



THE CARD GAME

www.duel52.com



Two Player



Standard Deck



35 Minute Games

Heroes & Bannermen

ADVANCED RULESET FOR DUEL 52



Heroes & Bannermen adds extra levels of depth and strategy to Duel 52. Simply add Heroes, Bannermen, Forts, or all three (the ultimate duel) at the start of a game.

Requires knowledge of Duel 52 rules and a standard deck of cards to play.

Heroes

- At the start of the game, before setup, shuffle and deal **one card face-up** to each player. This is your hero.
- There are **two types of hero**: mages and warriors. Card suit does not matter. Both players can have the same hero.
- Your hero is placed between you and your base cards. Setup the rest of the game as normal, removing only 8 cards from the deck.



MAGE HEROES

Once per turn: Your mage may cast a spell

Does not use an action

Spells may be cast any time during your turn. Spells are derived from normal card powers. They are detailed below. Mages cannot be attacked.

EXERT

When the draw pile is empty, mage heroes *exert* and can no longer cast spells. Turn them sideways as a reminder.



WARRIOR HEROES

Once per game: Your warrior is played into a lane

Does not use an action, played face-up

Warriors may be played any time during your turn, and may attack if actions are available. Warriors have the same powers as normal cards. Warriors can only be attacked and killed after they are played.

ENRAGE

When the draw pile is empty, warrior heroes *enrage* and must be played into a lane.



Hero powers do not use an action.

Suggestion: Deal each player their hero, then learn just those two hero powers (you don't need to know all the hero powers for a game)!

Remember to Exert or Enrage when the draw pile is empty.

If you're playing with Bannermen or Forts, see page 8 about combining.

Mage Spells & Warrior Powers

2

VIEW | Draw a card, then discard a card

MAGE
Once per turn



"MASTER RECRUITER"

On your turn, you may add a card to your hand from the draw pile, then discard any card from your hand into the discard pile. The drawn card may be played if an action is available.

STRATEGY: CONTROL / QUALITY

The 2 hero greatly improves your choice of cards; every turn you see an extra card. It also reduces the duration of the game, as you will burn through the draw pile.

3

OVERWHELM | Play a card face-down, it cannot flip this turn

MAGE
Once per turn



"RUSH THEM!"

On your turn, you may play a card from your hand face-down into a lane. It cannot be flipped this turn, either with an action or by a 5. Next turn it is a normal card.

STRATEGY: AGGRO

The 3 Hero allows you to overwhelm your opponent with cards. However, you will quickly run out of cards in hand.

4

FORESIGHT | Look at any face-down card

MAGE
Once per turn



"INFORMATION IS POWER"

On your turn, you may look at any face-down card on the board. This includes Base cards (yours and your opponents). Do not show the card to your opponent.

STRATEGY: CONTROL / ACCURACY

The 4 hero allows you to make better decisions: what to kill, which lanes to play in. It counters numerous strategies and tactics.

5

FLIP ONE | Flip one of your face-down cards, it cannot attack this turn

MAGE
Once per turn



"ACTIVATE"

On your turn, you may flip one of your face-down cards. The card's power activates, but it cannot attack this turn. Next turn it is a normal card.

STRATEGY: TEMPO

The 5 hero changes your tactics and allows new powerful combos. However, it must be used carefully as the flipped card cannot attack this turn.

6

FREEZE ONE | Freeze one of your opponents cards

MAGE
Once per turn



"THE FROST MAGE"

On your turn, you may freeze one of your opponents cards. On their next turn that card may not attack or be flipped with an action. It may still be flipped by a 5, healed by a 7, moved by a Queen or activated by a King (and their Hero equivalents). Cannot freeze a 9.

STRATEGY

The 6 hero allows you to continuously shutdown one of your opponent's strong cards until the endgame.

7

HEAL ONE | Heal a card one hit point

MAGE
Once per turn



"THE LIFE MAGE"

On your turn, you may heal a card one hit point. If you have no damaged cards you cannot use this spell.

STRATEGY

The 7 hero changes the way your opponent must play, as damaging (and not killing) a card will lose them tempo. Counters 8s as you can heal after attacking, and counters 10s as they usually leave a damaged card.

Mage Spells & Warrior Powers (continued)

Warrior heroes have the same passive powers as normal cards.

8

RETALIATE | Play into a lane, damages attackers

WARRIOR
Once per game



"THE SPIKED SOLDIER"

On your turn, you may play your 8 into a lane face-up. It may attack if actions are available. Any card that attacks an 8 will take one damage (except a 9).

