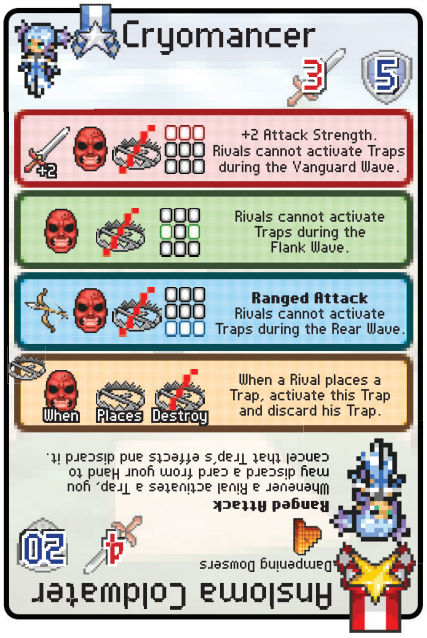

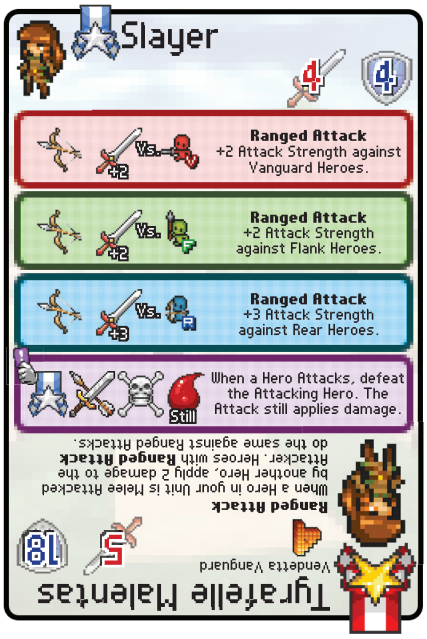



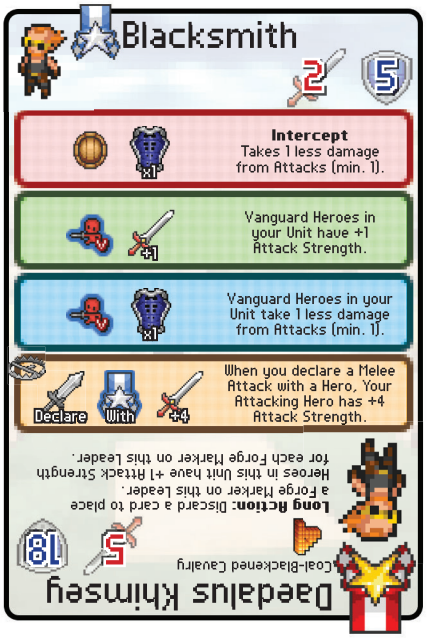

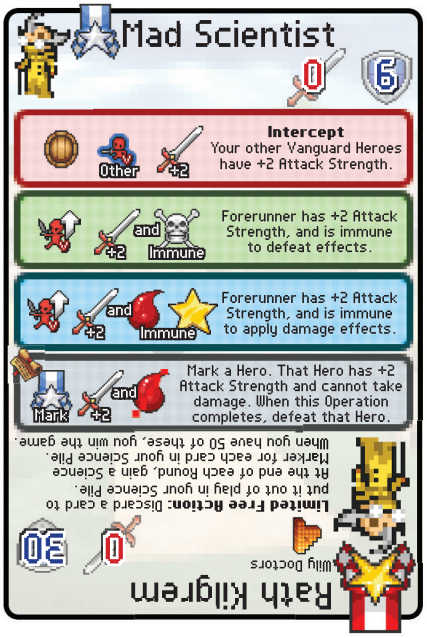

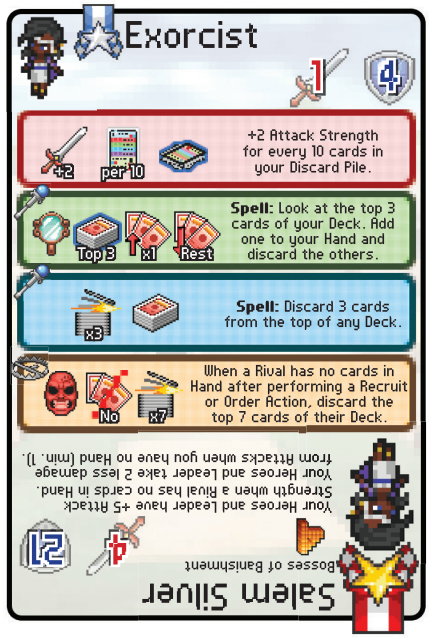

