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ONLINE PLAY TEST AGREEMENT
UPDATED August 23, 2011

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Again, thank you for participating as a play tester and welcome to the Wizards community!

D&D® Skirmish-style board game

Follow these steps to set up the game.

1. Each player chooses a faction, takes their minis, and separates their 2 card decks (creature and action cards).
2. Build the game board out of tiles. Tiles can only be placed with an open edge touching the open edge of another tile. Make sure the two start areas are on opposite sides of the board from one another.
3. Choose your starting creatures. You can choose up to 7 levels worth of creatures, but no creature can be of a level higher than 3. Place your starting minis in your starting area, and put their stat cards in front of you.
4. Each player draws 3 action cards and 3 creature cards into their hand, then takes 20 gold and sets them aside in his or her vault.
5. Decide who will go first, and begin play.

When it's your turn, follow these steps.

1. Refresh Phase: Untap all of your creature cards, and move 1 gold from your vault to your supply, and then draw 1 action card.
2. Action Phase: One at a time, activate your creatures. When activating a creature you can use inherent powers, move, and/or play cards with them in any order.
3. Deploy Phase: Deploy any new creatures. To deploy a creature, pay a number of gold from your supply equal to the creature's level and then put the creature's stat card in front of you (when you pay gold, it is removed from the game). Place the creature's mini in your starting area. If you do not have a miniature available for a creature, you cannot deploy it. Then draw back up to 3 creature cards in your hand.
4. Your turn ends. Play proceeds to your left.

Actions in the Action Phase

During the action phase, you will activate one or more creatures that you control. When activating a creature, you can do the following in any order:

- Move the creature up to its speed.
- Play one or more minor action cards from your hand, and/or use any inherent powers on any of your creature cards that do not have the T: icon.
- Activate the creature to use a standard action either by using a power on its card with a T: icon, tapping it to make a melee or ranged attack, or tapping it to play a standard action card from your hand.

CHOICES

Whenever a creature uses an action granted by an action card or an inherent power, any choices made in that action are made by that creature's controller.

Movement

When you move a creature as a part of its action phase, you can move it up to a number of squares equal to its speed. You move the creature into one square at a time. A creature can move through empty spaces and spaces occupied by allied creatures freely. A creature cannot move through spaces occupied by enemy creatures. Moving into a square of difficult terrain (indicated by the triangle icon on the square) counts as moving 1 extra square.

While diagonal movement counts the same as orthogonal movement, you cannot move diagonally around a corner.

If a creature starts its movement adjacent to an enemy creature, its speed is 1. If a creature enters a square adjacent to an enemy creature, it must stop moving. Note, a creature can start its turn adjacent to an enemy creature, but choose to attack before moving. If the adjacent creature is destroyed, your creature can move freely!

MOVE, SHIFT AND SLIDE

Some powers will list that the creature can move; others will list that a creature can shift, or that you slide a creature. Moving follows all movement rules above. Shifting means that the creature can ignore the restriction on stopping when entering a square adjacent to an enemy creature. When you slide a creature, you move the creature regardless of who controls that creature, and can ignore the restrictions on stopping when entering a square adjacent to an enemy.

If a power or card says to move a creature a specific number of squares (i.e. move 4 squares), you move the creature that many squares and ignore the creature's speed.

You can always choose to move, shift, or slide a creature fewer squares than the distance indicated, but never more.

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Playing Cards

Action cards are used to allow creatures to make attacks, cast spells and perform maneuvers. You can play cards from your hand by either tapping a creature (for standard or immediate actions) or by playing them at any point during that creature's activation (for minor actions). When you play a card from your hand, you are allowing a creature you control to take that action. That creature is now the acting creature for that card. Unless otherwise stated, whenever a card refers to taking any action it is referring to the acting creature.

You can only play a card if the acting creature shares the ability required by the card being played (Strength, Dexterity, etc.) and if the creature's level is equal to or higher than the card's level. For example, if you have a Strength card that is level 3, only a creature that is level 3 or higher and has Strength as one of its ability scores can be the activating creature for that card.

Some cards may have other requirements for the acting creature, or may only affect certain creatures. For example, some cards require particular keywords on the acting creature before they can be played. Refer to the card's text for more details.

Standard/Immediate/Minor Actions

All T: powers on creature cards are either Standard Actions or Immediate Actions. Unless an inherent power indicates otherwise, it is a Standard Action.

Action cards are minor, standard, or immediate actions.

Minor action cards can be played at any point during a creature's activation.

Standard action cards can only be played on your turn (during your Action Phase).

Immediate action cards can be played at any time by tapping a creature, then playing that card.

Players can always react to immediate actions with further immediate actions. Immediate actions are always resolved in reverse order, so the last immediate action played is resolved before the second-to-last immediate action played, and so forth.

ASSISTING CREATURES

When you play a card from your hand or a power requires it, you can tap any number of creatures adjacent to the acting creature as well; these are now assisting creatures. In a team game, your allied players can choose to tap their creatures to assist your creatures. For the purposes of determining whether or not the activating creature can activate a particular card, add the level of each assisting creature to the level of the activating creature. Note: If the creatures are assisting for an action card, all assisting creatures must have the card's required ability.

For example, you have two level 2 creatures adjacent to one another, both with Dexterity. If you wish to play a level 4 Dexterity card with one of those creatures, you tap one creature as an activating creature, and the other to assist it. Adding their levels together gives you a total level of 4, enough to play the level 4 card.

Powers on Creature Cards

There are two types of powers on creature cards.

When a creature is activated, you may choose one of its powers with the T: symbol, and tap the creature to gain the benefits of using that inherent power instead of making an attack or playing a standard action card from your hand. If a creature has more than one T: power listed on its card, you can only use one per tap.

Some powers on creature cards do not have the T: symbol. Those inherent powers are available to be used as long as they are on the battlefield depending on the text of the power.

Melee Attacks

All creatures can make melee attacks. To make a melee attack against a creature, tap to attack with the creature, or play a card that says "make a melee attack" as a part of its effect. The attacking creature deals its ϟ damage to one adjacent creature.

ATTACKS VS. DEALING DAMAGE

Some T: powers target creatures or squares and deal a specific amount of damage. As a rule of thumb, when a T: does not list the word "attack" the power is not considered to be an attack, and any powers that would prevent or block damage from an attack will not work against it.

Ranged Attacks

Some creatures can make ranged attacks. To make a ranged attack against a creature, you must activate a power that allows that creature to do so, or play a card that says "make a ranged attack" as a part of its effect. The attacking creature deals its ϟ damage to one creature within a range specified on the card or in the power.

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COVER

An attacking creature has line of sight to a target creature, and can thus attack that creature with ranged attacks, if you can draw a straight line from one corner of the attacking creature's space to any corner of the target creature's space without intersecting with a wall or other blocking obstacle.

