

# ARCHENEMY SHEET

## TURN ORDER

Variations from the standard mode highlighted in red

- Start of turn
- Card phase
  - » The Archenemy draws Archenemy cards (from the Event deck)
  - » The Archenemy summons minions
- Initiative phase
  - » Draw an Event card and resolve Unforeseen Complications
- Action phase
- Combat phase
- Morale phase
- Interaction phase
- End of turn

NUMBER OF CARDS DRAWN				
Number of Party Players	Player cards	Limit	Archenemy (Event) cards	Limit
2	3	5	2	9
3	4	7	3	9
4	5	7	4	9

## MINIONS

CARD COMBINATION	EXAMPLES	MINION
Pair	J♠, J♥	Thug (any type)
Two pairs, or three cards in a suit	J♠, J♥, 9♥, 9♠ or 9♣, Q♣, K♣	Character worth up to 3 gold
Three of a kind, or four cards in a suit	J♠, J♥, J♠ or 9♣, J♣, Q♣, K♣	Character worth up to 4 gold
5 cards in sequence (straight), or five cards in a suit (flush)	9♣, 10♠, J♠, Q♥, K♣ or 9♠, 10♠, J♠, Q♠, A♠	Character worth up to 5 gold
A pair and a three of a kind (full house)	J♠, J♥, 10♠, 10♣, 10♥	Character worth up to 6 gold
Four of a kind	J♠, J♥, J♠, J♣	Character worth up to 7 gold
Five cards in a suit in sequence (straight flush)	9♠, 10♠, J♠, Q♠, K♠	Character worth up to 8 gold

# GAMEPLAY PREPARATIONS

## SINGLE SCENARIO

Adventure, battle, and archenemy scenarios

1. Choose a scenario
2. Choose sides—red or blue
3. Choose factions
4. Draft Characters  
*(The Draft creates your Character pool)*
5. Band building (divides the Character pool):
  - A. The band  
*(Characters you field)*
  - B. Unused Characters  
*(Characters not fielded; do not use their special rules)*
6. Purchase additional equipment
7. Distribute the additional equipment
8. Set up the scenario
9. Play

## CAMPAIGN

Pick the Factions before the campaign. You may not switch factions during the campaign.  
Play the whole Act (1-3 scenarios) against a single opponent.

### The first scenario of an Act

1. Choose the scenario
2. Choose sides—red or blue
3. Draft Characters (the drafted Character pool is used for the entire Act)
4. Band building (divides the Character pool):
  - A. The band  
*(Characters you field)*
  - B. Unused Characters  
*(Characters not fielded; do not use their special rules)*
5. Purchase additional equipment
6. Distribute the additional equipment
7. Set up the scenario
8. Play

### Subsequent scenarios of an Act

1. Choose the scenario
2. Choose sides—red or blue (this may be determined by the previous scenario)
3. Band building (You may build a new band from the Character pool drafted in the Act's first scenario):
  - A. The band  
*(Characters you field)*
  - B. Unused Characters  
*(Characters not fielded; do not use their special rules)*
4. Distribute the additional equipment (You may not buy new equipment during the Act, but may redistribute what you already have)
5. Set up the scenario
6. Play