

Cryomancer

3 **5**

+2 Attack Strength.
Rivals cannot activate Traps during the Vanguard Wave.

Rivals cannot activate Traps during the Flank Wave.

Ranged Attack
Rivals cannot activate Traps during the Rear Wave.

When a Rival places a Trap, activate this Trap and discard his Trap.

When a Rival activates a Trap, you may discard a card from your Hand to cancel that Trap's effects and discard it.

Ranged Attack
Whenever a Rival attacks a Trap, you may discard a card from your Hand to cancel that Trap's effects and discard it.

20 **4**

Ansloima Coldwater

Slayer

4 **4**

Ranged Attack
+2 Attack Strength against Vanguard Heroes.

Ranged Attack
+2 Attack Strength against Flank Heroes.

Ranged Attack
+3 Attack Strength against Rear Heroes.

When a Hero Attacks, defeat the Attacking Hero. The Attack still applies damage.

When a Hero in your Unit is Melee Attacked by another Hero, apply 2 damage to the Attacker. Heroes with Ranged Attacks do the same against Ranged Attacks.

18 **5**

Tyrafelle Malentas

Bounty Hunter

3 **4**

When a Rival Recruits a Hero in Melee, apply 2 damage to that Hero.

Ranged Attack
Whenever a Rival Recruits a Hero, apply 1 damage to his Leader.

Ranged Attack
Rival Heroes come into play with 1 point of damage on them.

When a Rival Recruits a Hero, activate this Trap and defeat that Hero.

Each time a Rival Recruits a Hero, they must place 3 damage on that Hero, or 1 damage on his Leader.

20 **4**

Ran Ugobia

Blacksmith

2 **5**

Intercept
Takes 1 less damage from Attacks (min. 1).

Vanguard Heroes in your Unit have +1 Attack Strength.

Vanguard Heroes in your Unit take 1 less damage from Attacks (min. 1).

When you declare a Melee Attack with a Hero, Your Attacking Hero has +4 Attack Strength.

Long Action: Discard a card to place a Forge Marker on this Leader. Heroes in this Unit have +1 Attack Strength for each Forge Marker on this Leader.

18 **5**

Daedalus Khimsey

Mad Scientist

0 **6**

Intercept
Your other Vanguard Heroes have +2 Attack Strength.

Forerunner has +2 Attack Strength, and is immune to defeat effects.

Forerunner has +2 Attack Strength, and is immune to apply damage effects.

Mark a Hero. That Hero has +2 Attack Strength and cannot take damage. When this Operation completes, defeat that Hero.

When you have 50 or these, you win the game.

Limited Free Action: Discard a card to put the end of each round, gain a Science Marker for each card in your Science Pile.

30 **0**

Rath Kilgrem

Exorcist

1 **4**

+2 Attack Strength for every 10 cards in your Discard Pile.

Spell: Look at the top 3 cards of your Deck. Add one to your Hand and discard the others.

Spell: Discard 3 cards from the top of any Deck.

When a Rival has no cards in Hand after performing a Recruit or Order Action, discard the top 7 cards of their Deck.

From Attacks when you have no Hand (min. 1).

Your Heroes and Leader have +5 Attack Strength when a Rival has no cards in Hand.

12 **4**

Salem Silver

Spiritualist

2 **5**

Intercept
Rival Heroes cannot regain Life.

Spell: Remove 3 damage from each Hero in one column of your Unit.

Spell: Remove 3 damage from each Hero in one row of your Unit.

When a Hero in this column would be defeated, that Hero is restored to Life.

Strength for each damage on them.

Heroes in your Unit have +1 Attack to any other Hero in its column.

When a Hero in your Unit would take damage, you may transfer that damage behind the first three. Each time you activate a Trap, draw 2 cards.

You have 3 additional Slots for Traps.

16 **4**

Luna Van Kassel

Administrator

1 **4**

Whenever you activate a Trap, apply 3 damage to any Hero.

Whenever you place a Trap during the Flank Wave, draw a card.

Placing Traps is a Free Action for you during the Rear Wave.

After a Rival draws a card and has more than 3 cards in their Hand, draw until you have the same number of cards.

When a Rival places a Trap, draw 2 cards.

16 **4**

Luna Van Kassel

Secretary

2 **6**

Spell: Another Hero in this Unit makes a Melee Attack or casts a Spell.

Spell: Forerunner makes a Melee Attack or casts a Spell.

You have one additional Flank Action.

After a Rival casts a Spell, cancel that activation and defeat the Hero who activated the Spell.

Spell: Forerunner makes a Spell.

Your Heroes and Leader all have:

22 **4**

Melinda Marsellis



Ascetic

Intercept
When damage is applied to this Hero, the Player who applied the damage discards a card at random.