If the attacking creature can draw a straight line from one corner of its space to all four corners of the target creature's space without intersecting with a wall or blocking obstacle, the attacker has a clear shot at the opponent. Otherwise, the opponent has cover from the attacker.

When a creature makes a ranged attack against a creature that has cover from that attack, the target creature has an opportunity to respond to that attack. The target creature's controller can choose to tap that creature to dodge the ranged attack. A dodged ranged attack deals no damage, and the target is unaffected by any other effects that the target creature would suffer as a result of the attack.

Note: Creatures and tokens on the board do not block line of sight.

Actions Not on Your Turn

Immediate action cards allow creatures you control to take actions when it is not your turn. Most immediate action cards require a creature to tap in order to play that card. An immediate action card can be played at any time during your turn, or during your opponent's turn.

When an opponent declares that one of his or her creatures is going to take an action, you can respond to that declaration with an immediate action card or an immediate inherent power on one of your creatures. Your opponent can in turn respond to your immediate action with immediate actions of his or her own. You resolve immediate actions in the reverse order in which they are played, starting with the last immediate action card.

Note that immediate actions interrupt the entire action that they are responding to. Thus, you can respond to a creature's movement before it begins moving (thus interrupting the entire move action), but not in the middle of the move.

Melee Attacks: Whenever a creature adjacent to one of your untapped creatures taps for any reason, you can tap your adjacent creature to make a melee attack.

Simultaneous Damage: In cases where immediate actions or off-turn melee attacks result in two or more creatures dealing damage during the same action, resolve all damage simultaneously.

Example: A drow house guard attacks an elf archer with a melee attack. The elf archer was untapped, so its controller taps it to make a melee attack against the drow house guard. Since elf archer's attack was made in response to the drow house guard's attack, each creature takes the damage from the other's attack simultaneously.

Destroying a Creature

When a creature takes damage, place a 5 damage token on that creature for each 5 points of damage it just received. When a creature receives damage equal to or greater than its hit points, it is destroyed. Discard the creature's stat card. The owner of the creature moves gold equal to the defeated creature's base level (that is, the level listed on the creature's card) from his or her vault to his or her supply.

If that creature had any cards attached to it, they are now discarded into their original owner's discard piles.

Ending the Game

The game ends when a player tries to move gold from his or her vault and cannot. The current turn continues, with the following addition: If a player cannot remove gold from their vault, the player that caused them to have to remove gold gains 1 VP token for each gold they cannot remove.

Each player with gold remaining in his or her vault gains a number of VP equal to the number of gold in his or her vault. The player with the most VP at the end is the winner.

Glossary

Below is a glossary of some of the common terms found in the game rules and on cards.

+X Damage: The effect increases the damage dealt by a creature under specific circumstances, adding onto the base damage of an attack or attacks. Example: The halfling sneak deals +5 damage against tapped creatures. When it makes an attack against a tapped creature, that attack's damage is increased by 5.

+X Hit Points: The creature's maximum hit points are increased by X amount. The creature is treated as though the HP line on its card read X points higher.

+X Level: The creature's level is increased by X amount. The creature is treated as though the level number on its card read X points higher.

Abilities: Each card and creature is associated with one or more of six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. Creatures associated

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with a particular ability can use action cards that are associated with that same ability.

Action: A term that encompasses the following items: making a melee attack, making a ranged attack, activating an inherent power, playing an action card, moving, responding with an inherent power or a card.

Action Card: Cards that allow your creatures to take specific actions, as outlined on the card.

Acting Creature: Whenever a creature takes any action, such as using an inherent power, making a melee attack or ranged attack, or performing an action granted by playing a card with that creature, the creature is considered to be the acting creature for the purposes of that action.

Activate/Activating: Each turn, each of your creatures can activate once. An activating creature can move up to its speed, and you can tap that creature's card to use inherent abilities or make attacks. You can play action cards that allow an activating creature to take actions.

Activation: The time during which a single creature is activating. When that creature has completed all of the actions that its controller wishes to use while that creature is activated, the current activation ends.

Adjacent: Figures are considered adjacent if they occupy a square that shares either a side, or a corner with another figure's square.

Affinity: An inherent power on some action cards that allows certain creatures to ignore the normal restrictions on playing cards to take action. Typically written as [Keyword] Affinity, e.g. Drow Affinity. A creature whose keyword matched the Affinity power on an action card can be the acting creature for that card, ignoring the normal restrictions on abilities and level.

Ally/Allied Creature: A creature that you control (or that an allied player controls) that is not the acting creature.

Allied Player: In a team game, any player that is not your opponent.

Assist: Creatures you control can tap to assist other creatures you control or that allied players control, allowing them to use action cards that would normally be too high in level for that creature. When a creature assists another creature, add its level to that of the acting creature to determine whether or not the that creature can be the acting creature for an action card.

Attach: When a card says to attach it to a creature, you place that card beneath the creature card so that the text in its bottom text box is visible. The visible text of an attached card is treated as though it was printed on the creature card and applies as long as that creature and the attached card remain in play.

Block: An amount by which the damage of melee and ranged attacks against that creature is prevented. Typically written as Block X, where X is a number, e.g. Block 5. Block only applies to attacks, not to other forms of damage. Example: When a creature with Block 5 would be damaged by a melee attack dealing 15 damage, the creature takes only 10 damage instead.

Creature: The miniatures used to play the game all represent creatures. Each creature has a creature card associated with that particular miniature that depicts its statistics, abilities and powers.

Damage: Represented by tokens, damage accumulates on creatures as a result of attacks, action cards and powers. When a creature has damage tokens equal to greater than its maximum hit points, it is destroyed.

All creatures have a base damage value on their creature card. Unless otherwise noted, this is the amount of damage the creature deals to other creatures when making attacks.

Deal Damage: When an action card, power or attack deals damage, take damage tokens equal in value to the amount of damage and place them on the creature card of the creature taking damage.

Deploy/Deployed: You deploy a creature by placing its miniature on the battlefield, and placing its creature card in front of you.

Destroy/Destroyed: When a creature is destroyed, remove the miniature from the battlefield and discard the creature card associated with that creature.

Enemy/Enemy Creature: Creatures controlled by your opponent.

Flying: An inherent power that allows the creature to ignore difficult terrain and move through enemy creatures' spaces.

Heal: When a creature heals, remove damage tokens of equivalent value from the creature equal to the amount healed. Example: A creature that heals 10 points of damage. Remove 10 points worth of damage tokens from that creature.

Hit Points: The measure of a creature's ability to sustain damage and remain on the battlefield. All creatures have a maximum hit point value listed on its creature card.

Keywords: Creature cards and action cards have keywords on them. These are individual words that do not have any inherent rules associated with them. Other creatures and action cards might refer to those keywords in their own rules.

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Level: All creatures have a level, represented by a number. A creature's level determines what action cards it can play. Additionally, a creature's level is the cost (in gold) paid to deploy that creature, and the amount of gold removed from its controller's vault when that creature is destroyed.