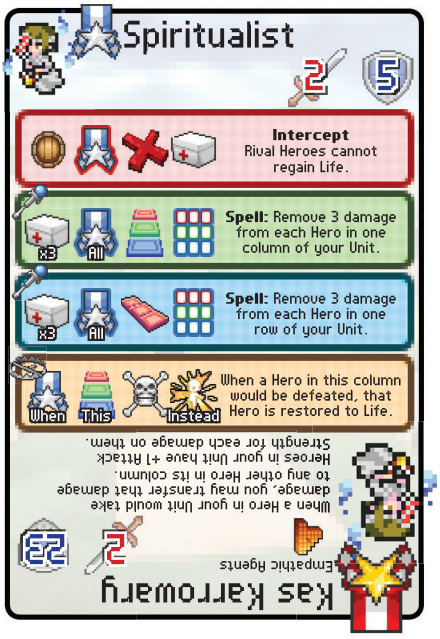

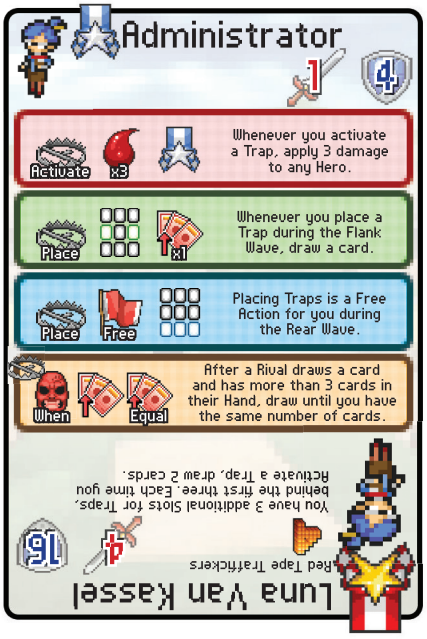

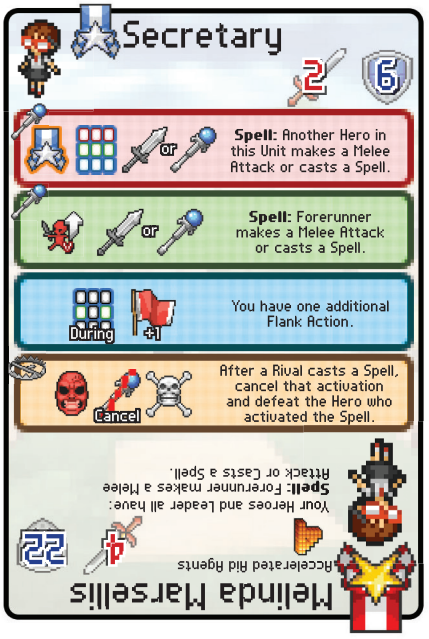

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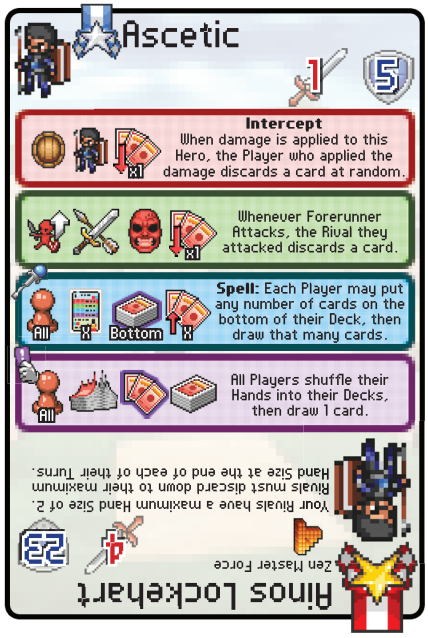