Whenever Forerunner Attacks, the Rival they attacked discards a card.

Spell: Each Player may put any number of cards on the bottom of their Deck, then draw that many cards.

All Players shuffle their Hands into their Decks, then draw 1 card.

Your Rivals have a maximum Hand Size of 2.
Rivals must discard down to their maximum Hand Size at the end of each of their Turns.

Ken Master Force

Reporter

Free Spell: Look at your Rival's face-down Traps.

Free Spell: Look at your Rival's Hand.

Free Spell: Look at the top 3 cards of your Rival's Deck and rearrange them in any order.

Look at your Rival's Hand, their face-down Traps, and the top card of their Deck, then draw a card.

Whenever a Rival is about to Play an Order, Operation, or places a Trap, you may guess the name of the card. If you are correct, the card is discarded with no effect.

Periodical Surveillance

Jance Eylon

Groundskeeper

Spell: Return a Hero in Melee to its Owner's Hand.

Spell: Return any Hero in your Unit to its Owner's Hand.

Spell: Recruit a Hero into any empty Slot in your Unit.

Return all Heroes to their Owners' Hands. Each Rival may Recruit a Hero to any empty Slot in his Unit.

Action: Return a Hero in your Unit to your Hand.
Action: Discard a card to return a Hero without Intercept to its Owner's Hand.

Roaming Renovators

Rennel Pedrigor

Statistician

Intercept
When this Hero takes damage, apply the same amount of damage to any other Hero in Melee.

When your Leader takes damage from an Attack, apply the same amount of damage to any other Hero.

Spell: Move up to 3 damage from any Hero to any other Hero.

When your Leader takes damage from a Hero's Attack, the damage is applied to the Attacker instead of your Leader.

Limited Free Action: Move up to 3 damage from a Hero to another Hero in the same Unit.

Diffusion Specialist Squad

Batrov Wargrave

Librarian

+1 Attack Strength for every card in your Hand (max. of +5)

Forerunner has Intercept and +2 Attack Strength.

The Vanguard Hero in this column has Intercept and takes 2 less damage from Attacks (min. 1).

Each Player looks at the top 7 cards of their Deck, reveals one, puts it in their Hand, then reshuffles their Deck.

Action: Put a Library card in your Hand, then replace it with a card from the top of your Deck.
Begin the game with the top 3 cards of your Deck revealed in your Library Area, out of play.

Library Liberation Team

Vellmoor Cantz

Chairman

+1 Attack Strength for each other Hero in the same column as this Hero.

Your Leader and Flank Heroes take 1 less damage from Attacks (min. 1).

Spell: If you have exactly 8 Heroes in your Unit, defeat a Rival's Hero.

Name a Hero. Search your Deck for a Hero with that name and put it into play in any Slot in your Unit.

When you have a Hero or Leader in every Slot of a column, they take 2 less damage from Attacks (min. 1).
When you have a Hero or Leader in every Slot or row, they have +3 Attack Strength.

Crowd Controllers

Ithol Udur

AI

Intercept
This Hero must Attack if able. Attacking with this Hero is a Free Action.

Ranged Attack
This Hero must Attack if able. Attacking with this Hero is a Free Action.

Ranged Attack
This Hero must Attack if able. Attacking with this Hero is a Free Action.

Each of your Heroes in the current Wave makes a Ranged Attack against the foremost Rival Hero in its same column.

Your Heroes cannot Attack or Cast Spells. At the start of your Turns, Each of your Heroes in the current Wave makes a Free Ranged Attack against the foremost Rival Hero or Leader in the same column.

Automated Attack Agents

Sophica Sentaura

Graffiti

Intercept
This Hero does not block Melee Attacks for Heroes in your Unit.

Ranged Attack
Forerunner copies this Hero's Printed Attack if it is higher.

Your Vanguard Heroes do not block Melee Attacks for Heroes in your Unit.

Your Heroes and Leader do not block Melee Attacks.

Your Vanguard Heroes can only be Attacked by other Vanguard Heroes. The same is true for your Flank and Rear Heroes.

Parallax Paragons

Burgundy Twelve

Dread Knight

Intercept
When this Hero Attacks, apply 4 damage to your Leader.

Ranged Attack
When this Hero Attacks, defeat any other Hero in your Unit.

Ranged Attack
When this Hero Attacks, discard all cards in your Hand.

Do 4 damage to all Leaders.

Heroes in this Unit have +3 Attack Strength and +3 Life.
This Leader takes 2 damage at the end of your Turns. This damage cannot be reduced.
This ability does not work during Leasfrie.

