

CASTLE WALL (6 damage)



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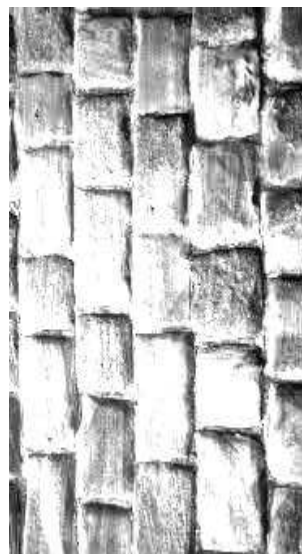
CASTLE WALL (6 damage)



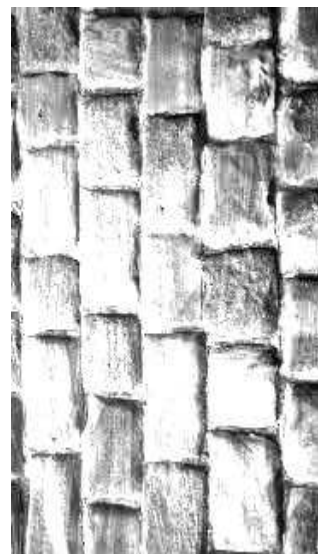
CASTLE WALL (6 damage)



THICK CASTLE WALL
(8 damage)



THICK CASTLE WALL
(8 damage)



CASTLE WALL (6 damage)



CASTLE TOWER (6 damage)



CASTLE TOWER (6 damage)



ATTACKER
SPECIAL EVENT
FIRE FROM THE SKY

All attackers who can make ranged attacks do so.

CASTLE TOWER (6 damage)



CASTLE TOWER (6 damage)



ATTACKER
SPECIAL EVENT
FIRE FROM THE SKY

All attackers who can make ranged attacks do so.

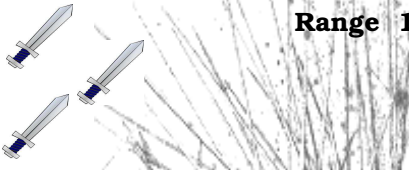













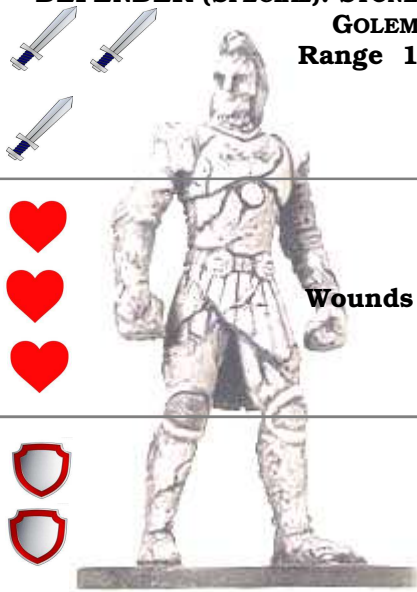









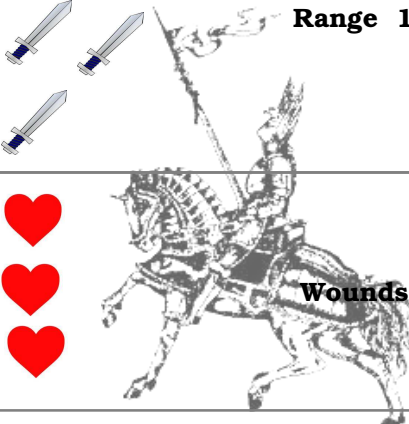
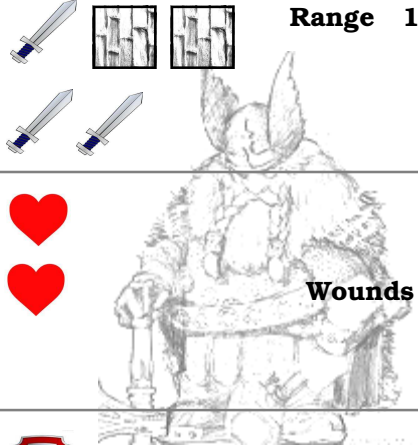






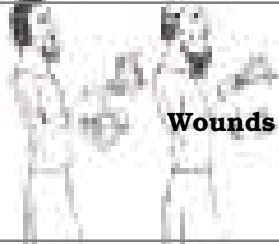



DEFENDER ORDER
SURGE OF STRENGTH!
















