 damage to each hero in a wave in the enemy unit.

Apply 3 damage to any hero. Take another action.

At the end of each wave, you may move 1 hero. All of this damage must move to the same hero.

Rotten to the Corps.

12

Monster Hunter

Once per attack with this hero, you may discard one card for +3 Attack Strength.

Forerunner has +4 attack strength against Vanguard heroes.

Attack: Clear a corpse from an opponent's unit, then draw 2 cards.

Clear all corpses in all units. Take an extra action.

While your hand is larger than any opponent's strength, while it is smaller than any opponent's strength, your heroes and leader have +3 attack take 1 less damage from attacks.

Dragonslayers Patrol

20

Mastermind

+3 Attack Strength if an Order was played during this wave.

Attack: Reveal an Order from your hand and perform its effect. Then defeat this hero.

After the first Order in a wave is played by any player, no more Orders may be played during the wave.

Keep this order in play for the rest of the round. Other players cannot play orders.

Blocked!

When any other player plays an Order, you may discard a card. If you do, cancel the Order. Otherwise, you draw a card.

Sinister Sabotage Squad

20

Planebinder

Attack: Move a hero in melee to any empty space in its unit and do 2 damage to it.

Attack: Move a hero to any empty space in its unit.

Attack: Do 2 damage to all heroes in an enemy rear row.

Put a hero onto the top of its owner's deck.

You can use Restructure actions to affect your opponent's unit. It takes two actions to intercept ability.

Planar Patrolers

16

Operative

This hero cannot be targeted by an opponent's orders or attack powers.

Attack: Destroy this hero and another hero.

Ranged Attack

Destroy a hero, then clear that hero's corpse.

Twice per wave, you may discard a card from your hand to take an extra action.

Power Up Platoon

20

Necromancer

+2 Attack Strength for each corpse in your Vanguard.

Leader, Forerunner, and Supporter have +2 Attack Strength.

Ranged Attack +1 Attack Strength for each corpse in your vanguard.

Each corpse in your unit makes a strength 3 melee attack against a hero. Then remove those corpses.

A corpse in your unit is considered to be a hero with 1 life and 2 attack strength that blocks melee. When a corpse in your unit has lethal damage, it is cleared instantly.

Metal Militia

21

Warmage

Attack: Do 3 damage to every opposing hero in melee.

Ranged Attack

Ranged Attack +3 Attack Strength. It takes 2 actions to perform an attack with this hero.

Defeat a hero. Each opponent may now choose to defeat any hero. If any does, you may defeat another hero.

Heroes in this unit can use any of their Attack Powers (those that say "Attack...") regardless of position.

Dragon Buster Brigade

Larimore Burman

Tactician

Intercept; This hero cannot take more than 2 damage from a single attack.

All of your Vanguard Heroes have Intercept.

All of your Vanguard Heroes take 2 less damage from attacks (to a minimum of 1).

Keep this order in play for the rest of the round. Your heroes and leaders take 2 less damage from attacks.

All of your heroes have the Attack Power: "Attack: remove 4 damage from this hero and 1 damage from your leader."

Kings of Denial

Armon Elcila

Supervillain

Attack: Draw 3 cards.

Attack: Discard a card. Do damage equal to its hero attack strength to any hero.

You may discard 2 cards at any time to cancel the effects of an order.

Discard any number of cards. Each opponent discards at random the same number of cards +1.

This leader cannot gain or lose damage round, if this unit has no heroes, it is routed. This unit is defeated during a casualty check. This leader takes 1 damage. At the end of a round, this unit has no heroes, it is routed.

The Shadow Government

Bors Vilnar

Warlock

When an opposing Vanguard hero is defeated, remove all damage from any hero with non-lethal damage.

Attack: Discard 2 cards to destroy a hero with no supporters or forerunners.

Ranged Attack A hero attacked by this hero cannot attack during this wave.

Keep this order in play for the rest of the round. Opponents cannot Recruit.

As an action, you can defeat one of your heroes to defeat an opposing hero with remaining life less than or equal to your hero's attack strength.