Dreadnaught Defenders

Anath Adrasteia



Biomancer

Spell: Return this Hero to your Hand, draw 3 cards from your Deck, then place one of them as a Hero into this Slot.

Spell: Place the top card of a Rival's Deck into play in any empty Slot in his Unit as a Corpse.

Spell: Put the top card of your Deck in any empty Slot in your Unit as a Hero.

Defeat a Hero and discard it, then place the top card of its Owner's Deck into its Slot as a new Hero.

Limited Free Action: Place a Hero in the current Wave at the bottom of your Deck, then place the top card of your Deck into its Slot. This new Hero can Attack or Move during this same Turn.

Transmutation Controllers

Sojourner

Spell: Move any Hero to another Slot in the same row.

Spell: Move any Hero to another Slot in the same column.

Free Spell: Choose a random card from the Rival's Hand. Recruit it into any empty Slot in his Unit.

When a Hero Moves, return that Hero to the bottom of its Owner's Deck.

At the end of each Round, put all cards from your Hand onto the bottom of your Deck in any order, then draw the same number of cards that you returned.

World Changers

Mycologist

Intercept
Recruiting this Hero is a Free Action if you cleared a Corpse this Wave.

Whenever you clear a Corpse, remove 1 damage from this Hero and your Leader.

The first Corpse you clear each Wave is a Free Action.

Clear all Corpses in all Units. For each Corpse cleared this way, remove 1 damage from your Leader.

Action: Clear a Corpse in either Unit to remove 4 damage from any Hero or 2 damage from this Leader.

Saprophytic Scavengers

Planner

Spell: Discard a Rival's face-down Trap. This Ability cannot be reacted to with a Trap.

Spell: Return a card with a Trap from your Discard Pile to your Hand.

The first Trap you place each Turn is a Free Action.

Return up to 3 cards with Trap Abilities from your Discard Pile to your Hand.

Limited Free Action: Place a Trap, then draw a card.

The Scheme Team

Artillery

Ranged Attack

Ranged Attack
Your Leader is immune to damage from Ranged Attacks.

Long Spell: Perform a Ranged Attack with +3 Attack Strength.

When a Hero makes a Ranged Attack, prevent that Attack and apply 5 damage to that Hero.

Ranged Attack
As an additional cost to Attack with this Leader, you must defeat a Hero in your Unit.

Super Shooters

Gangster

Intercept

All of your Vanguard Heroes have **Intercept**.

Your Vanguard Heroes have +1 Attack Strength.

You can Recruit into your Vanguard during any Wave, and clearing Corpses in your Vanguard is a Free Action.

When you Recruit a Hero, you may immediately Recruit another Hero directly behind it as a Free Action. You can do this for the second Hero as well.

All of your Vanguard Heroes have **Intercept**.

Kings of the Street

Time Traveler

Spell: Move a Hero in a Rival's Unit to any empty Slot in that Unit.

Your Leader has **Ranged Attack**.

Ranged Attack

The Player of your choice becomes First Player (each Player still gets a turn).

You decide who is First Player each Round.

Time and Again



Cryomancer

3 **5**

+2 Attack Strength.
Rivals cannot activate Traps during the Vanguard Wave.

Rivals cannot activate Traps during the Flank Wave.

Ranged Attack
Rivals cannot activate Traps during the Rear Wave.

When a Rival places a Trap, activate this Trap and discard his Trap.

When a Rival activates a Trap, you may discard a card from your Hand to cancel that Trap's effects and discard it.

Ranged Attack
Whenever a Rival activates a Trap, you may discard a card from your Hand to cancel that Trap's effects and discard it.

20 **4**

Ansloima Coldwater

Slayer

4 **4**

Ranged Attack
+2 Attack Strength against Vanguard Heroes.

Ranged Attack
+2 Attack Strength against Flank Heroes.

Ranged Attack
+3 Attack Strength against Rear Heroes.

When a Hero Attacks, defeat the Attacking Hero. The Attack still applies damage.

When a Hero in your Unit is Melee Attacked by another Hero, apply 2 damage to the Attacker. Heroes with Ranged Attacks do the same against Ranged Attacks.

18 **5**

Tyrafelle Malentas

Bounty Hunter

3 **4**

When a Rival Recruits a Hero in Melee, apply 2 damage to that Hero.

Ranged Attack
Whenever a Rival Recruits a Hero, apply 1 damage to his Leader.

Ranged Attack
Rival Heroes come into play with 1 point of damage on them.

When a Rival Recruits a Hero, activate this Trap and defeat that Hero.

Each time a Rival Recruits a Hero, they must place 3 damage on that Hero, or 1 damage on his Leader.