Increase your hand size to seven. This card is now in play and not part of your hand any longer.
















Every time a defender unit is killed, place a token on this card. On the third kill, the surge passes and the card is discarded, returning your hand size to six.
















DEFENDER ORDER
SECRET PLANS!


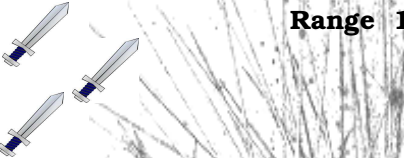
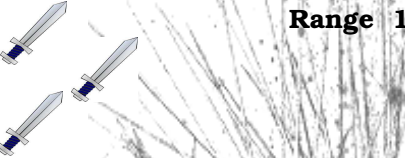












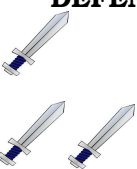
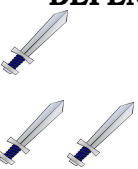









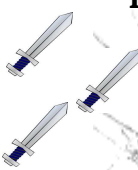












Play this card to draw three cards into your hand. You must keep your hand size at six or under.

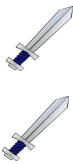
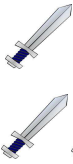
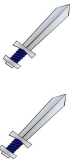






<p>DEFENDER: PIKEMEN Range 1</p> 	<p>DEFENDER: ENGINEERS</p> 	<p>DEFENDER: WIZARD Range 2</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 <p>REST</p>	 <p>REST</p>	 <p>REST</p>
<div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>May heal 1 heart of damage to any unit as a "regular Attack"</p> </div> <p>DEFENDER: PRIEST</p> 	<p>DEFENDER (SPECIAL): GRYPHON Range 1</p> 	<p>DEFENDER (SPECIAL): STONE GOLEM Range 1</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 <p>REST</p>	 <p>REST</p>	 <p>REQUIRES NO REST</p>
<p>DEFENDER (SPECIAL): KNIGHTS Range 1</p> 	<p>DEFENDER (SPECIAL): DWARVES Range 1</p> 	<p>DEFENDER (SPECIAL): CASTLE STAFF Range 1</p> <div style="border: 1px solid black; padding: 5px; width: fit-content;"> <p>May remove 1 REST from up to 2 units apiece in the courtyard as a "regular Attack"</p> </div> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 <p>REST</p>	 <p>REST</p>	 <p>REST</p>

  DEFENDER: MEN-AT-ARMS Range 1	  DEFENDER: MEN-AT-ARMS Range 1	  DEFENDER: MEN-AT-ARMS Range 1
  Wounds	  Wounds	  Wounds
 REST	 REST	 REST

  DEFENDER: MEN-AT-ARMS Range 1	  DEFENDER: MEN-AT-ARMS Range 1	  DEFENDER: MEN-AT-ARMS Range 1
  Wounds	  Wounds	  Wounds
 REST	 REST	 REST

  DEFENDER: ARCHERS Range 3	  DEFENDER: ARCHERS Range 3	  DEFENDER: ARCHERS Range 3
  Wounds	  Wounds	  Wounds
 REST	 REST	 REST

<p>DEFENDER: ARCHERS Range 3</p> 	<p>DEFENDER: PIKEMEN Range 1</p> 	<p>DEFENDER: PIKEMEN Range 1</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 <p>REST</p>	  <p>REST</p>	  <p>REST</p>
<p>DEFENDER: CROSSBOWMEN Range 2</p> 	<p>DEFENDER: CROSSBOWMEN Range 2</p> 	<p>DEFENDER: CROSSBOWMEN Range 2</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 <p>REST</p>	 <p>REST</p>	 <p>REST</p>
<p>DEFENDER: PIKEMEN Range 1</p> 	<p>DEFENDER: ENGINEERS</p> 	<p>DEFENDER: ARCHERS Range 3</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
  <p>REST</p>	 <p>REST</p>	 <p>REST</p>

 <p>DEFENDER: ARCHERS Range 3</p>	 <p>DEFENDER: CROSSBOWMEN Range 2</p>	 <p>DEFENDER: MEN-AT-ARMS Range 1</p>
 <p>Wounds</p>	 <p>Wounds</p>	 <p>Wounds</p>
 <p>REST</p>	 <p>REST</p>	 <p>REST</p>

**DEFENDER ORDER
USE YOUR SPELLS!**

The Wizard and the Priest may both cast a spell.

