

SCENARIO #7

Our minions fought bravely. I'll miss them. If we had named them... they would definitely have been remembered for over a year! Now let's cut the sentimental side of things. Marcus' men did a huge number on you! We are 3 blacksmiths, 3 farms and 2 training rooms down. They even desecrated two of our Gates! It gets worse! King Andrew is near the edge of his kingdom, with determination in his eyes. We don't have much time...

It may not be necessary but we can expand your Vaults and Shrines. Some spells may be a very welcome addition to this fight?








WIN: Defeat King Andrew with 2 Rank 7+ minions (these 2 minions die).





LOSE: HP reduced to 0 OR Monarch is undefeated.

Turn Deck Set up: Shuffle all Turn cards

(shuffle Monarch/JK into the 5th Turn Deck)

*minions & resources carry over from scenario #6 (??? = carried over)

						
2/4	5/8	8/8	6/8	10/10	??/10	0/5

	10/10/???/500
	8/10/???/200
	8/10/???/200
	10/12/???/250