STRATEGY: AGGRO

As per the base game; an 8 is difficult to kill. All warrior heroes have an immediate once-off impact when played, so you must choose the right time and the right lane!

9

NIMBLE | Play into a lane, counters enemy constant powers

WARRIOR
Once per game



"THE NINJA"

On your turn, you may play your 9 into a lane face-up. It may attack if actions are available. Cannot be frozen by a 6. Doesn't take damage when attacking an 8. Cannot be damaged by a 10's twinstrike (can still be attacked, but only alone). Deals two damage to a Jack.

STRATEGY: AGGRO

As per the base game; a 9 is always useful, especially as a Jack killer. All warrior heroes have an immediate once-off impact when played, enemy Jacks and 8s beware!

10

TWINSTRIKE | Damages two cards in one attack

WARRIOR
Once per game



"THE BRAWLER"

On your turn, you may play your 10 into a lane face-up. It may attack if actions are available. When attacking, deals one damage each to two cards in the opponents lane. The cards do not have to be next to each other. Cannot damage past a Jack, cannot damage a 9 and another card (can still choose to damage one of them).

STRATEGY: AGGRO

As per the base game; the 10 is a dominating lane presence. All warrior heroes have an immediate once-off impact when played, so wait to get maximum value with your 10's first attack!

J

TAUNT | Play into a lane, must be killed first, three hit points

WARRIOR
Once per game



"THE PROTECTOR"

On your turn, you may play your Jack into a lane face-up. It may attack if actions are available. A Jack must be killed before other cards in his lane can be attacked. Place him at the front of the lane to remind your opponent. He has three hit points; turn 45 degrees for first damage, 90 degrees for second damage.

STRATEGY: AGGRO

As per the base game; a Jack is hard to kill and can protect other cards. All warrior heroes have an immediate once-off impact when played, so make sure you play him to the correct lane!

Mage Spells & Warrior Powers (continued)

Q

MOVE | May move an ally card to another lane

MAGE
Once per turn



"QUEEN MANIPULATOR"

On your turn, may move an ally card to another lane, face-down or face-up. The moved card does not reactivate powers but retains constant powers, and retains any damage taken. If an action is available it may attack or flip before or after being moved.

STRATEGY: CONTROL / BALANCE

The Queen hero allows you to easily shift the battle, swing a lane, and create powerful combos. It may seem overpowered but remember; it doesn't gain you any tempo or any card advantage.

K

EMPOWER ONE | Reactivate one face-up card power

MAGE
Once per turn



"CONTINUING INSPIRATION"

On your turn, may reactivate any one of your face-up card's powers. Can be cast on a card that flipped this turn. Double freeze from a 6 does not stack (does not persist more than one turn).

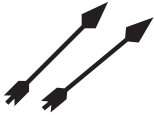
STRATEGY: CONTROL / VALUE

Get value and win. The King hero works with the 2, 4, 5, 6, 7, Queen, King and Ace. It can get an immediate double activation (flip then use Empower One in the same turn) from the 2, 4, Queen, King and Ace. Enables some wild combos. It changes the way your opponent must play - they must kill priority cards.

A

ACTION | Play into a lane, gain one action, may attack twice first turn

WARRIOR
Once per game



"THE ASSASSIN"

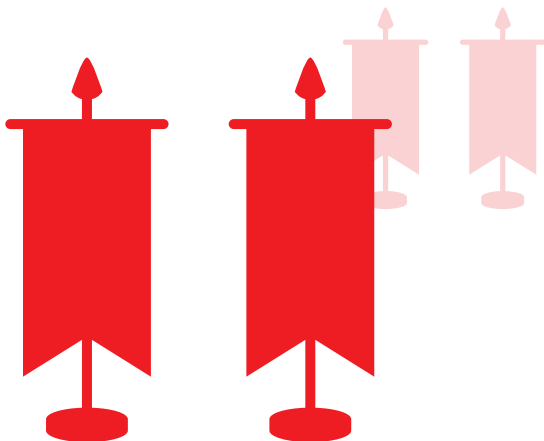
On your turn, you may play your Ace into a lane face-up. Gain one action. Your Ace may attack twice on it's first turn. When Kinged, gain one action, and may attack twice.

STRATEGY: AGGRO

As per the base game; an Ace is a huge tempo swing. All warrior heroes have an immediate once-off impact when played, particularly the Ace as it can enter, deal two damage, and you still have two actions left!

