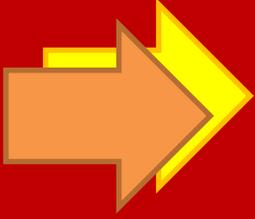
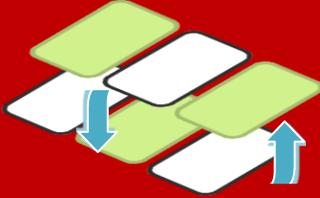
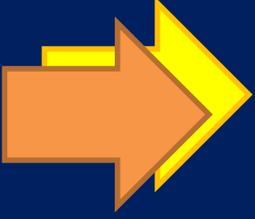


<p> <i>Fire - Orc</i> </p> <p><b>Orc Scout</b> Recruit again - take <b>another</b> action.</p> 	<p> <i>Fire - Human</i> </p> <p><b>Human Mage</b> One <b>opponent</b> must <b>exchange one character</b> from their hand with <b>one face-up character</b> – opponent's choice.</p> 	<p> <i>Fire- Dwarf</i> </p> <p><b>Dwarf Warrior</b> Flip all characters to <b>their opposite side</b>.</p> 
<p> <b>4</b>  </p>	<p> <b>7</b>  </p>	<p> <b>9</b>  </p>
<p> <i>Water - Human</i> </p> <p><b>Human Merchant</b> Swap 1 character from <b>your hand</b> with 1 <b>face-down</b> character.</p> 	<p> <i>Water - Elf</i> </p> <p><b>Elf Healer</b> Turn all <b>face-down</b> characters <b>face-up</b>.</p> 	<p> <i>Water - Gnome</i> </p> <p><b>Gnome Scout</b> Recruit again - take <b>another</b> action.</p> 
<p> <b>7</b>  </p>	<p> <b>8</b>  </p>	<p> <b>3</b>  </p>
<p> <i>Air - Halfling</i> </p> <p><b>Halfling Merchant</b> Swap 1 character from <b>your hand</b> with 1 <b>face-down</b> character.</p> 	<p> <i>Air - Gnome</i> </p> <p><b>Gnome Healer</b> Turn all <b>face-down</b> characters <b>face-up</b>.</p> 	<p> <i>Air - Orc</i> </p> <p><b>Orc Thief</b> Swap 1 character from <b>your hand</b> with 1 character from an <b>opponent's hand</b>.</p> 
<p> <b>4</b>  </p>	<p> <b>8</b>  </p>	<p> <b>5</b>  </p>

 *Earth - Dwarf* 

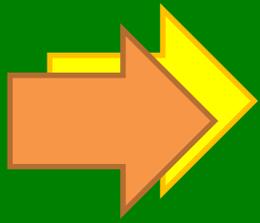
**Dwarf Merchant**  
Swap 1 character from your hand with 1 face-down character.



 6  

 *Earth - Elf* 

**Elf Scout**  
Recruit again - take another action.



 6  

 *Earth - Halfling* 

**Halfling Thief**  
Swap 1 character from your hand with 1 character from an opponent's hand.



 7  

 *Light - Elf* 

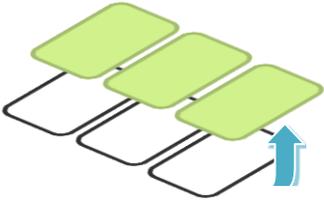
**Elf Mage**  
One opponent must exchange one character from their hand with one face-up character – opponent's choice.



 7  

 *Light - Halfling* 

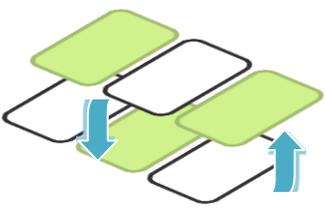
**Halfling Healer**  
Turn all face-down characters face-up.



 6  

 *Light - Human* 

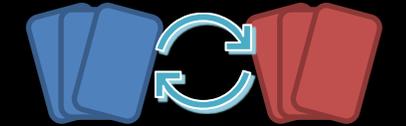
**Human Warrior**  
Flip all characters to their opposite side.