The **Wizard** may **REPAIR** a wall for 2 points of damage – or– Throw a **FIREBALL** as a Range 3, Damage 3 Attack.

The **Priest** may **HEAL** up to 3 points of wounds (on any units) or may **INVIGOR** units by removing up to 5 REST tokens from any single unit or combination of units.

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The **Priest** may **HEAL** up to 3 points of wounds (on any units) or may **INVIGOR** units by removing up to 5 REST tokens from any single unit or combination of units.

**DEFENDER ORDER
CRITICAL WIZARD
MAGIC**

The Wizard may either:
Summon DWARVES into play (if the card is in hand);
Summon a STONE GOLUM into play (if the card is in hand and the Dwarves are in play)
Command a STONE GOLUM to REBUILD a wall (if the STONE GOLUM is in play) - replace a destroyed wall adjacent to the GOLUM.

**DEFENDER ORDER
ATTACK EVERYTHING!**

Every defending unit may make one regular non-magical attack.

**DEFENDER ORDER
ATTACK EVERYTHING!**

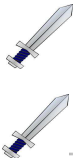
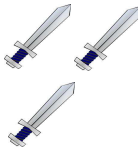

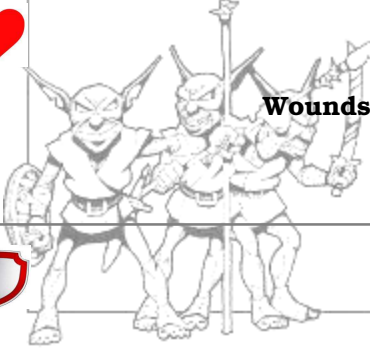

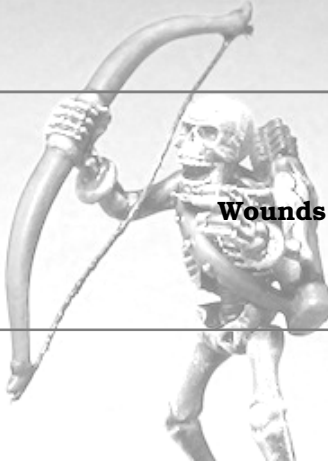



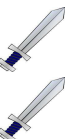







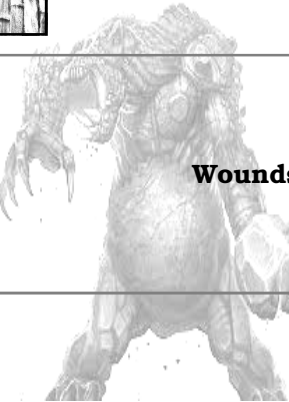


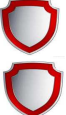


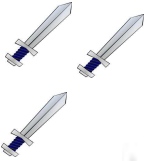
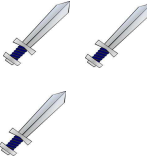






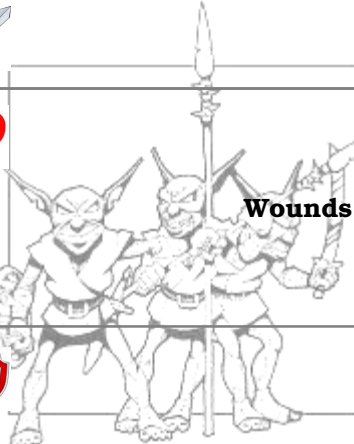
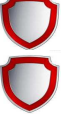


Every defending unit may make one regular non-magical attack.