Bannermen

Each player nominates **two bannermen** from their starting hand. Cards you play that match your bannermen have improved powers.



- 1 Deal 5 cards to each player's hand
 - 2 Player one chooses a card from their hand, looks through the deck for a copy, and places that copy face-up on the table. (keeping the matching card in their hand). This is their first bannerman.
 - 3 Player two now does the same.
 - 4 Repeat for both player's second bannermen.
 - 5 Shuffle and deal base cards as normal, removing only 6 cards from the deck. Player two goes first.
- Both players now have two bannermen on the table, visible (and at least one of each in their hand).
 - Your bannermen are placed between you and your base cards.
 - Bannermen cannot attack or be attacked.

Bannermen Improved Powers

2

DRAW | Draw a card into your hand



"THE DRAFTER"

Add a card to your hand from the draw pile (do not discard a card). The drawn card may be played if an action is available. If draw pile is empty, does nothing.

STRATEGY

A banner 2 gives you pure card advantage, and denies your opponent a card. Extremely strong if you can King it.

3

BOMB | If killed face-down, deals two damage to attacker, return to play face-up



"BOOM!"

When your opponent kills a face-down banner 3, two damage is dealt to the card that last attacked it. Your 3 is then flipped and becomes a normal live card with 2 hit points.

STRATEGY

This banner will make your opponent terrified to hit any face-down card, as triggering the bomb is a devastating tempo swing.

4

ORACLE | Look at two face-down cards, look at your opponents hand



"ALL SEEING"

Look at any two face-down cards on the board. This includes Base cards (yours and your opponents). Do not show the cards to your opponent. Your opponent must show you their hand.

STRATEGY

Not to be underestimated; a banner 4 lets you know where to play, what to kill, and the cards in your opponent's hand.

5

FLIP ALL | Flip all your face-down cards



"FRENZY!"

Flip all your face-down cards in all lanes. Does not flip base cards unless draw pile is empty. If draw pile is empty, will also flip base cards. Flipped card powers activate in the order that you choose, and they can attack if actions are available.

STRATEGY: TEMPO

The biggest tempo-gainer in the game, a well-timed banner 5 is huge. Try to save it for the endgame (when draw pile is empty) as it flips all your base cards when played.

6

STASIS | Freeze and block enemy cards in lane for one turn



"TIME STOP"

All enemy cards in lane are frozen for one turn, they may not attack or flip themselves. New cards cannot be played into the lane for one turn. Cards in lane can still be affected by global and hero powers, but always remain frozen for one turn. Cannot freeze a 9.

STRATEGY

A banner 6 almost completely shuts down an enemy lane for one turn, stopping your opponent playing cards to that lane, and swinging it to your advantage.

7

HEAL MENTOR | Your 2s also have Heal All



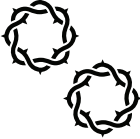
"LIFE TEACHER"

Any 2 you play heals all your damaged cards two hit points, in all lanes, face-down and face-up. Your 2s also retain their normal View power. Your 7s have Heal All as normal.

STRATEGY

A banner 7 does not change your 7s; it changes your 2s, so you probably want at least one 2 in your starting hand.

Bannermen Improved Powers (continued)

8**RETALIATE MENTOR** | Your 4s also have Retaliate

"SPIKED TEACHER"

Any card that attacks a 4 of yours will take one damage (except a 9). Your 4s also retain their normal Foresight power. Your 8s have Retaliate as normal.

STRATEGY

A banner 8 does not change your 8s; it changes your 4s, so you probably want at least one 4 in your starting hand.

9**NINJA** | Counters enemy constant powers, deals three damage to Jacks

"THE NINJA MASTER"

Cannot be frozen by a 6. Doesn't take damage when attacking an 8. Cannot be damaged by a 10's twinstrike (can still be attacked, but only alone). Deals three damage to Jacks.

STRATEGY

A banner 9 is just like a normal 9 with three damage to Jacks. It's mere presence can stop your opponent from playing those important Jacks!

10**TRISTRIKE** | Damages three cards in one attack, bypass taunt

"WHIRLWIND!"

When attacking, deals one damage each to three cards in the opponents lane. The cards do not have to be next to each other. Can damage past a Jack, cannot damage a 9 and other cards (can still choose to damage a 9 but not others).

STRATEGY

Big banner 10 is a force to be reckoned with, if you can get maximum value or attack over multiple turns the lane will be won.