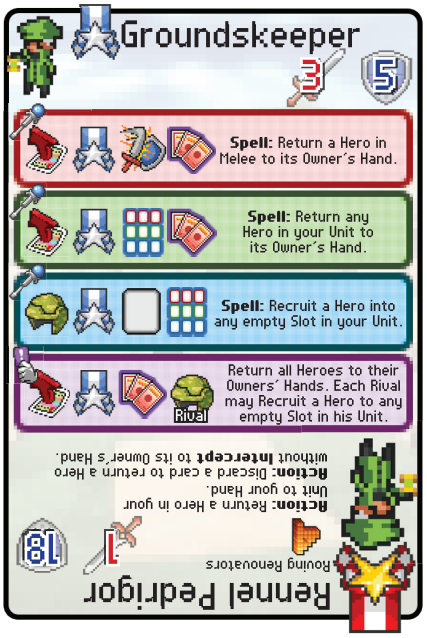

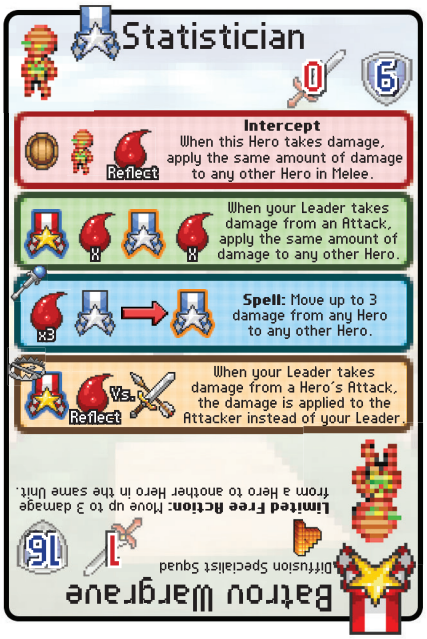





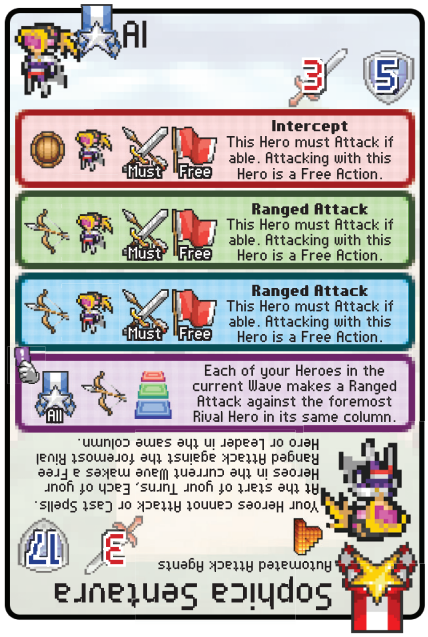

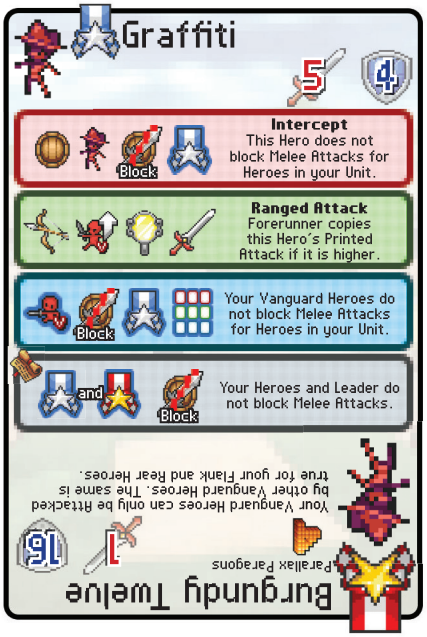

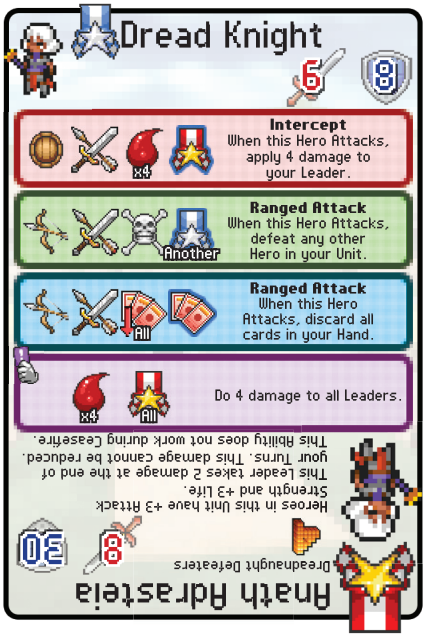

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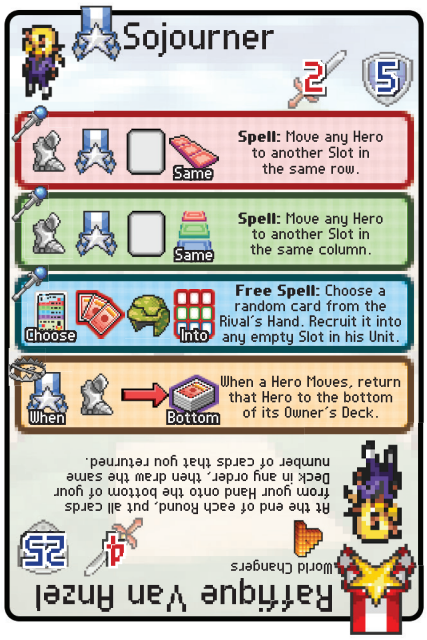