20 **4**

Ran Ugobia

Blacksmith

2 **5**

Intercept
Takes 1 less damage from Attacks (min. 1).

Vanguard Heroes in your Unit have +1 Attack Strength.

Vanguard Heroes in your Unit take 1 less damage from Attacks (min. 1).

When you declare a Melee Attack with a Hero, Your Attacking Hero has +4 Attack Strength.

Declare **With** **+4**

Long Action: Discard a card to place a Forge Marker on this Leader. Heroes in this Unit have +1 Attack Strength for each Forge Marker on this Leader.

18 **5**

Daedalus Khimsey

Mad Scientist

0 **6**

Intercept
Your other Vanguard Heroes have +2 Attack Strength.

Forerunner has +2 Attack Strength, and is immune to defeat effects.

Forerunner has +2 Attack Strength, and is immune to apply damage effects.

Mark a Hero. That Hero has +2 Attack Strength and cannot take damage. When this Operation completes, defeat that Hero.

When you have 50 or these, you win the game.

Limited Free Action: Discard a card to put the end of each round, gain a Science Marker for each card in your Science Pile. At the end of play in your Science Pile, put it out of play in your Science Pile.

30 **0**

Rath Kilgrem

Exorcist

1 **4**

+2 Attack Strength for every 10 cards in your Discard Pile.

Spell: Look at the top 3 cards of your Deck. Add one to your Hand and discard the others.

Spell: Discard 3 cards from the top of any Deck.

When a Rival has no cards in Hand after performing a Recruit or Order Action, discard the top 7 cards of their Deck.

From Attacks when you have no Hand (min. 1).

Your Heroes and Leader have +5 Attack Strength when a Rival has no cards in Hand.

12 **4**

Salem Silver

Spiritualist

2 **5**

Intercept
Rival Heroes cannot regain Life.

Spell: Remove 3 damage from each Hero in one column of your Unit.

Spell: Remove 3 damage from each Hero in one row of your Unit.

When a Hero in this column would be defeated, that Hero is restored to Life.

Strength for each damage on them.

Heroes in your Unit have +1 Attack to any other Hero in its column.

When a Hero in your Unit would take damage, you may transfer that damage behind the first three. Each time you activate a Trap, draw 2 cards.

You have 3 additional Slots for Traps.

16 **4**

Luna Van Kassel

Administrator

1 **4**

Whenever you activate a Trap, apply 3 damage to any Hero.

Whenever you place a Trap during the Flank Wave, draw a card.

Placing Traps is a Free Action for you during the Rear Wave.

After a Rival draws a card and has more than 3 cards in their Hand, draw until you have the same number of cards.

When a Rival places a Trap, draw 2 cards.

16 **4**

Luna Van Kassel

Secretary

2 **6**

Spell: Another Hero in this Unit makes a Melee Attack or casts a Spell.

Spell: Forerunner makes a Melee Attack or casts a Spell.

You have one additional Flank Action.

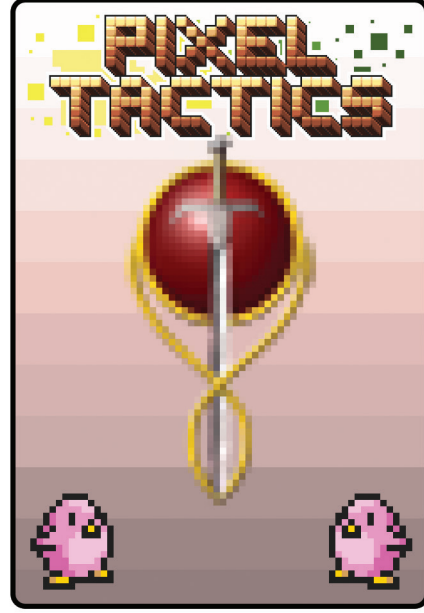
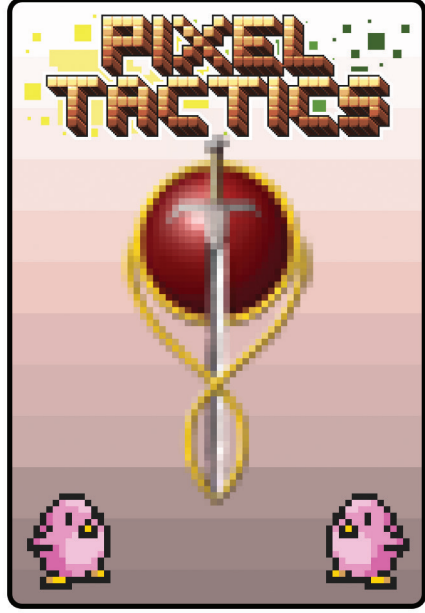
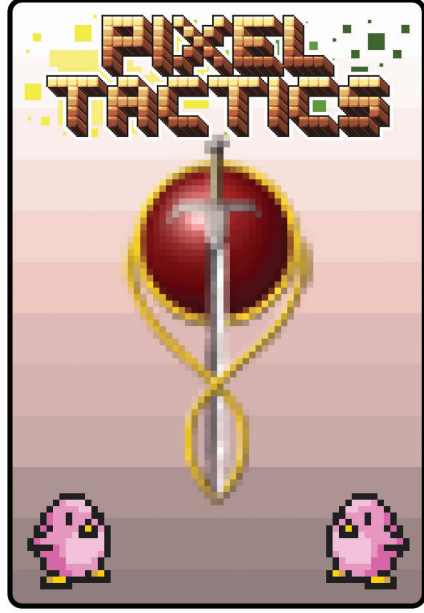
After a Rival casts a Spell, cancel that activation and defeat the Hero who activated the Spell.