 8  

 *Dark - Dwarf* 

**Dwarf Thief**  
Swap 1 character from your hand with 1 character from an opponent's hand.



 4  

 *Dark - Gnome* 

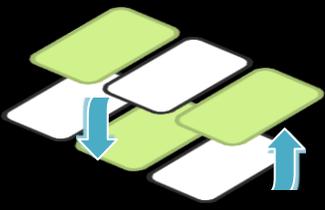
**Gnome Mage**  
One opponent must exchange one character from their hand with one face-up character – opponent's choice.



 5  

 *Dark - Orc* 

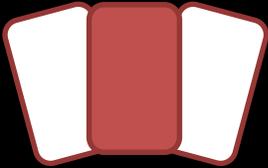
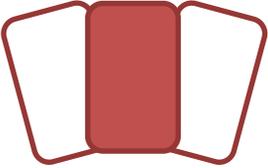
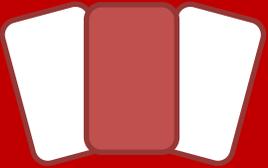
**Orc Warrior**  
Flip all characters to their opposite side.

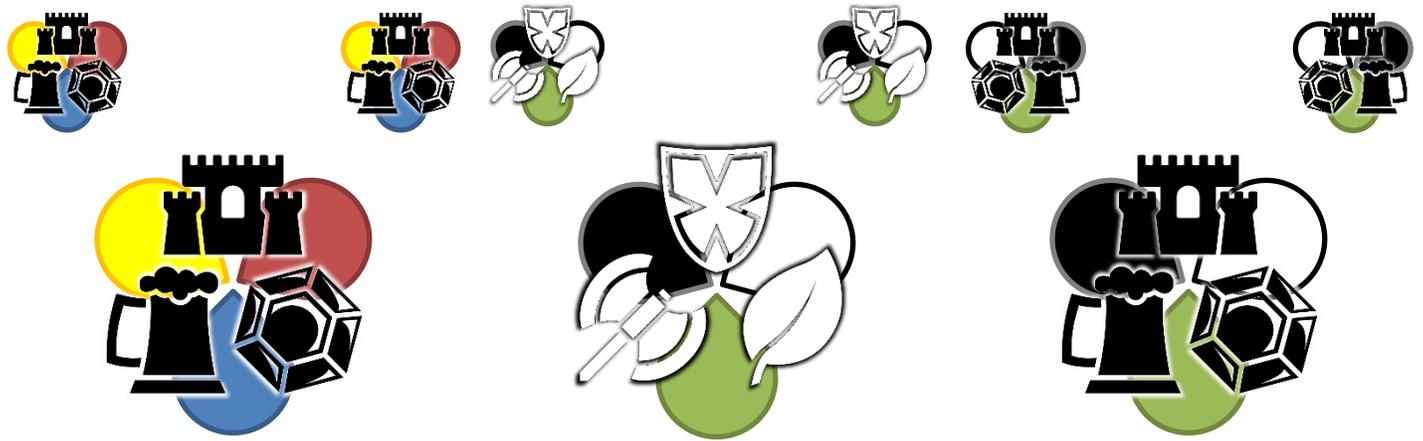
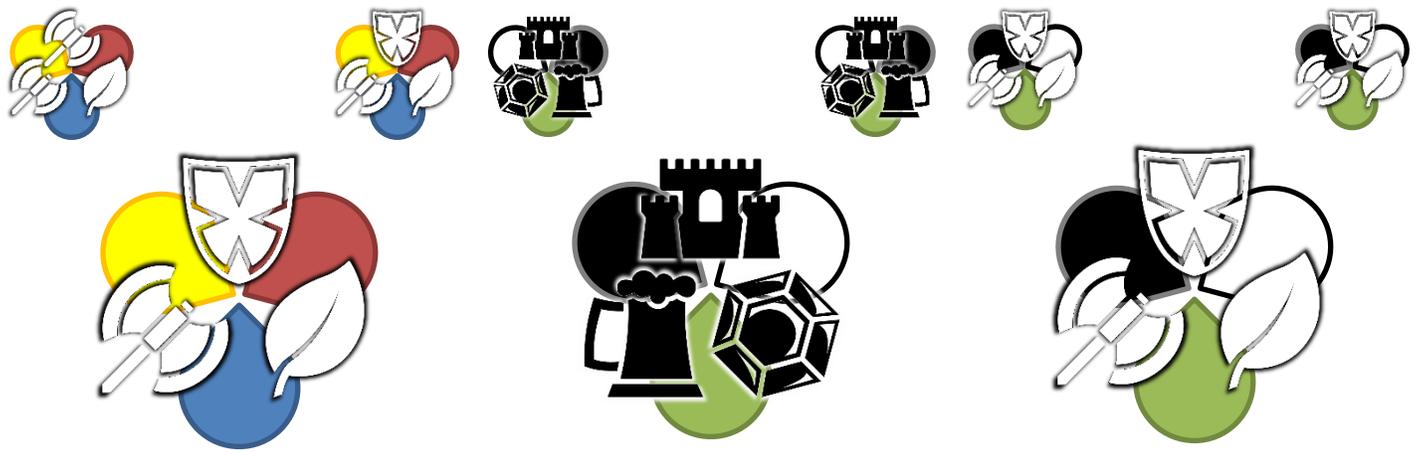