Melee Attack: An action that deals damage to adjacent or nearby creatures. All creatures can make a melee attack by tapping, dealing its damage with that melee attack to an adjacent creature.

Move: An action that allows you to move a creature from one square to another square elsewhere on the battlefield. All creatures have a Speed value, which indicates how far a creature can normally move on its activation.

Nimble: An inherent power that allows the creature to untap at the end of its controller's turn.

Prevent Damage: Any time a creature or card would prevent damage, reduce the amount of damage that creature would take by the amount indicated. If an action would prevent all damage, do not place any damage tokens on the creature.

Ranged Attack: An action that deals damage to a creature within a number of squares indicated on the action that allows it to make a ranged attack.

Ready [Ability]: An inherent power that is typically associated with one of the six abilities. For example, Ready Wisdom. When a creature with a Ready power is deployed, its controller may reveal cards from the top of his or her action card deck one at a time until an action card associated with that ability is revealed. The controller takes that action card into his or her hand, then shuffles the other revealed cards back into his or her action card deck.

Response/Respond: When an opponent declares an action, you can respond by taking an immediate action, using an inherent power, or tapping to attack an adjacent creature. When you respond, you declare your intent to take an action when it is not your turn. The creature responding is the acting creature for that response.

Scuttle: An inherent power that allows the creature with Scuttle to move into squares adjacent to enemy creatures without stopping, and to move through enemy creatures.

Shift: A type of movement that allows the creature to ignore the rule that states that the creature must stop its movement when entering a square adjacent to an enemy creature.

Slide: A type of movement that allows you to move a creature that your opponent controls. When you slide a creature, you choose where it moves, even if you do not control that creature, and you can slide that creature through spaces adjacent to enemy creatures without stopping.

Source: All damage and actions have a source. The source of damage or an effect refers to a single instance of the use of an action card, an inherent power, or an attack. The source of the damage or effect is either an action card being played or a creature making an attack or activating an inherent power.

Note that the source of damage or an effect lasts only for that single instance; if a creature's inherent power is activated on this turn, and again on next turn, those count as two separate sources for that effect.

Speed: All creatures have a Speed value listed on their creature card. A creature's speed indicates the maximum distance that creature can be moved during a move action.

Tap/Untap: When you tap a creature, turn that creature's card sideways to indicate that it is tapped. A tapped creature cannot be tapped again for any reason (and, thus, cannot activate inherent powers with a T: icon or be the acting creature for standard action or immediate action cards). When you untap a creature, turn the creature's card back to its normal position. An untapped creature can then be tapped at a later time.

Target: When you choose a creature to make an attack against it, or use an action card that requires you to choose a creature, that creature is considered to be the target of the attack or effect.

Teleport: An inherent power that allows a creature to move a specified distance without moving square-by-square across the battlefield. When a creature teleports, pick up its miniature off of the battlefield and then place it directly on the square(s) the creature is teleporting to.

Turn: Each player gets a turn, during which he or she can activate each creature he or she controls. A turn consists of a Refresh Phase, an Action Phase, and a Deploy Phase.

With [Benefit]: Whenever a card or power uses the term "with" followed by an effect, that creature gains that benefit for the action that preceded it. Example: "Make a melee attack with +10 damage" indicates that the creature makes a melee attack, and when it deals damage it increases the damage dealt to the target by 10.

Within X Squares: The distance away from a central point, usually a creature, where the specified action or effect takes place. Example: "All creatures within 2 squares" refers to any creature that occupies a square within 2 squares of a central point, counting squares along the shortest possible route.

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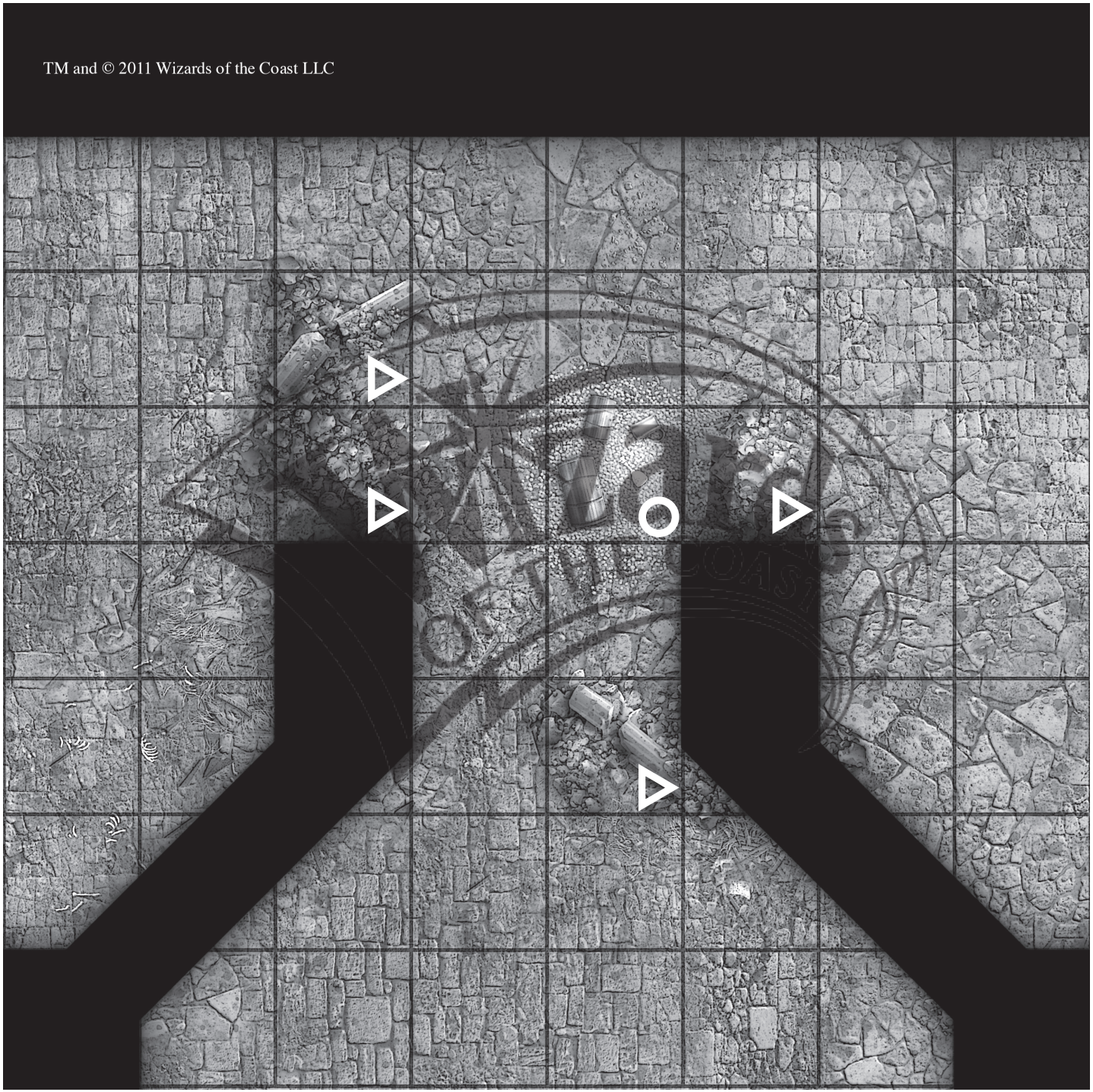