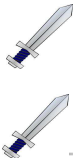
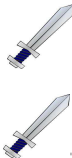
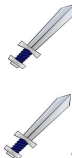

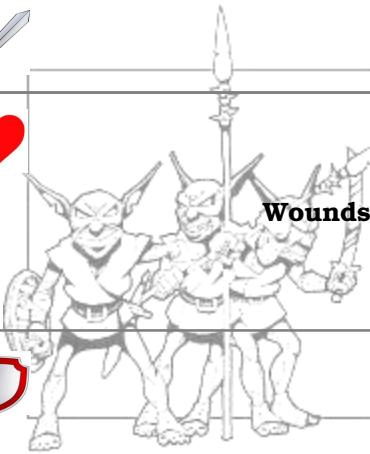

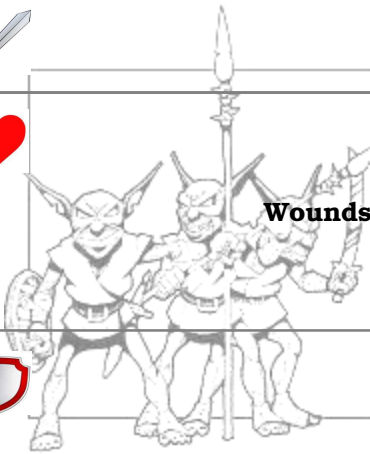

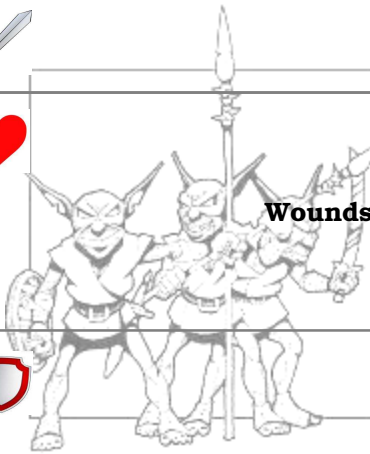

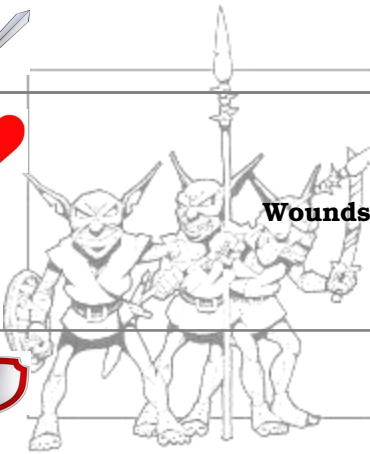

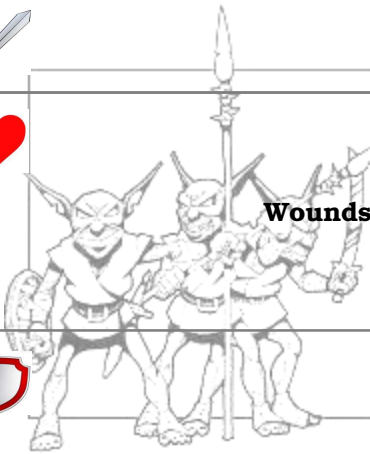

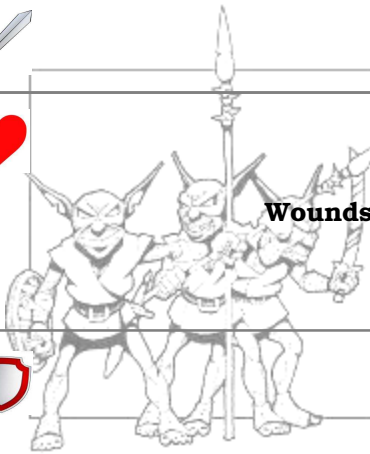
**DEFENDER ORDER
EXECUTE THE PLAN!**

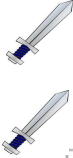
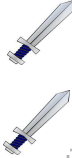
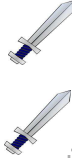

