

Shooting gallery

Select one of your models equipped with a ranged weapon. Damage at least two enemies for at least 2 Wounds each with ranged attacks with that hero.

If you do, you gain
1 Triumph point.

Phantasmagoria

If you want to use this card, your Mage takes 2 damage. Reveal this card before battle. You may look at the opponent's Quest Cards. Give him back two of the cards, if he has a third one, remove it from play. Discard Phantasmagoria.

Old Grudge

Reveal this card before battle. Choose either the left or right edge of the battlefield. Place one of your heroes in the middle of that edge. The opponent chooses one of his heroes and places him in base contact with your hero. Whoever defeat the opponent's hero with their chosen hero gains
1 Triumph point.

Little buddy

Reveal this card before battle. Your opponent has to place Magic Spawn in his deployment zone. The Spawn takes part in the game as Summoned creature, but does not include to their limit. If the Spawn is removed from game by any reason, you gain 1 Triumph point.

Captured

Reveal this card before battle. Pick your cheapest model and the enemy's cheapest model. Place the models together at the edge of the battlefield from the side of your opponent's deployment zone. The chosen models do not take part in the battle. Reach the prisoner with any of your heroes, and with the beginning of the next Cycle you will gain 2 Triumph points!

Vestal

Reveal this card before battle. Place a Vestal marker in the opponent's deployment zone. Fulfill another task and then reach the Vestal with one of your heroes. If you do that, with the start of the next Cycle you gain 2 Triumph points!

Appointed meeting

Note the names of one large, two medium or three small of your heroes on the back of your Party Sheet. If chosen hero or heroes reach the opponent's deployment zone and stay there until the end of the Cycle, with the start of a new Cycle you gain 2 Triumph points!

Poltergeist

Reveal this card before the battle. Choose one card from opponents' Item Deck and remove it from play. Additionally select a Mage from the enemy team. If your Leader or Mage defeat selected enemy Mage in combat, at the beginning of a new Cycle you gain 2 Triumph points!



Great Prize

Reveal this card before battle.
Place a marker exactly in the middle of the table. The hero who claims the Prize may not move with it, but it can be taken from him if he dies. Whoever has the Prize, has
1 Triumph point.



Browbeat

Force Panic Test on enemy team.
If you do, reveal this card.
You gain
1 Triumph Point.



Beat the cowards!!!

Defeat 60% worth in Dragon Coins of enemy heroes.
If you do that, reveal this card.
You gain 2 Triumph points!!!



Test the rookie

Defeat an enemy hero with your cheapest hero. Reveal this card.
As long as the rookie lives, you have
1 Triumph point.



Revenge

Choose a hero from the enemy party and write his name on the back of your Party Sheet. Chose one of your heroes and write his name too. Defeat the chosen enemy with your chosen hero and you will gain
1 Triumph point!



Pillage

Reveal this card before battle. You and your opponent place one Marker each in your deployment zones. Whoever claims the enemy's treasure and keeps it until the end of the Cycle, with the beginning of the next Cycle gains
2 Triumph points!



Witch hunt

Defeat the enemy Mage.
If you do, reveal this card.
You gain
1 Triumph point.



Clash of the Titans

Charge the enemy Leader with your own Leader. Reveal this card. Nobody may interfere with the duel until one of the Leaders wins. Other heroes may disengage from that combat without making any tests. If you defeat the enemy Leader, you gain
1 Triumph point.



Deliver the message

Your Mage must deliver an important message. If he reaches the opponent's deployment zone, reveal this card. If your mage lives to see the beginning of the next Cycle, you gain 1 Triumph point.



Gain the advantage!!!

Defeat enemy models until the opponent loses 40% worth in Dragon Coins of his heroes, then reveal this card. You gain 1 Triumph point.