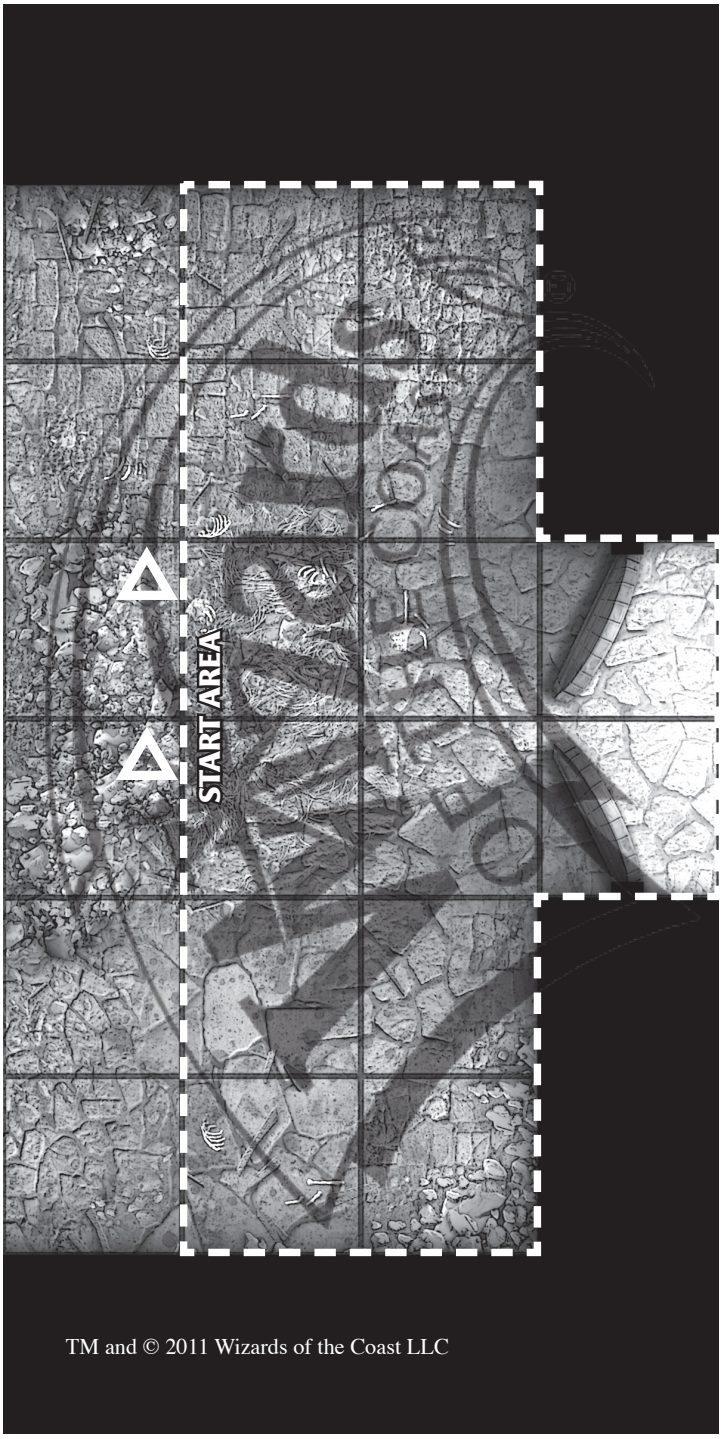

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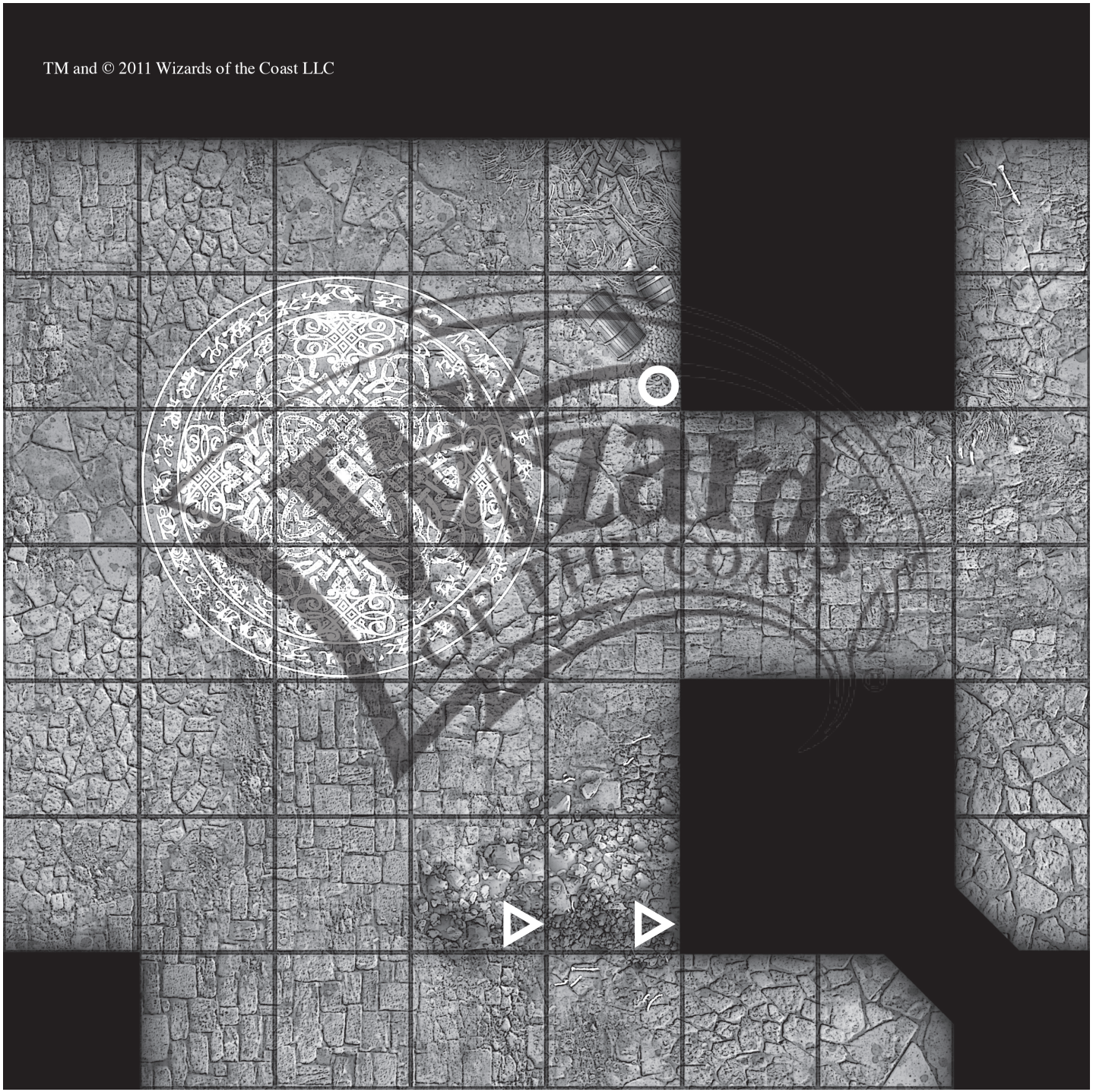

