

# Hero Deck

Hero 1



Hero 2



Hero 3



Hero 4



Hero 5



Happening 1

Use this card as a trigger for scenario-related occurrences, or for happenings of your own invention.

Cunning Plan

Dice-off to see which player draws a Card from the Cunning Plan Deck. Nobody gets a Card if the scores are tied.

The winner can either play the Card immediately, or save it and interrupt the run of play later in this turn.

If it is not used, it must be returned to the bottom of the Cunning Plan Deck at the end of the turn. Use it or lose it!

# HERO 1



# HERO 2



# HERO 3



# HERO 4



# HERO 5



## Happening 2

Use this card as a trigger for scenario-related occurrences, or for happenings of your own invention.

## Cunning Plan

Dice-off to see which player draws a Card from the Cunning Plan Deck. Nobody gets a Card if the scores are tied.

The winner can either play the Card immediately, or save it and interrupt the run of play later in this turn.

If it is not used, it must be returned to the bottom of the Cunning Plan Deck at the end of the turn. Use it or lose it!

## Ambushers! D3+3

**When first deployed...**

Activate the Ambushers immediately, as if they are a Spear under the deploying player's control. In the End Phase, shuffle this card in with the rest of the Hero Deck.

**In subsequent turns...**

Activate the Ambushers when this card is drawn from the Hero Deck.

*Note: Ambushers do not count towards the Retinue's number when determining Wavering, and cannot take Objectives.*