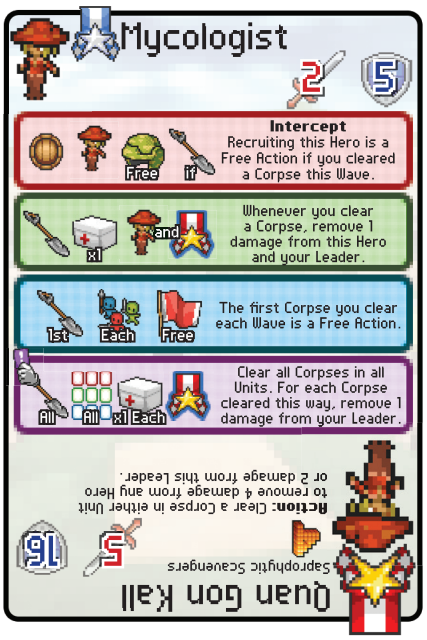



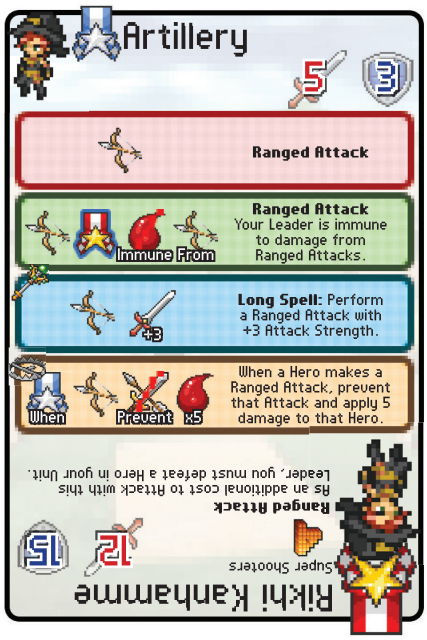

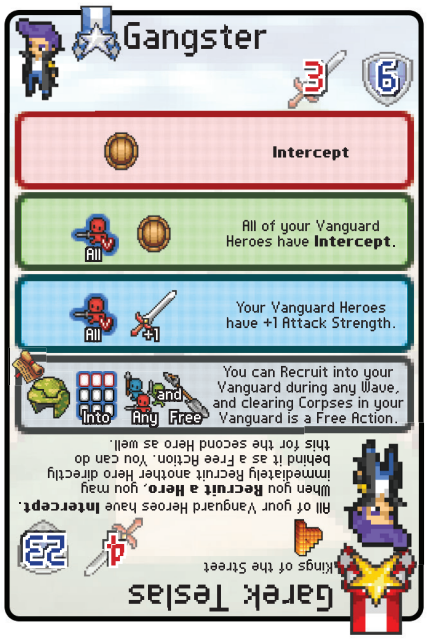

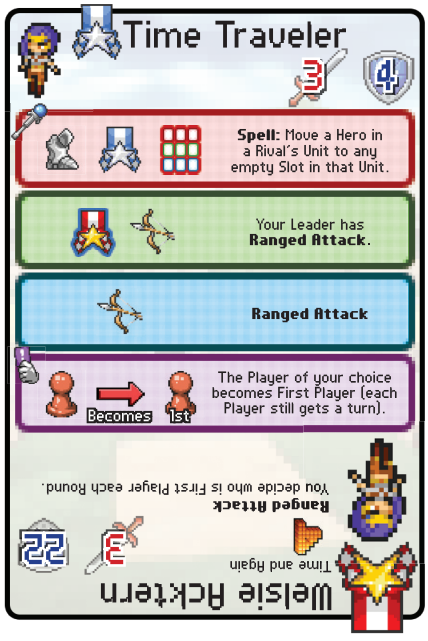

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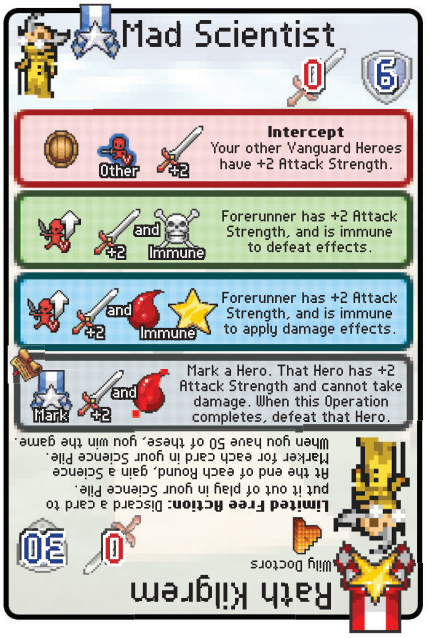