Spell: Forerunner makes a Melee Attack or casts a Spell.

Your Heroes and Leader all have:

22 **4**

Melinda Marsellis



Ascetic

Intercept
When damage is applied to this Hero, the Player who applied the damage discards a card at random.

Whenever Forerunner Attacks, the Rival they attacked discards a card.

Spell: Each Player may put any number of cards on the bottom of their Deck, then draw that many cards.

All Players shuffle their Hands into their Decks, then draw 1 card.

Your Rivals have a maximum Hand Size of 2.
Rivals must discard down to their maximum Hand Size at the end of each of their Turns.

Alnos Lockhart
Ten Master Force

Reporter

Free Spell: Look at your Rival's face-down Traps.

Free Spell: Look at your Rival's Hand.

Free Spell: Look at the top 3 cards of your Rival's Deck and rearrange them in any order.

Look at your Rival's Hand, their face-down Traps, and the top card of their Deck, then draw a card.

Whenever a Rival is about to Play an Order, Operation, or places a Trap, you may guess the name of the card. If you are correct, the card is discarded with no effect.

Jance Eylon
Periodical Surveillance

Groundskeeper

Spell: Return a Hero in Melee to its Owner's Hand.

Spell: Return any Hero in your Unit to its Owner's Hand.

Spell: Recruit a Hero into any empty Slot in your Unit.

Return all Heroes to their Owners' Hands. Each Rival may Recruit a Hero to any empty Slot in his Unit.

Action: Return a Hero in your Unit to your Hand.
Action: Discard a card to return a Hero without Intercept to its Owner's Hand.

Rennel Pedrigor
Roving Renovators

Statistician

Intercept
When this Hero takes damage, apply the same amount of damage to any other Hero in Melee.

When your Leader takes damage from an Attack, apply the same amount of damage to any other Hero.

Spell: Move up to 3 damage from any Hero to any other Hero.

When your Leader takes damage from a Hero's Attack, the damage is applied to the Attacker instead of your Leader.

Limited Free Action: Move up to 3 damage from a Hero to another Hero in the same Unit.

Batrov Wargrave
Diffusion Specialist Squad

Librarian

+1 Attack Strength for every card in your Hand (max. of +5)

Forerunner has **Intercept** and +2 Attack Strength.

The Vanguard Hero in this column has **Intercept** and takes 2 less damage from Attacks (min. 1).

Each Player looks at the top 7 cards of their Deck, reveals one, puts it in their Hand, then reshuffles their Deck.

Action: Put a Library card in your Hand, then replace it with a card from the top of your Deck.
Begin the game with the top 3 cards of your Deck revealed in your Library Area, out of play.

Vellmoor Cantz
Library Liberation Team

Chairman

+1 Attack Strength for each other Hero in the same column as this Hero.

Your Leader and Flank Heroes take 1 less damage from Attacks (min. 1).

Spell: If you have exactly 8 Heroes in your Unit, defeat a Rival's Hero.

Name a Hero. Search your Deck for a Hero with that name and put it into play in any Slot in your Unit.

When you have a Hero or Leader in every Slot of a column, they take 2 less damage from Attacks (min. 1).
When you have a Hero or Leader in every Slot or row, they have +3 Attack Strength.

Ithol Udur
Crowd Controllers

AI

Intercept
This Hero must Attack if able. Attacking with this Hero is a Free Action.

Ranged Attack
This Hero must Attack if able. Attacking with this Hero is a Free Action.

Ranged Attack
This Hero must Attack if able. Attacking with this Hero is a Free Action.

Each of your Heroes in the current Wave makes a Ranged Attack against the foremost Rival Hero in its same column.

