

Duel 52 HEROES

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- 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. 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 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.

Duel 52 HERO POWERS

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These do not use an action

MAGES

Once per turn, may cast a spell

- 2 VIEW** Draw a card, then discard a card
- 3 OVERWHELM** Play a card face-down, it cannot flip this turn
- 4 FORESIGHT** Look at any face-down card
- 5 FLIP ONE** of your face-down cards, it cannot attack this turn
- 6 FREEZE ONE** of your opponents cards
- 7 HEAL ONE** of your cards one hit point
- Q MOVE** May move an ally card to another lane
- K EMPOWER ONE** Reactivate one face-up card power

WARRIORS

Once per game, play into a lane

- 8 RETALIATE** Damages attackers
- 9 NIMBLE** Cannot be frozen. Immune to an 8's thorns. Cannot be twinstruck by a 10. Deals two damage to a Jack.
- 10 TWINSTRIKE** Damages two cards in one attack
- J TAUNT** Must be killed first in lane, three hit points
- A ACTION** Gain one action, may attack twice first turn

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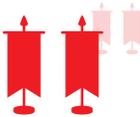
Duel 52 BANNERMEN

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

- Deal 5 cards to each player's hand
- 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.
- Player two now does the same.
- Repeat for both player's second bannermen.
- 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.



Duel 52 BANNERMEN POWERS

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Cards that match your bannermen have these

- ! 2 DRAW** Draw a card into your hand
- ! 3 BOMB** If killed face-down, deals two damage to attacker, return to play face-up
- ! 4 ORACLE** Look at two face-down cards, look at your opponents hand
- ! 5 FLIP ALL** Flip all your face-down cards
- ! 6 STASIS** Freeze and block enemy cards in lane for one turn
- ! 7 HEAL MENTOR** Your 2s also have Heal All
- ! 8 RETALIATE MENTOR** Your 4s also have Retaliate
- ! 9 NINJA** Cannot be frozen. Immune to an 8's thorns. Cannot be twinstruck by a 10. Deals three damage to a Jack.
- ! 10 TRISTRIKE** Damages three cards in one attack, bypass taunt
- ! J TANK** Must be killed first in lane, four hit points
- ! Q MOVE TWO** May move two ally cards to her lane
- ! K EMPOWER ALL** Reactivates all your face-up card powers
- ! A ASSASSINATE** Gain two extra actions, may attack three times first turn

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Duel 52 COMBINING HEROES & BANNERMEN

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- Deal one hero face-up on the table to each player
- Deal 5 cards to each players hand
- Choose bannermen
- Shuffle and deal base cards as normal
- Remove only four cards from the deck

Place your bannermen either side of your hero, slightly lower, as per diagram below.

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.

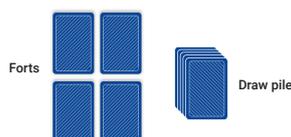


Duel 52 FORTS

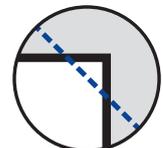
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Add the final element of strategic depth for the ultimate duel. Best when combined with Heroes & Bannermen.

- 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.



Cut these out, leaving none of the black edge.



Cut off each corner too!