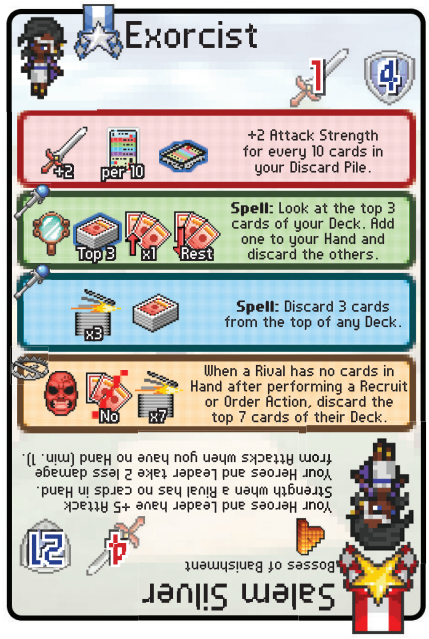

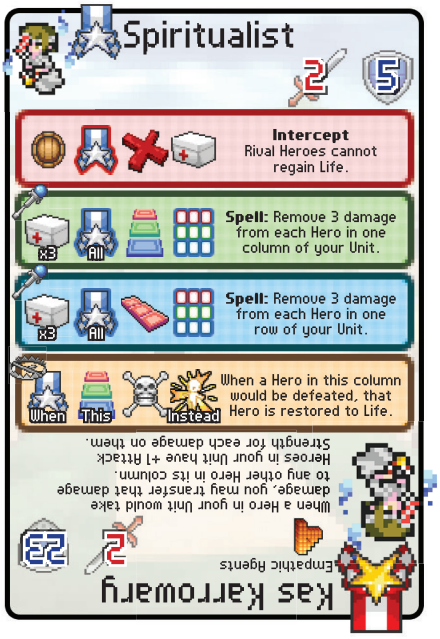

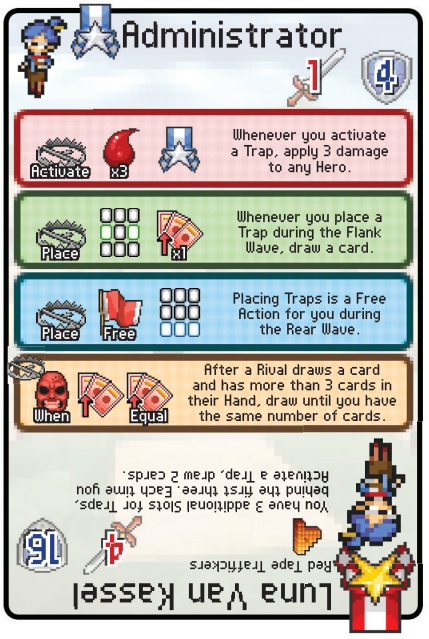

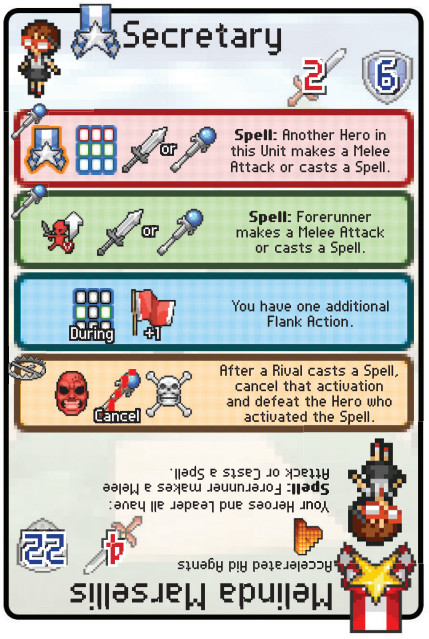

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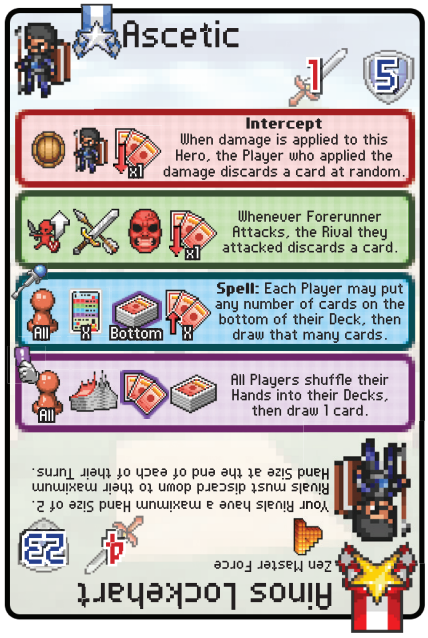