Your Heroes cannot Attack or Cast Spells. At the start of your Turns, each of your Heroes in the current Wave makes a Free Ranged Attack against the foremost Rival Hero or Leader in the same column.

Sophica Sentaura
Automated Attack Agents

Graffiti

Intercept
This Hero does not block Melee Attacks for Heroes in your Unit.

Ranged Attack
Forerunner copies this Hero's Printed Attack if it is higher.

Your Vanguard Heroes do not block Melee Attacks for Heroes in your Unit.

Your Heroes and Leader do not block Melee Attacks.

Your Vanguard Heroes can only be Attacked by other Vanguard Heroes. The same is true for your Flank and Rear Heroes.

Burgundy Twelve
Parallax Paragons

Dread Knight

Intercept
When this Hero Attacks, apply 4 damage to your Leader.

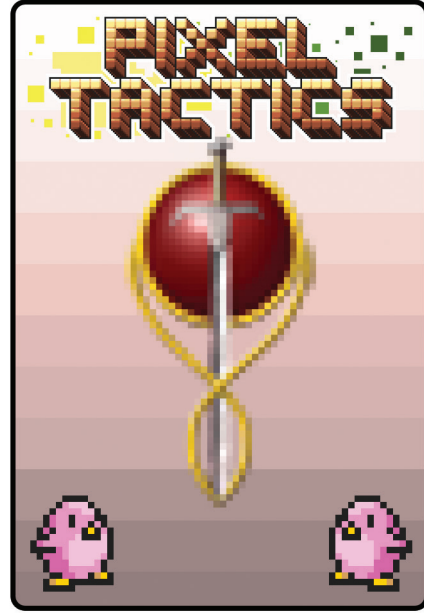
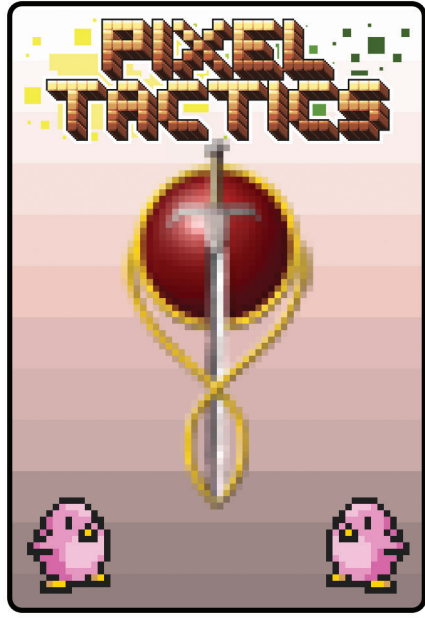
Ranged Attack
When this Hero Attacks, defeat any other Hero in your Unit.

Ranged Attack
When this Hero Attacks, discard all cards in your Hand.

Do 4 damage to all Leaders.

Heroes in this Unit have +3 Attack Strength and +3 Life.
This Leader takes 2 damage at the end of your Turns. This damage cannot be reduced.
This ability does not work during Leasfrie.

Anath Adrasteia
Dreadnaught Defenders



Biomancer

Spell: Return this Hero to your Hand, draw 3 cards from your Deck, then place one of them as a Hero into this Slot.

Spell: Place the top card of a Rival's Deck into play in any empty Slot in his Unit as a Corpse.

Spell: Put the top card of your Deck in any empty Slot in your Unit as a Hero.

Defeat a Hero and discard it, then place the top card of its Owner's Deck into its Slot as a new Hero.

Limited Free Action: Place a Hero in the current Wave at the bottom of your Deck, then place the top card of your Deck into its Slot. This new Hero can Attack or Move during this same Turn.

Transmutation Controllers

Sojourner

Spell: Move any Hero to another Slot in the same row.

Spell: Move any Hero to another Slot in the same column.

Free Spell: Choose a random card from the Rival's Hand. Recruit it into any empty Slot in his Unit.

When a Hero Moves, return that Hero to the bottom of its Owner's Deck.

At the end of each Round, put all cards from your Hand onto the bottom of your Deck in any order, then draw the same number of cards that you returned.

World Changers

Mycologist

Intercept
Recruiting this Hero is a Free Action if you cleared a Corpse this Wave.

Whenever you clear a Corpse, remove 1 damage from this Hero and your Leader.

The first Corpse you clear each Wave is a Free Action.

Clear all Corpses in all Units. For each Corpse cleared this way, remove 1 damage from your Leader.

Action: Clear a Corpse in either Unit to remove 4 damage from any Hero or 2 damage from this Leader.

Saprophytic Scavengers

Planner

Spell: Discard a Rival's face-down Trap. This Ability cannot be reacted to with a Trap.