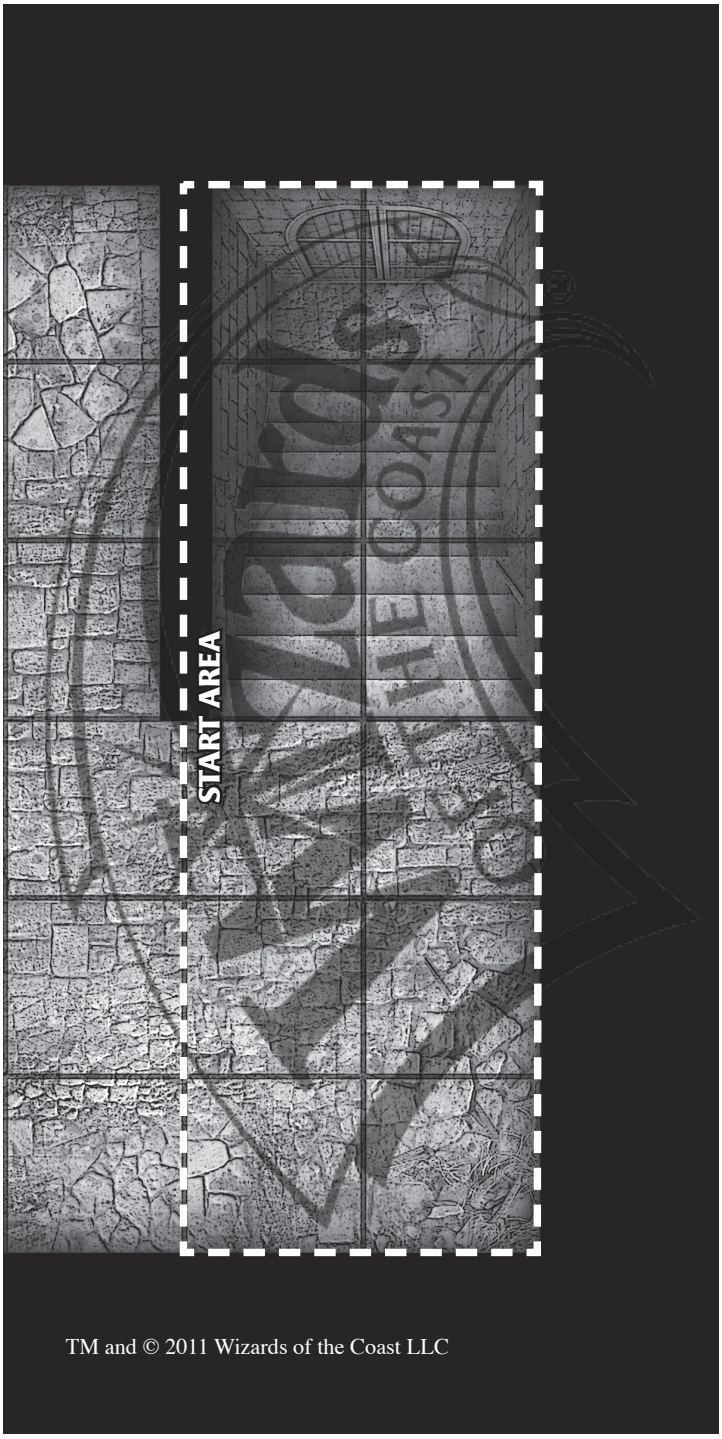

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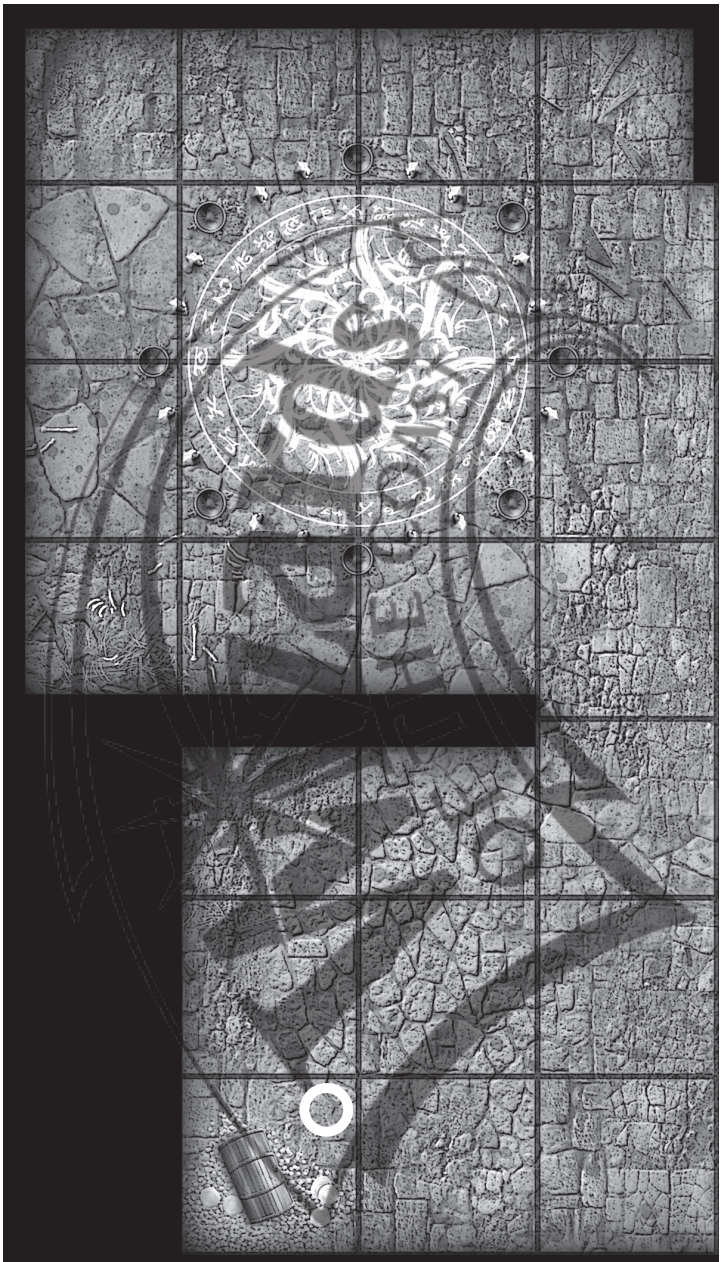