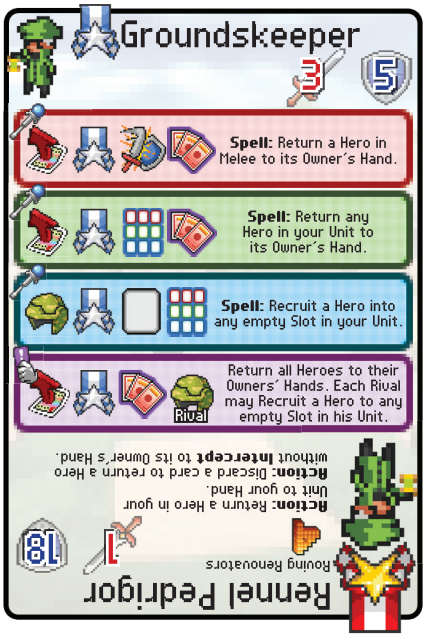

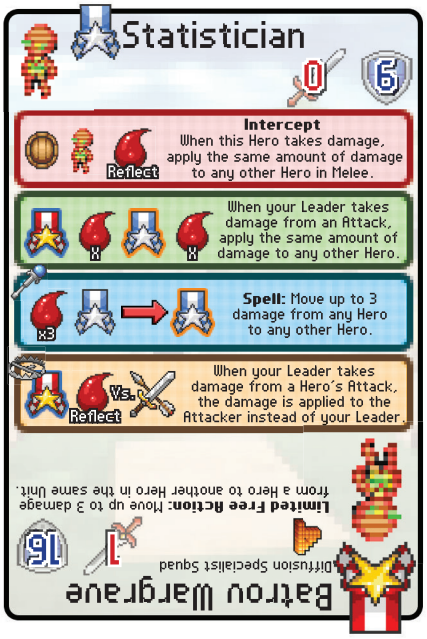



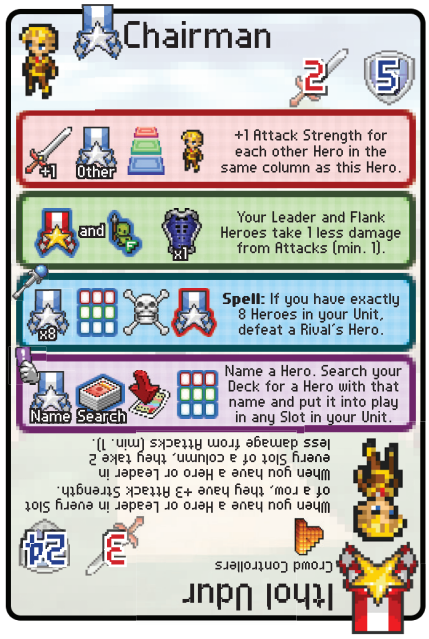

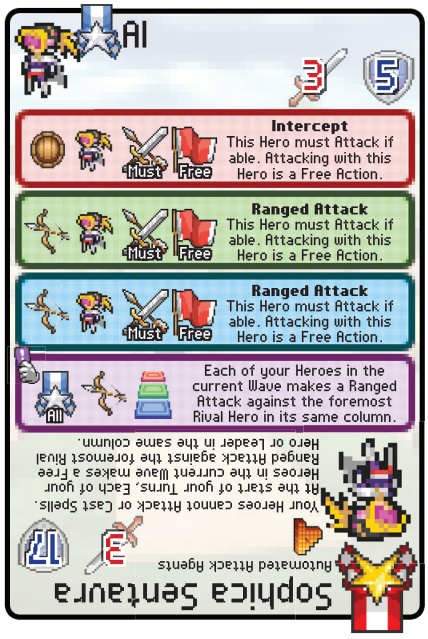