Rasping Regiment

Jasper Haekel

Technologist

Opponents' heroes cannot Intercept Ranged Attacks.

Opponents' Flank heroes cannot use Attack Powers.

Opponents' Rear heroes cannot perform Ranged Attacks.

Keep this order in play for the rest of the round. Opponents receive 1 less action each wave.

Whenever an opponent would choose a target for an order or attack power, you may choose that target instead from among legal targets within the unit of his choice.

Singularly Shock Force

Sarafina Vanedran

Sniper

+4 Attack Strength against heroes with Intercept.

Ranged Attack Attack: Discard 2 cards to destroy a damaged hero.

Ranged Attack Attack: An opponent discards a card at random.

Give a hero +2 Attack Strength and Ranged Attack during this wave.

This leader's attack is ranged. You may use two actions to discard a card from your hand and defeat any hero.

"Negotiations" Team

Ottavia Six

Werewolf

Attack: Make a melee attack, then take another action.

Attack: A hero in your vanguard makes a melee attack, then take another action.

Attack: Defeat this hero and another hero.

Draw 3 cards, discard 2 cards.

Making a melee attack is a free action for you. No hero or leader in your unit may attack more than once per wave.

Feral Fist Fighters

Jager Brandtford

Second Player Current Wave



The first player takes two actions with his current wave. Then the second player takes two actions with his current wave.

After this, move the Current Wave marker back to the next wave.

Once all waves are completed, first and second player trade badges, and the game resumes with the vanguard wave.

Action Reference

RECRUIT
To recruit, place a hero from your hand into any empty place in your current wave. Heroes recruited during this wave may not attack.

ATTACK
Choose a hero who has not performed an attack action. He may make a melee attack. Heroes with Ranged Attacks or Attack Powers may use these effects instead.

ORDER
Play a hero from your hand for its Order effect, then place it into your discard pile.

CLEAR CORPSE
Place a corpse from your unit into your discard pile.

DRAW
Draw one card from your deck.

RESTRUCTURE
Move a hero from any position in your unit to any empty position in your unit. A hero cannot move and attack during the same wave.

Game Designer

3 **4**

BANN! Attack strength is equal to the number of cards in the opposing discard pile.

BANNED! All heroes who would become corpses are discarded instead.

BANNED! Attack: Your opponent discards the top 3 cards of his deck.

BANNED! Name a card that is not the opponent's leader. Your opponent discards that card from his unit, hand, or deck.

card from their units, hands, or decks.

At the end of each complete round of combat, name a card other than the opposing leader. Both players discard that card.

The Game Changers
D. Brad Talton Jr.

Reporter

0 **5**

Attack: Kill a hero who is adjacent to a corpse.

Draw a card each time a hero in this unit is killed.

Attack: Discard a card. If you do, draw 2 cards.

If there are 8 corpses in your opponent's unit, rout the opposing unit.

as the revealed card.

kill an opposing hero with the same name reveal a card from your hand to instantly as an action, you may

Once per wave, you may

Retro Reconnaissance Team
Marion

Gameshow Host

1 **6**

Attack: Your opponent must either discard 2 cards or kill a hero in his unit.

Other heroes in this unit cannot be targeted by 'kill' effects.

Attack: Randomly select a card from your hand and recruit it to any space in your unit.

Draw 10 cards, then discard down to 5 cards. You have 30 seconds to do this, or you must discard them all!

leader takes 4 damage.

your opponent reveals his hand. If the card is in your opponent's hand, his

After each round, name a card, then

The Pixel is Right
Roy

Collector

0 **5**

+1 attack strength for each card in hand (maximum of +7)

If you use a draw action and have fewer than 7 cards in hand, draw an extra card.

Attack: Add a corpse from your opponent's unit to your hand.

Draw all cards in your deck. At the end of the next rear wave, you lose the game.

free.

At the end of each wave, if you have fewer than 7 cards, draw a card for

Gotta Catch 'em All
Arcus

Apprentice

2 **4**

Attack: Swap position and control of this hero and an opposing hero.