Spell: Return a card with a Trap from your Discard Pile to your Hand.

The first Trap you place each Turn is a Free Action.

Return up to 3 cards with Trap Abilities from your Discard Pile to your Hand.

Limited Free Action: Place a Trap, then draw a card.

The Scheme Team

Artillery

Ranged Attack

Ranged Attack
Your Leader is immune to damage from Ranged Attacks.

Long Spell: Perform a Ranged Attack with +3 Attack Strength.

When a Hero makes a Ranged Attack, prevent that Attack and apply 5 damage to that Hero.

Ranged Attack
As an additional cost to Attack with this Leader, you must defeat a Hero in your Unit.

Super Shooters

Gangster

Intercept

All of your Vanguard Heroes have **Intercept**.

Your Vanguard Heroes have +1 Attack Strength.

You can Recruit into your Vanguard during any Wave, and clearing Corpses in your Vanguard is a Free Action.

When you Recruit a Hero, you may immediately Recruit another Hero directly behind it as a Free Action. You can do this for the second Hero as well.

All of your Vanguard Heroes have **Intercept**.

Kings of the Street

Time Traveler

Spell: Move a Hero in a Rival's Unit to any empty Slot in that Unit.

Your Leader has **Ranged Attack**.

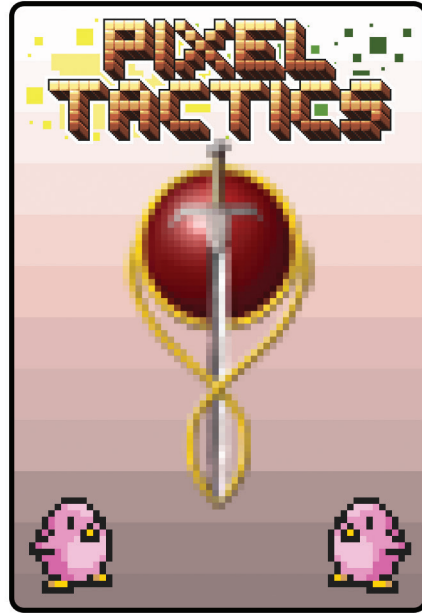
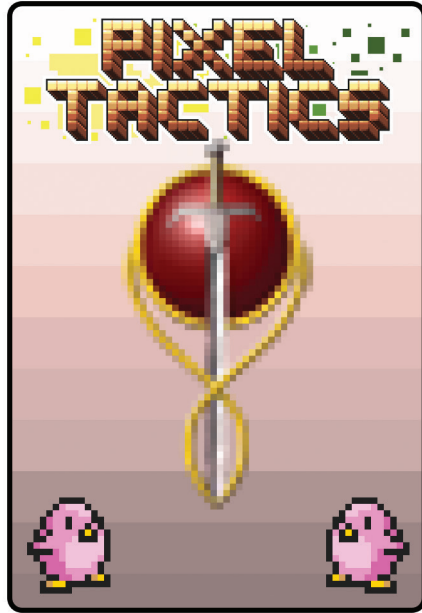
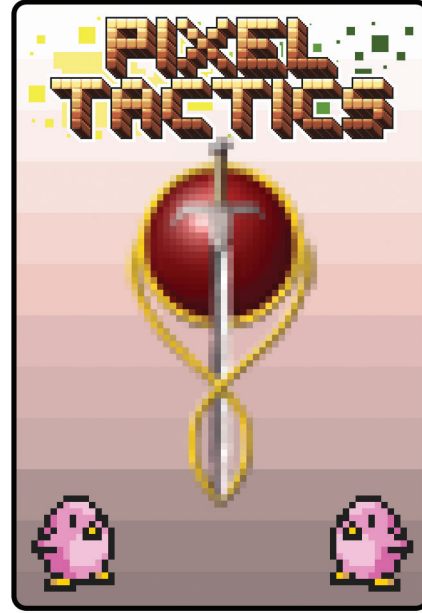
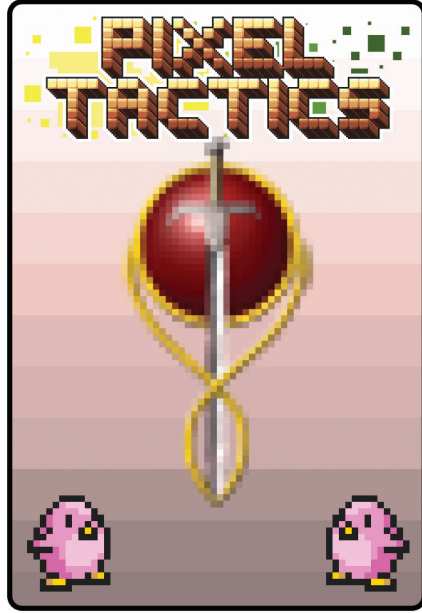
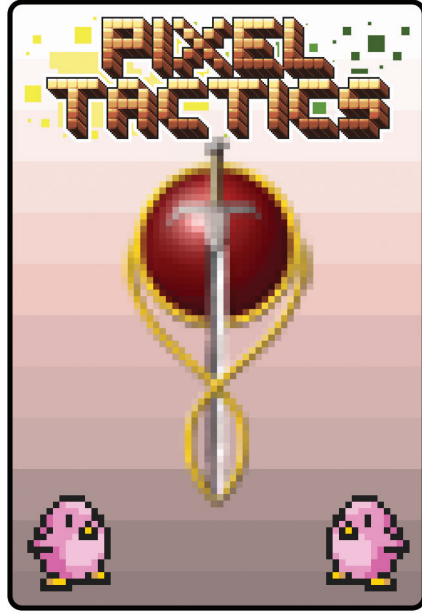
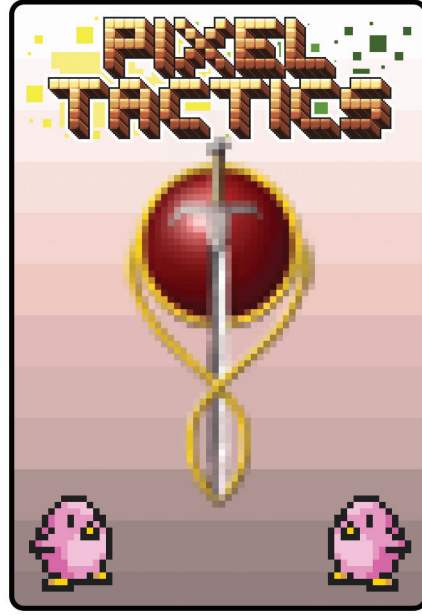
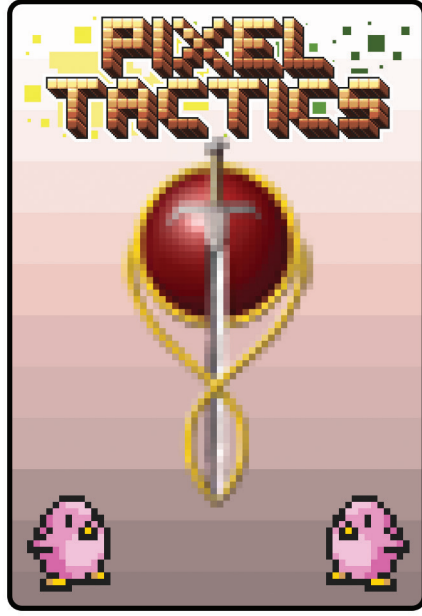
Ranged Attack