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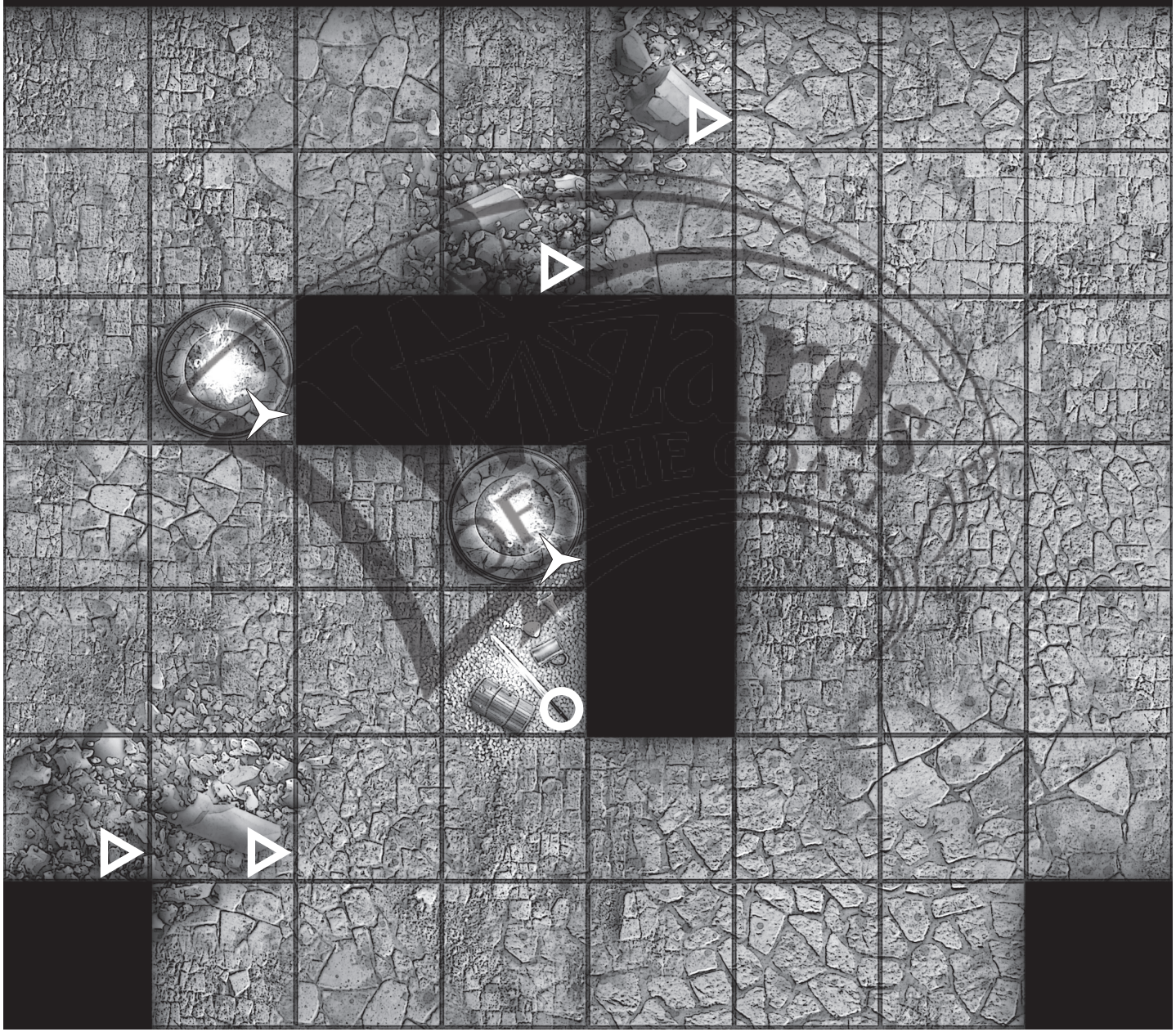

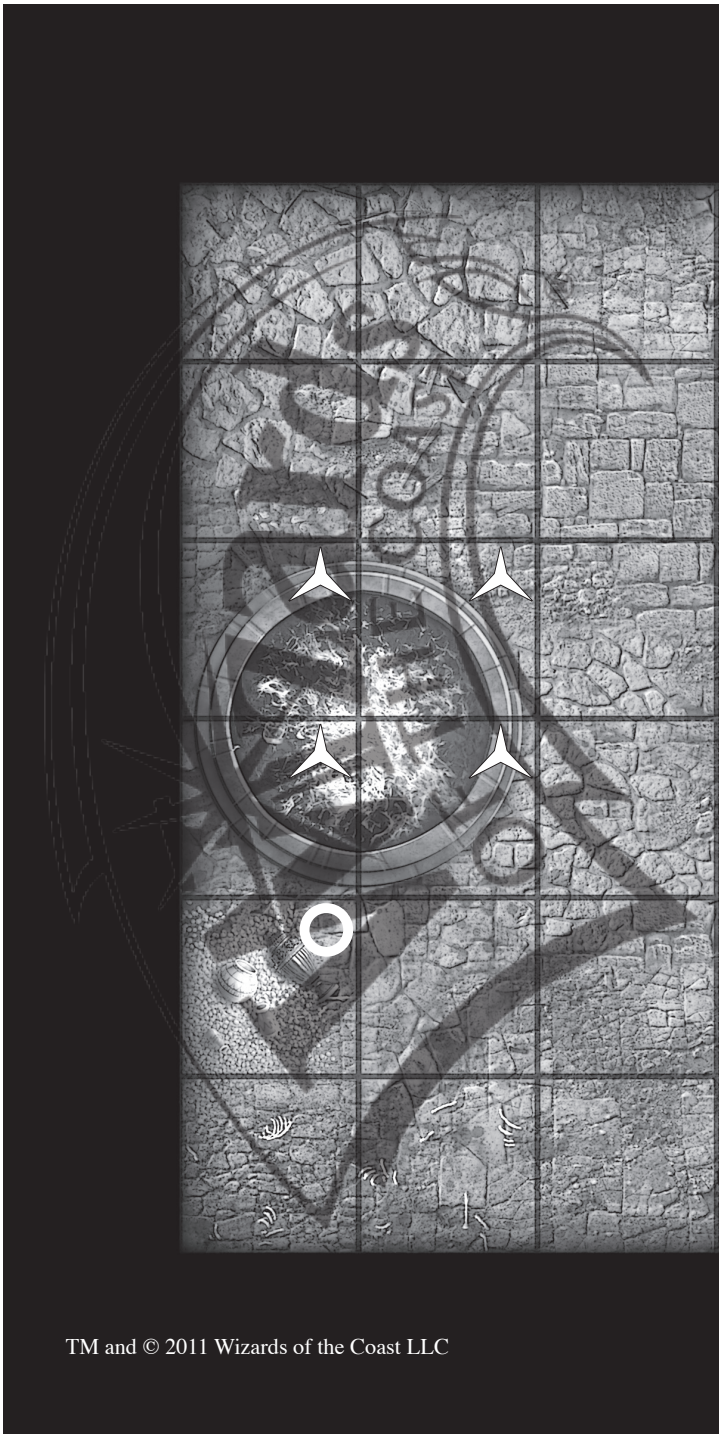

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Demonweb Spider (1)