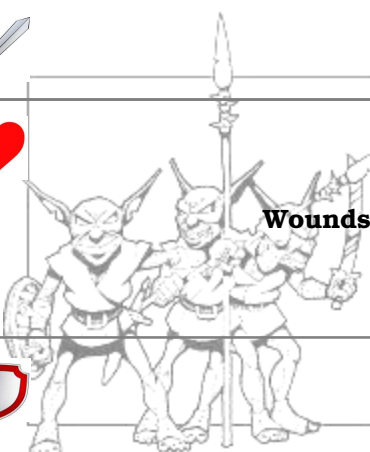

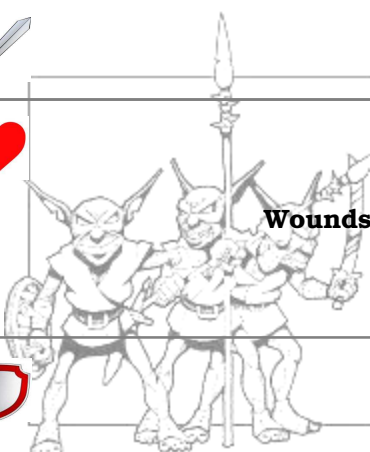

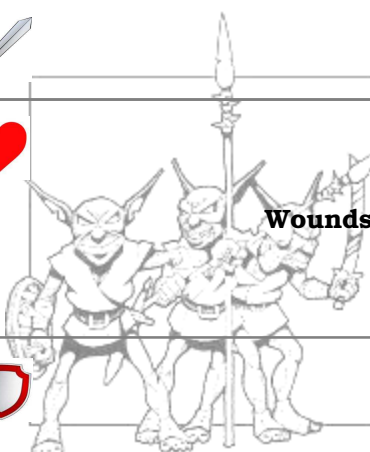

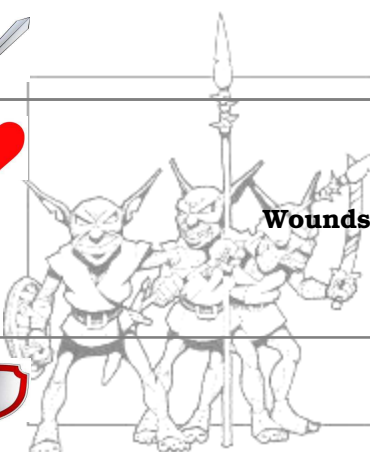

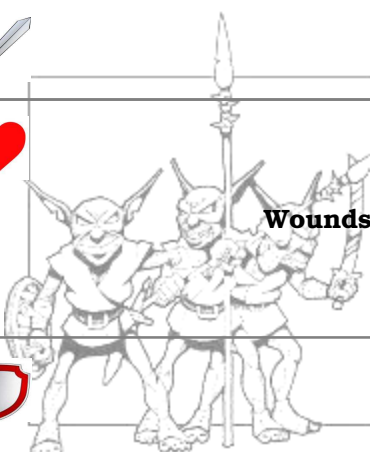

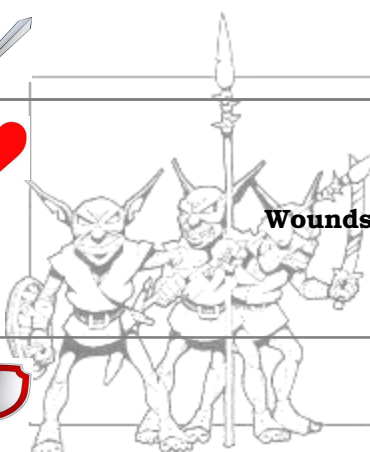
Any or all units can move to any location.