The opponent cannot order or recruit cards that have the same name as heroes in this unit.

Attack: Draw a card from your opponent's deck.

Trade hands with your opponent. (Discard this order first)

same number as the player with more.

fewer cards draws until he has the

opponent trade hands. Then the player

After the end of each round, you and your

Spellcasting Shuffle Squad
Verona

Game Artist

0 **6**

+1 attack strength for each differently illustrated card in play.

Attack: Use a blank index card and make a copy of another hero in play. Recruit the copy.

Attack: Use a blank index card and make a copy of a card in your hand. Add it to your hand.

Use a blank index card and make a copy of any other Pixel Tactics card. Add it to your hand.

all the effects and stats of the originals.

count as copies of the named cards and have

Tactics cards. Place these in your hand. They

and write the name of 3 different Pixel

At the start of the game, take 3 index cards

The Rough Ranters
Fabio Fontes

Game Reviewer

1 **5**

When this hero attacks, roll a d6. The attack has that much extra strength.

Attack: Roll 2d6. If you roll 7 or greater, take 2 extra actions.

Attack: Choose a hero and roll 2d6. That target's remaining life becomes equal to the difference in the two die rolls.

Challenge your opponent to another 2-player game. The winner of that game can destroy any three heroes of choice.

opponent's unit, rout the opposing unit.

At the end of each wave, roll 2d6. If your

Towering Dice Division
Tom Vasei

To Play: Print up all of these sheets. The first three and second three sheets form two separate decks. Use the Red Card backs on the first deck, and Blue Card Backs on the second deck. The First Player and Second player markers are shared by both decks. You will need to print three copies each of the 'back' pages if you wish to use them.

This page contains promo cards, which can be paired with the green card backs. Rules for using the promo cards and for playing the game are online at <http://www.lvl99games.com/games/pxeltactics>

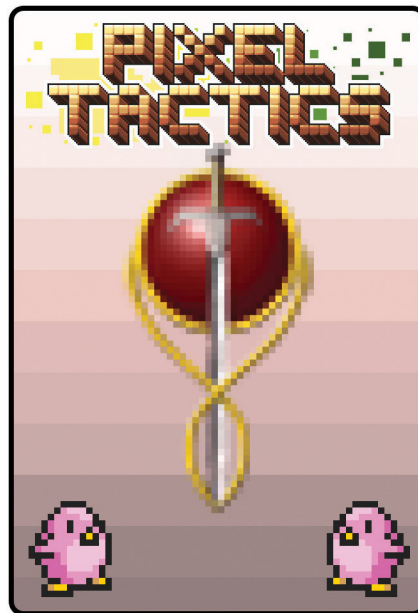
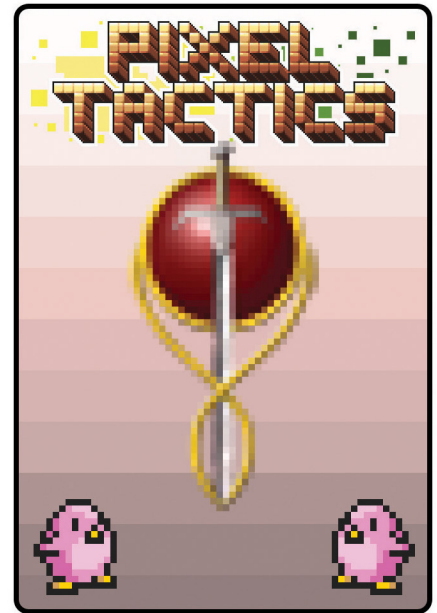
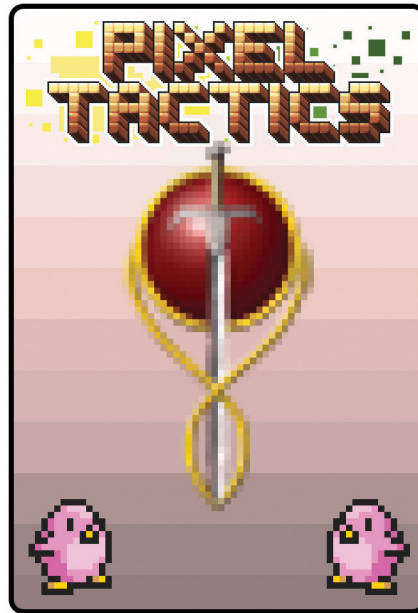
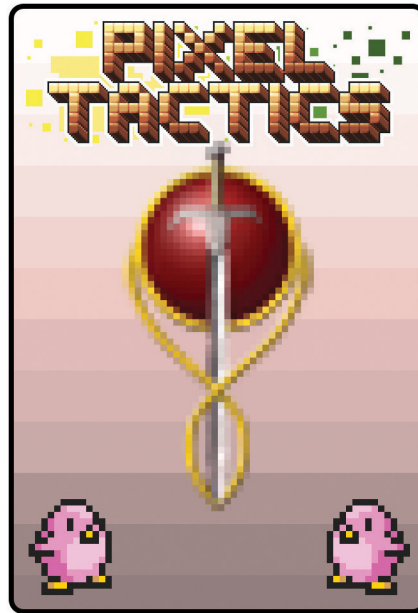
You can use this scan code to watch a tutorial video and download extras -->
(It's the same as the URL above)