Creature
Spider

HP 10 | 5 | Speed 7

Abilities DEX

Scuttle (This creature can move through spaces occupied by enemies, and does not stop when moving adjacent to an enemy.)

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Demonweb Spider (1)

Creature
Spider

HP 10 | 5 | Speed 7

Abilities DEX

Scuttle (This creature can move through spaces occupied by enemies, and does not stop when moving adjacent to an enemy.)

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Drow House Guard (2)

Creature
Drow, Ranged

HP 20 | 5 | Speed 6

Abilities DEX

Nimble (This creature untaps at the end of its controller's turn.)

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Drow House Guard (2)

Creature
Drow, Ranged

HP 20 | 5 | Speed 6

Abilities DEX

Nimble (This creature untaps at the end of its controller's turn.)

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Shadow Mastiff (4)

Creature
Beast

HP 35 | 10 | Speed 8

Abilities DEX

When you deploy this Shadow Mastiff, you may deploy it into any square adjacent to a wall.

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Giant Spider (3)

Creature **LARGE**
Beast, Spider

HP 25 | 10 | Speed 6

Abilities DEX

Scuttle (This creature can move through spaces occupied by enemies, and does not stop when moving adjacent to an enemy.)

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Drow Wizard (2)

Creature
Drow

HP 10 | 5 | Speed 6

Abilities DEX, INT

T: Deal 5 damage to one creature within 5 squares.

Nimble (This creature untaps at the end of its controller's turn.)

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Umber Hulk (5)

Creature LARGE
Aberration

HP 65 | 15 | Speed 6

Abilities DEX, STR

Confusion Gaze:

T: Choose one enemy creature within 5 squares. Slide that creature 3 squares. Make a melee attack.

Burrow:

T: Teleport 9 squares.

Block 5

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Drow Priestess (3)

Creature
Drow

HP 25 | 10 | Speed 6

Abilities DEX, WIS

Ready WIS (When this creature is deployed, reveal action cards from the top of your deck until you reveal a WIS card. Put that card in your hand, shuffle the remaining revealed cards back into your action deck.)

You may deploy Spiders into any square adjacent to this Drow Priestess.

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Drider (4)

Creature LARGE
Drow, Spider

HP 30 | 10 | Speed 8

Abilities DEX, INT

Scuttle (This creature can move through spaces occupied by enemies, and does not stop when moving adjacent to an enemy.)

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Drow Assassin (4)

Creature
Drow, Ranged

HP 25 | 10 | Speed 6

Abilities DEX

T: Make a ranged attack against a target within 10 Squares.

This Drow Assassin deals +5 damage with melee attacks while no allied creatures are adjacent to him.

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Drow Blademaster (3)

Creature
Drow

HP 20 | 5 | Speed 6

Abilities DEX

T: Gain block 5 until the end of this activation. Make a melee attack. Make another melee attack.

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Advancing Strike 1 DEX

Standard

Make a melee attack. The acting creature shifts its speed.

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Advancing Strike 1 DEX

Standard

Make a melee attack. The acting creature shifts its speed.

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Aura of Blight 3 WIS

Standard

Deal 10 damage to each creature adjacent to this creature.

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Aura of Blight 3 WIS

Standard

Deal 10 damage to each creature adjacent to this creature.

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Dark Pact 3 WIS

Standard

Choose an allied creature within 5 squares. Deal 5 damage to that creature. If you do, draw 3 action cards.

Damage from Dark Pact cannot be prevented.

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Darkfire 1 INT

Minor

Attach this card to one creature within 10 squares.

Drow Affinity (Any Drow can take this action.)

Creatures deal +5 ⸸ against this creature

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Darkfire 1 INT

Minor

Attach this card to one creature within 10 squares.

Drow Affinity (Any Drow can take this action.)

Creatures deal +5 ⸸ against this creature

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Distant Shot 1 DEX

Standard, Requires Ranged

Make a ranged attack against a target in line of sight.

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Distant Shot 1 DEX

Standard, Requires Ranged

Make a ranged attack against a target in line of sight.

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Dodge 3 DEX

Immediate

The creature takes no damage from one attack.

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Endless Night 2 INT

Minor

Attach this card to the acting creature.

All Drow creatures you control gain Nimble (This creature untaps at the end of its controller's turn.)

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Endless Night 2 INT

Minor

Attach this card to the acting creature.

All Drow creatures you control gain Nimble (This creature untaps at the end of its controller's turn.)

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Hit on the Run 2 DEX

Standard

Make a melee attack with +10 damage. The acting creature shifts its speed.

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Lolth's Blessing 3 WIS

Minor

Attach this card to the acting creature.

When a drow you control destroys an opponent's creature, you may draw one action card.

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Lolth's Sting 2 DEX

Standard, Poison

Make a melee attack. If the attack deals damage, attach this card to the damaged creature.

Deal 5 damage to this creature at the start of its controller's turn.

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Lolth's Sting 2 DEX

Standard, Poison

Make a melee attack. If the attack deals damage, attach this card to the damaged creature.

Deal 5 damage to this creature at the start of its controller's turn.

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Piercing Strike 2 DEX

Standard

Make a melee attack with +10 damage.

Damage from this attack cannot be prevented by block.

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Rapid Shot 1 DEX

Standard, Requires Ranged

Make a ranged attack against a creature within 5 squares. Make another ranged attack against a creature within 5 squares.

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Rapid Shot 1 DEX

Standard, Requires Ranged

Make a ranged attack against a creature within 5 squares. Make another ranged attack against a creature within 5 squares.

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Retreat 4 DEX

Immediate

You may ignore all damage from one attack. The acting creature shifts its speed.

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Retreat 4 DEX

Immediate

You may ignore all damage from one attack. The acting creature shifts its speed.

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Shadow Strike 3 DEX

Standard

Shift 2 squares. Make a melee attack with +15 damage.

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Shroud of Darkness 2 INT

Minor

Attach this card to the acting creature.

This creature and creatures adjacent to it cannot be attacked by ranged attacks.