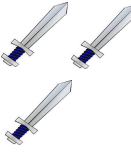












<p style="text-align: center;">DEFENDER ORDER USE YOUR SPELLS!</p> <p>The Wizard and the Priest may both cast a spell.</p> <p>The Wizard may REPAIR a wall for 2 points of damage – or– Throw a FIREBALL as a Range 3, Damage 3 Attack.</p> <p>The Priest may HEAL up to 3 points of wounds (on any units) or may INVIGOR units by removing up to 5 REST tokens from any units.</p>	<p style="text-align: center;">DEFENDER ORDER USE YOUR SPELLS!</p> <p>The Wizard and the Priest may both cast a spell.</p> <p>The Wizard may REPAIR a wall for 2 points of damage – or– Throw a FIREBALL as a Range 3, Damage 3 Attack.</p> <p>The Priest may HEAL up to 3 points of wounds (on any units) or may INVIGOR units by removing up to 5 REST tokens from any units.</p>	<p style="text-align: center;">DEFENDER ORDER CRITICAL WIZARD MAGIC</p> <p>The Wizard may either: Summon DWARVES into play (if the card is in hand); Summon a STONE GOLUM into play (if the card is in hand and the Dwarves are in play) Command a STONE GOLUM to REBUILD a wall (if the STONE GOLUM is in play) - replace a destroyed wall adjacent to the GOLUM.</p>
<p style="text-align: center;">DEFENDER ORDER CRITICAL PRIEST BLESSINGS</p> <p>The Priest may either: Summon the KNIGHTS into play (if the card is in hand) Summon a GRYPHON into play (if the card is in hand and the KNIGHTS are in play); Use a GRYPHON FEATHER to RAISE THE DEAD: Put one dead unit back into play in the Courtyard, providing the GRYPHON is in play.</p>	<p style="text-align: center;">DEFENDER ORDER REORGANIZE THE NORTH AND EAST WALL!</p> <p>Any or all units on the north and east walls (or connected Towers) may move to the courtyard.</p> <p>Any or all units in the courtyard may move to the north and east walls (or connected Towers).</p>	<p style="text-align: center;">DEFENDER ORDER REORGANIZE THE SOUTH AND WEST WALL!</p> <p>Any or all units on the south and west walls (or connected Towers) may move to the courtyard.</p> <p>Any or all units in the courtyard may move to the south and west walls (or connected Towers).</p>
<p style="text-align: center;">DEFENDER ORDER NORTH AND EAST WALLS ATTACK!</p> <p>Any or all units on the north and east walls (or connected Towers) may make a regular attack.</p>	<p style="text-align: center;">DEFENDER ORDER SOUTH AND WEST WALLS ATTACK!</p> <p>Any or all units on the south and west walls (or connected Towers) may make a regular attack.</p>	<p style="text-align: center;">DEFENDER ORDER SPECIAL UNIT ATTACK!</p> <p>Choose two special unit cards to take action: KNIGHTS: Heroic Charge Execute their attack; any units on the same location lose all Tired tokens. GRYPHON attacks and removes one wound from up to 2 units of your choice. DWARVES: Repairs the wall they are on and Attacks CASTLE STAFF: Removes 1 Rest from everyone in courtyard GOLEM: Hurls a rock, Strength 3, hits anyplace in game</p>

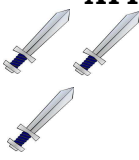
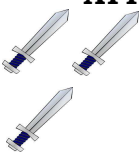
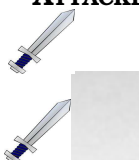














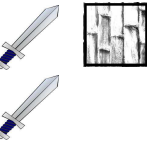












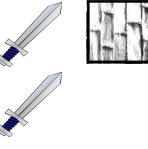
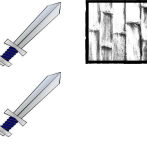
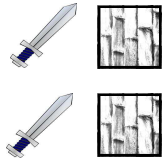












<p>DEFENDER ORDER TACTICAL ATTACK!</p> <p>All defenders on one wall may make regular attacks at +1 Strength.</p>	<p>DEFENDER ORDER TACTICAL ATTACK!</p> <p>All defenders on one wall may make regular attacks at +1 Strength.</p>	<p>DEFENDER ORDER MAKE REPAIRS!</p> <p>All units with repair icons may repair walls they are on or adjacent to. They repair 1 token of damage per repair icon. Units in the courtyard can reach all walls.</p> <p>All regular units in one wall may also make repairs, 1 point apiece, repairing the wall they are on, but only if no enemies are adjacent to them.</p>
<p>DEFENDER ORDER TOWERS LET FLY!</p> <p>All towers may make an attack.</p>	<p>DEFENDER ORDER EMPTY THE WALLS!</p> <p>All units from two walls of your choice may move to any location.</p>	<p>DEFENDER ORDER TO THE WALLS!</p> <p>All units from the courtyard may move to any location.</p> <p>Any Engineering units in the Courtyard may make repairs on the walls.</p>
<p>DEFENDER ORDER CHARGE!</p> <p>Any unit may move to one wall (choose which wall) and make an attack at +1 Strength</p>		


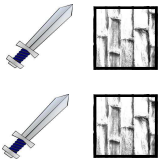
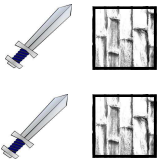