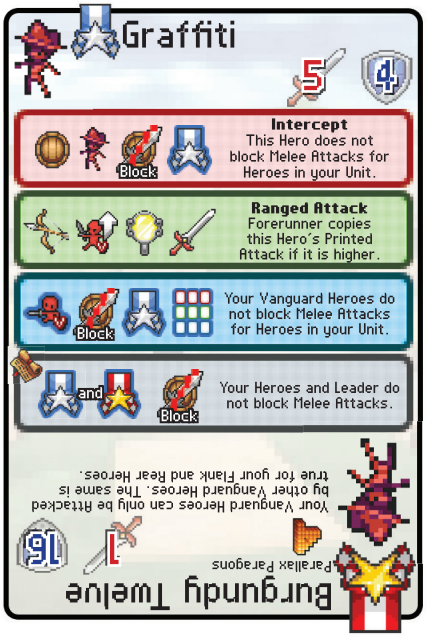

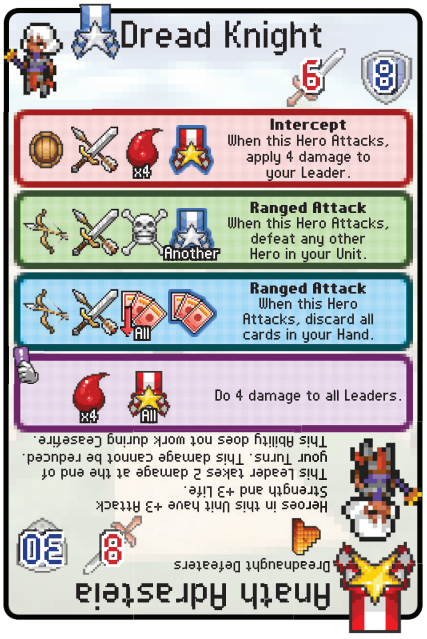

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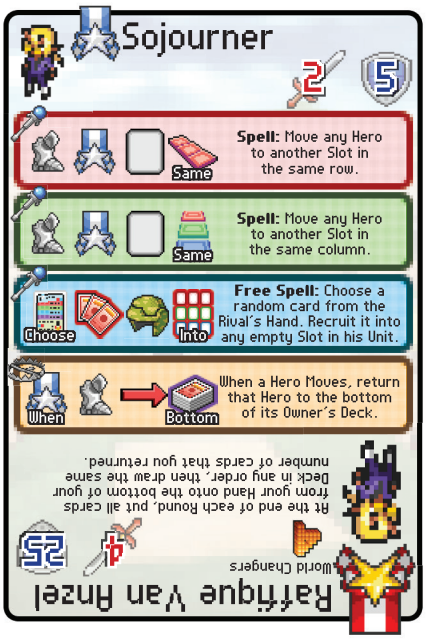

