

SCENARIO #2









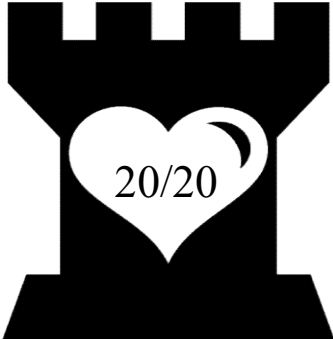



That's it, my Keep... feeling stronger now? I think it is time to stretch those foundations of yours. Lets transfer to the closest outpost. I happen to know, there are Heroes close by. But over the last few hundred years, their children have become lazy in their training. Their numbers may be few, but you are not at full strength yet. We should rest here for now and clean up the threat.

WIN: Kill 3 heroes.

LOSE: Draw through 5 Turn Decks. OR lose all Peons.

Turn Deck Set up: Shuffle all Turn cards (without Monarch/JK)

*Ignore Rank 5+ heroes for this scenario. (draw until Rank 4 or less appears)

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|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |
| 1/2 | 0/0 | 0/0 | 0/0 | 2/6 | 4/6 | 0/5 |
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|  | | | | | | |
|  | | | | | | |
| 2/2/30/100 | | | | | | |
| 1/8/10/25 | | | | | | |
| 0/0/0/0 | | | | | | |
| 4/4/0/100 | | | | | | |