J**TANK** | Must be killed first in lane, four hit points

"CHAMPION PROTECTOR"

A banner Jack must be killed before other cards in his lane can be attacked. Place him at the front of the lane to remind your opponent. He has four hit points; turn 30 degrees for first damage, 60 degrees for second damage, 90 degrees for third damage.

STRATEGY

A banner Jack is the healthiest card in the game, with an enormous four hit points. Pair him with healers and try to dodge those enemy 9s!

Bannermen Improved Powers (continued)

Q**MOVE TWO** | May move two ally cards to her lane**"BOTH TO MY SIDE!"**

May move two ally cards from another lane to her lane, face-down or face-up. The moved cards do not reactivate powers but do retain constant powers. They may attack if actions are available. If the draw pile is empty, she may move a Base card. Moved cards must be from the same lane.

STRATEGY

A banner Queen is the strongest lane swing card in the game. It also opens a tricky strategy of playing all your cards into just one lane, then at the right moment, suddenly splitting to a second lane and contesting.

K**EMPOWER ALL** | Reactivates all your face-up card powers**"REVOLUTIONARY LEADER"**

All your face-up cards in all lanes reactivate their powers. Does not affect other Kings. Does not affect cards with constant powers. You may choose the order of activations.

STRATEGY

A banner King is a King for your entire board. Empower All affects the 2, 4, 5, 6, 7, Queen, and Ace.

A**ASSASSINATE** | Gain two extra actions, may attack three times first turn**"MASTER ASSASSIN"**

When flipped, gain two actions. You may use these actions however you like. On its first turn, an Ace may attack three times. When Kinged, gain two action, and may attack three times.

STRATEGY

A banner Ace is to be feared. It can kill a Jack from your hand. It can kill a card and a damaged card. It can enable wild combos with the two extra actions (which do not have to be used by the Ace).

Doubles or triples in your starting hand is a good incentive to choose that bannerman!

You can choose the same bannerman as your opponent, this will mean there are no cards left in the deck of that rank.

Sometimes, if your opponent has a pair and has chosen that bannerman, you will not be able to choose it yourself.

Combining Heroes & Bannermen

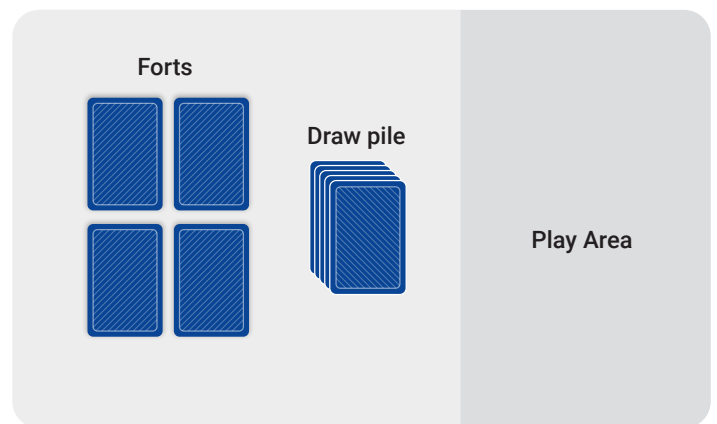


- 1 Deal one hero face-up on the table to each player.
 - 2 Deal 5 cards to each players hand.
 - 3 Choose bannermen (see above).
 - 4 Shuffle and deal base cards as normal, remove only four cards from the deck.
 - 5 The player who chose bannermen second goes first.
- Place your bannermen either side of your hero, slightly lower, as per diagram.
 - You can choose bannermen that are the same as your hero. Warrior heroes gain improved powers from bannermen.
 - Whilst heroes exert and enrage, bannermen last until the end of the game.

Forts

Add the final element of strategic depth for the ultimate duel. Best when combined with Heroes & Bannermen.

- Place four of the 'removed' cards near the draw pile, separated and face-down. These are forts.
- Forts are live cards that automatically enter the battlefield when a player has three face-up cards in a lane.
- When your opponent has three cards face-up in a lane, at the end of their turn, take any fort card face-down, look at it, and place it as an extra base card in that lane.
- That lane now has two base cards, which cannot flip or be attacked until the draw pile is empty (the endgame).
- Forts are limited to once per lane per player.
- Forts can be looked at with a 4's power. You do not have to take the fort you looked at.



Expansion Notes

When using any advanced ruleset, you do not have to use all your actions every turn.

'Heal all' from a 7 now explicitly heals your entire board two hit points (still healing a Jack to full, but not a banner Jack to full).

There are some extremely strong (probably overpowered) combinations of Heroes & Bannermen, have fun discovering them!