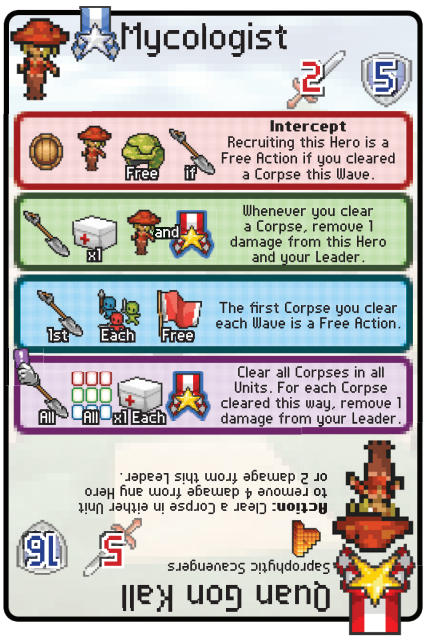



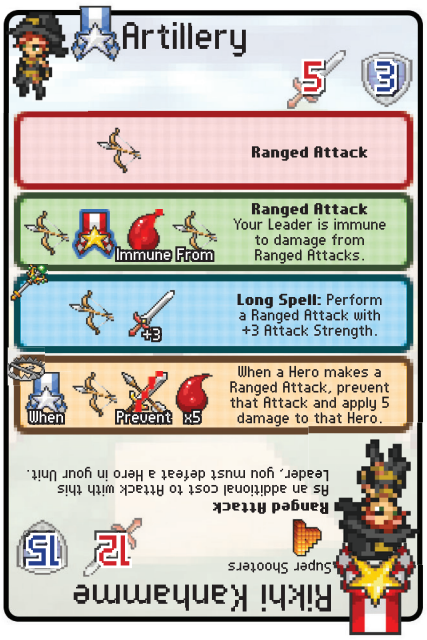

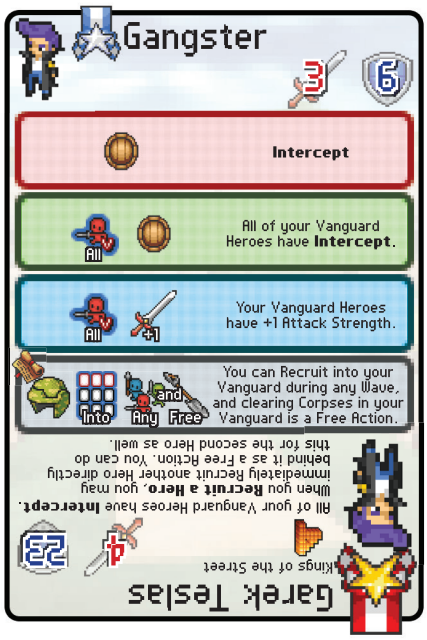

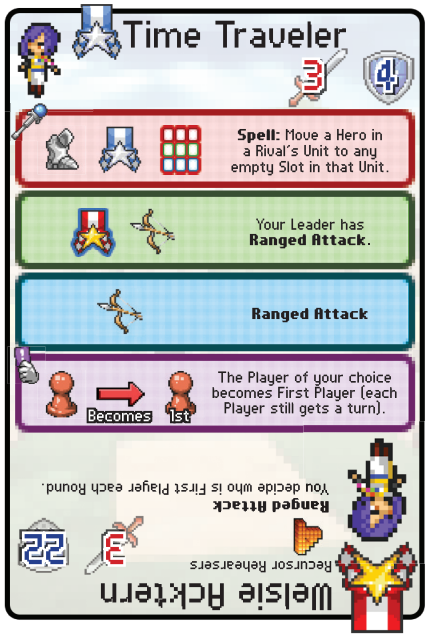

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Action Reference


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.


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.


CAST A SPELL

Choose a Hero who has not Attacked or Moved this Wave. They may use their Spell Ability.


CLEAR CORPSE

Place a Corpse from your Unit into your Discard Pile.


DRAW

Draw one card from your Deck.


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.

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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.

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