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Sneak Attack 6 DEX

Standard

Make a melee attack with +30 Damage.

Allied creatures adjacent to the target may assist with this action.

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Web 1 INT

Minor

Attach this card to one creature within 10 squares.

Spider Affinity (Any Spider can take this action.)

This creature cannot move or shift.
T: Discard this card.

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Web 1 INT

Minor

Attach this card to one creature within 10 squares.

Spider Affinity (Any Spider can take this action.)

This creature cannot move or shift.
T: Discard this card.

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Gold Dragon (6)

Creature LARGE
Dragon

HP 65 | 20 | Speed 8

Abilities STR, INT

Flying (This Gold Dragon ignores difficult terrain and can move through spaces containing enemy creatures.)

Radiant Breath

T: Choose a square within 5 squares of this Gold Dragon; Deal 15 damage to each creature in or adjacent to the chosen square.

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Earth Guardian (5)

Creature
Elemental

HP 65 | 20 | Speed 5

Abilities STR

Slam

T: Make a Melee attack, then slide the target 3 squares.

Earthstride

T: Teleport 9 squares.

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Dragon Knight (4)

Creature
Human

HP 45 | 15 | Speed 6

Abilities STR

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War Wizard (4)

Creature
Human

HP 35 | 10 | Speed 6

Abilities INT

Magic Missile

T: Deal 10 damage to one creature within 5 squares.

Ready Int (When this creature is deployed, reveal action cards from the top of your deck until you find an Intelligence card. Put that card in your hand, shuffle the remaining revealed cards back into your action deck.)

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Elf Archer (1)

Creature
Elf, Ranged

HP 5 | 5 | Speed 7

Abilities DEX

Longbow

T: Make a ranged attack against a target within 10 squares.

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Elf Archer (1)

Creature
Elf, Ranged

HP 5 | 5 | Speed 7

Abilities DEX

Longbow

T: Make a ranged attack against a target within 10 squares.

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Human Ranger 2

Creature
Human, Ranged

HP 20 | 5 | Speed 6

Abilities STR, DEX

Nimble (This creature untaps at the end of its controller's turn.)

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Dwarf Cleric 3

Creature
Dwarf

HP 25 | 5 | Speed 5

Abilities WIS, STR

Healing Touch

T: The Dwarf Cleric or 1 adjacent creature heals 5 damage.

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Halfling Sneak 1

Creature
Halfling, Ranged

HP 10 | 5 | Speed 6

Abilities DEX

Sneak Attack: This Halfling Sneak deals +5 damage against tapped creatures.

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Dwarven Defender 2

Creature
Dwarf

HP 10 | 5 | Speed 5

Abilities STR

Block 5

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Dwarven Defender 2

Creature
Dwarf

HP 10 | 5 | Speed 5

Abilities STR

Block 5

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Half-Orc Thug 3

Creature
Half-Orc, Ranged

HP 30 | 10 | Speed 6

Abilities STR, DEX

Explosive Crossbow Bolts

T: Choose a square within 5 squares of this Half-Orc Thug; deal 5 damage to each creature in or adjacent to the chosen square.

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Tide of Iron 1 STR

Standard

Make a melee attack. Slide the target 3 squares, then move 3 squares to an adjacent square.

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Wide Swing 2 STR

Standard

Make a melee attack against two adjacent creatures.

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Wide Swing 2 STR

Standard

Make a melee attack against two adjacent creatures.

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Power Attack 2 STR

Standard

Make a melee attack with +10 damage.

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Power Attack 2 STR

Standard

Make a melee attack with +10 damage.

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Block 2 STR

Immediate

Gain BLOCK 10 until the end of the current activation. Make a melee attack.

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Block 2 STR

Immediate

Gain BLOCK 10 until the end of the current activation. Make a melee attack.

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Acid Arrow 2 INT

Standard

Choose a creature within 5 squares. Deal 5 damage to that creature and each creature adjacent to the target creature.

Attach this card to the target creature.

Deal 5 damage to this creature at the start of its controller's turn.

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Fireball 5 INT

Standard

Choose a square within 10 squares. Deal 10 damage to each creature within 2 squares of the chosen square.

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Shield 2 INT

Immediate

Choose a creature within 5 squares. Prevent all damage to that creature from one source.

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Shield 2 INT

Immediate

Choose a creature within 5 squares. Prevent all damage to that creature from one source.

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Quick Shot 1 DEX

Minor, Requires Ranged

Make a ranged attack against a creature within 5 squares.

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Quick Shot 1 DEX

Minor, Requires Ranged

Make a ranged attack against a creature within 5 squares.

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Run! 2 DEX

Standard

Move 6 squares. Draw an action card.

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Overwhelm 5 STR

Standard

Make a melee attack with +30 Damage.

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Whirlwind Attack 3 STR

Standard

Make a melee attack against each adjacent enemy.

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Shove 1 STR

Minor

Slide an adjacent creature 3 squares.

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Pinning Shot 2 DEX

Standard, requires ranged

Make a ranged attack against a creature within 5 squares. If the attack deals damage, attach this card to the damaged creature.

This creature cannot move or shift. T: discard this card.

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Feint 2 DEX

Minor

Tap an adjacent creature. That creature can't take immediate actions in response to this.

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Level Up 1 ANY

Minor

Attach this card to the acting creature.

+1 Level, +10 HP

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Level Up 1 ANY

Minor

Attach this card to the acting creature.

+1 Level, +10 HP

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Action Point 1 ANY

Minor

Attach this card to the acting creature.

Discard this card at any time: untap this creature.

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Action Point 1 ANY

Minor

Attach this card to the acting creature.

Discard this card at any time: untap this creature.

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Charge! 1 STR

Standard

The acting creature moves its speed. Make a melee attack.

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Charge! 1 STR

Standard

The acting creature moves its speed. Make a melee attack.

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Bigby's Forceful Hand 2 INT

Standard

Deal 10 damage to an adjacent creature, then slide that creature 8 squares.

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Forceful Strike 2 STR

Standard

Make a melee attack, then slide the target 3 squares.

Draw an action card.

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Forceful Strike 2 STR

Standard

Make a melee attack, then slide the target 3 squares.

Draw an action card.

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Fast Advance 1 DEX

Minor

Move 4 squares.

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Fast Advance 1 DEX

Minor

Move 4 squares.

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Vault

Place 20 Gold in your Vault
at the start of the game.

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Turn Order

1. Refresh Phase.
   - Untap your creatures.
   - Move 1 gold from your Vault to your Supply.
   - Draw 1 action card.
2. Action Phase
3. Deploy Phase
   - Pay gold from your Supply equal to the level of the creature being deployed.

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Supply

When one of you creatures is defeated, move gold from your vault to your supply equal to its level.

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Vault

Place 20 Gold in your Vault
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Turn Order

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   - Untap your creatures.
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Supply

When one of you creatures is defeated, move gold from your vault to your supply equal to its level.

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