 6  





 <span style="margin: 0 20px;">Dark - Dwarf</span> 	 <span style="margin: 0 20px;">Earth - Halfling</span> 	 <span style="margin: 0 20px;">Air - Orc</span> 
<p><b>Dwarf <u>ALT</u> Thief</b>  <b>Swap 1 character from an opponent's hand with 1 face-down character.</b></p> 	<p><b>Halfling <u>ALT</u> Thief</b>  <b>Swap 1 character from an opponent's hand with 1 face-down character.</b></p> 	<p><b>Orc <u>ALT</u> Thief</b>  <b>Swap 1 character from an opponent's hand with 1 face-down character.</b></p> 
 <span style="margin: 0 20px;">4</span>  	 <span style="margin: 0 20px;">7</span>  	 <span style="margin: 0 20px;">5</span>  
 <span style="margin: 0 20px;">Dark - Gnome</span> 	 <span style="margin: 0 20px;">Light - Elf</span> 	 <span style="margin: 0 20px;">Fire - Human</span> 
<p><b>Gnome <u>ALT</u> Mage</b>  <b>Reveal to all, 1 character from an opponent's hand.</b></p> 	<p><b>Elf <u>ALT</u> Mage</b>  <b>Reveal to all, 1 character from an opponent's hand.</b></p> 	<p><b>Human <u>ALT</u> Mage</b>  <b>Reveal to all, 1 character from an opponent's hand.</b></p> 
 <span style="margin: 0 20px;">5</span>  	 <span style="margin: 0 20px;">7</span>  	 <span style="margin: 0 20px;">7</span>  
	<p><b>Heroes and Rogues, Out for Gold</b></p> <p><b>Setup:</b>          Shuffle cards, lay 6 cards on the table, 3 face-up and 3 face-down. Deal remaining cards to players. Randomly determine starting player.</p> <p><b>Gameplay:</b>          Players take turns replacing a face-up character from the table with a character from their hand, placed face-down. Then take the action described on the character they just acquired.</p> <p>When choosing an action, if there are one or zero face-up character cards, a player may choose to first turn all the character cards face-up before choosing an action.</p> <p><b>Goal:</b>          The object is to get a complete team of 3-6 characters (depending on the number of players). Characters must match Race (suit/symbol) or Elemental Affinity (color). Players must announce "Ready To Quest" if their team(s) are complete by their turn end.</p>	<p><b>Goal (cont):</b></p> <ul style="list-style-type: none"> <li>- 2p: two teams of 3/3 using 5-6 cards.</li> <li>- 3p: two teams of 3/2 using 4 cards.</li> <li>- 4p: one team of 3 using 3 cards.</li> </ul> <p><b>End Game:</b>          At the BEGINNING of a player's turn, if they have complete team(s) in their hand, they can choose to end the game or continue it. If the game is ended players may score their hands. Only cards in completed teams count toward points. Final score is the sum of the cards' gold points.</p> <p><b>Scoring:</b>          Each card is worth a number of gold points based on the the character's Race, Elemental Affinity, and Class. Only cards used in teams are scored, cards are scored once. The winner is the player with the most gold points. Players can play multiple rounds and sum the scores of each round.</p> <p><a href="http://georgejaros.com/HR">http://georgejaros.com/HR</a></p>



**Race**

  	= 15	
  	= 16	
  	= 17	
  	= 19	
  	= 21	
  	= 22	

**Elemental Affinity**

  	= 15	
  	= 17	
  	= 18	
  	= 19	
  	= 20	
  	= 21	