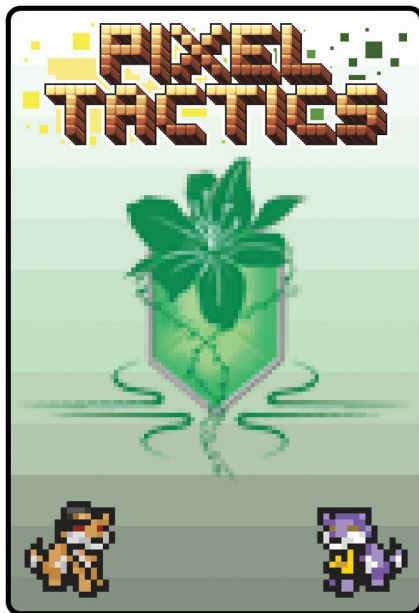
Thanks for playing! If you enjoyed this game, you can purchase a physical copy at <http://store.lvl99games.com>

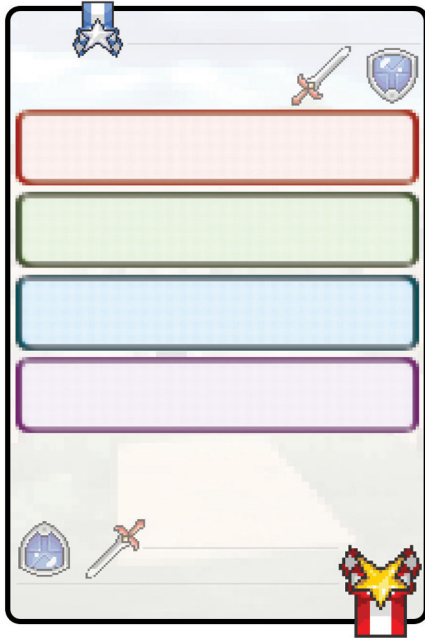
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 <p>A tactical card template with a light blue header and footer. The header contains a blue star icon, a sword icon, and a shield icon. The footer contains a sword icon, a shield icon, and a yellow star icon. The main body is divided into four horizontal colored bands: red, green, blue, and purple. Below these bands is a large white rectangular area for notes or a map.</p>	 <p>A tactical card template with a light blue header and footer. The header contains a blue star icon, a sword icon, and a shield icon. The footer contains a sword icon, a shield icon, and a yellow star icon. The main body is divided into four horizontal colored bands: red, green, blue, and purple. Below these bands is a large white rectangular area for notes or a map.</p>	 <p>A tactical card template with a light blue header and footer. The header contains a blue star icon, a sword icon, and a shield icon. The footer contains a sword icon, a shield icon, and a yellow star icon. The main body is divided into four horizontal colored bands: red, green, blue, and purple. Below these bands is a large white rectangular area for notes or a map.</p>
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