The Player of your choice becomes First Player (each Player still gets a turn).

You decide who is First Player each Round.

Ranged Attack

Recurser Rehearsers



<div data-bbox="103 50 521 674"><h3>Action Reference</h3><div> RECRUIT To Recruit, place a Hero from your Hand into any empty Slot in your current Wave. Heroes recruited during this Wave may not act.</div><div> ATTACK Choose a Hero who has not performed an Attack Action. They may make a Melee Attack. Heroes with Ranged Attacks may use this effect instead.</div><div> CAST A SPELL Choose a Hero who has not Attacked or Moved this Wave. They may use their Spell Ability.</div><div> CLEAR CORPSE Place a Corpse from your Unit into your Discard Pile.</div><div> DRAW Draw one card from your Deck.</div><div> MOVE Move a Hero from any Slot in your Unit to any empty Slot in your unit. A Hero cannot Move, Attack, or cast a Spell during the same Wave.</div></div>	<div data-bbox="597 50 1015 674"><h3>Action Reference</h3><div> RECRUIT To Recruit, place a Hero from your Hand into any empty Slot in your current Wave. Heroes recruited during this Wave may not act.</div><div> ATTACK Choose a Hero who has not performed an Attack Action. They may make a Melee Attack. Heroes with Ranged Attacks may use this effect instead.</div><div> CAST A SPELL Choose a Hero who has not Attacked or Moved this Wave. They may use their Spell Ability.</div><div> CLEAR CORPSE Place a Corpse from your Unit into your Discard Pile.</div><div> DRAW Draw one card from your Deck.</div><div> MOVE Move a Hero from any Slot in your Unit to any empty Slot in your unit. A Hero cannot Move, Attack, or cast a Spell during the same Wave.</div></div>	

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.

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.