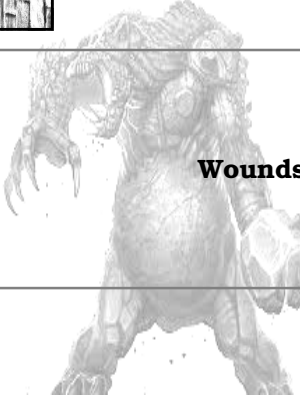

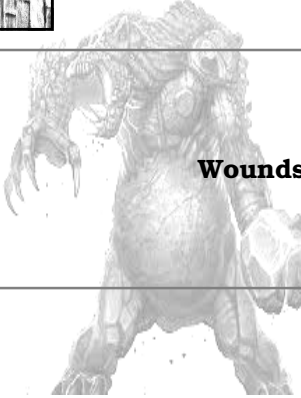



<p>ATTACKER: GOBLINS Range 1</p> 	<p>ATTACKER: HOBGOBLINS Range 1</p> 	<p>ATTACKER: SKELETON ARCHER Range 3</p> 
 <p>Wounds</p>	 <p>Wounds</p>	 <p>Wounds</p>
		
<p>ATTACKER: OGRES</p>  	<p>ATTACKER: TROLL ROCKTHROWERS Range 2</p>  	<p>ATTACKER: GIANT HOGRAMS Range 1</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
		
<p>ATTACKER: DRAGON Range 2</p> 	<p>ATTACKER: NECROMANCER Range 2</p> 	<p>ATTACKER: GOBLINS Range 1</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
	 <div data-bbox="587 1936 896 2032" style="border: 1px solid black; padding: 5px; margin-top: 10px;"> <p>When in play, increase draw from 3 to 4 cards per turn.</p> </div>	

 <p>ATTACKER: GOBLINS Range 1</p>	 <p>ATTACKER: GOBLINS Range 1</p>	 <p>ATTACKER: GOBLINS Range 1</p>
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 	 	 

 <p>ATTACKER: GOBLINS Range 1</p>	 <p>ATTACKER: GOBLINS Range 1</p>	 <p>ATTACKER: GOBLINS Range 1</p>
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 	 	 

 <p>ATTACKER: HOBGOBLINS Range 1</p>	 <p>ATTACKER: HOBGOBLINS Range 1</p>	 <p>ATTACKER: HOBGOBLINS Range 1</p>
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
 	 	 

<p>ATTACKER: HOBGOBLINS Range 1</p> 	<p>ATTACKER: HOBGOBLINS Range 1</p> 	<p>ATTACKER: SKELETON ARCHER Range 3</p> 
 <p>Wounds</p> 	 <p>Wounds</p> 	 <p>Wounds</p> 
 	 	 
<p>ATTACKER: SKELETON ARCHER Range 3</p> 	<p>ATTACKER: SKELETON ARCHER Range 3</p> 	<p>ATTACKER: OGRES</p> 
 <p>Wounds</p> 	 <p>Wounds</p> 	 <p>Wounds</p> 
 	 	 
<p>ATTACKER: OGRES</p> 	<p>ATTACKER: OGRES</p> 	<p>ATTACKER: TROLL ROCKTHROWERS Range 2</p> 
 <p>Wounds</p> 	 <p>Wounds</p> 	 <p>Wounds</p> 
 	 	 

<p>ATTACKER: GIANT HOGRAMS Range 1</p> 	<p>ATTACKER: TROLL ROCKTHROWERS Range 2</p> 	<p>ATTACKER: TROLL ROCKTHROWERS Range 2</p> 
  <p>Wounds</p>	  <p>Wounds</p>	  <p>Wounds</p>
		
<p>ATTACKER SPECIAL EVENT <i>REGENERATE</i></p> <p>All Goblins and Trolls lose one wound.</p> <p>If there are no Goblins or Trolls in play, return this card to the middle of the deck.</p>	<p>ATTACKER SPECIAL EVENT <i>HOG FURY</i></p> <p>Any HogRams make an additional attack.</p> <p>If there are no HogRams in play, or there are HogRams in play but not close enough to attack, return this card to the middle of the deck.</p>	<p>ATTACKER SPECIAL EVENT <i>REINFORCEMENTS</i></p> <p>Take six (or whatever is available) dead Attackers from the top of the discard pile and return them to the bottom of the Enemy deck.</p> <p>Then remove this card from the game (don't put it in the discard deck).</p>
<p>ATTACKER SPECIAL EVENT <i>REINFORCEMENTS</i></p> <p>Take six (or whatever is available) dead Attackers from the top of the discard pile and return them to the bottom of the Enemy deck.</p> <p>Then remove this card from the game (don't put it in the discard deck).</p>		