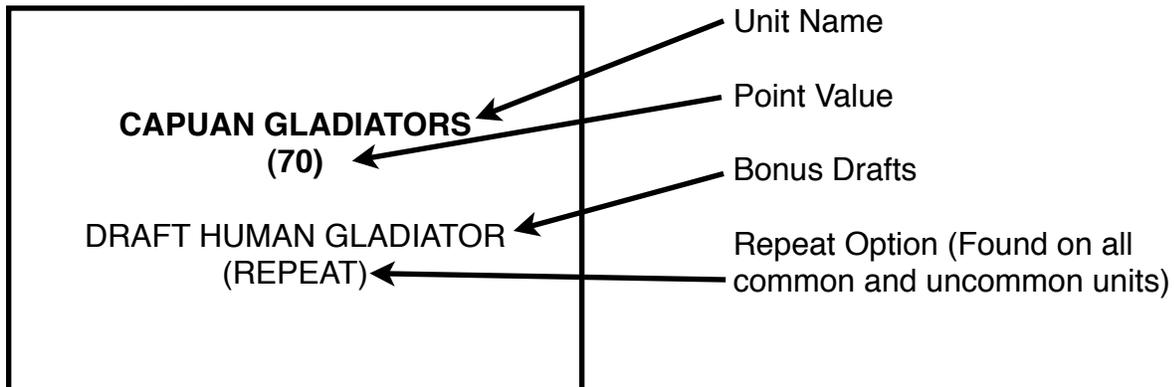


## Random Draft Deck Rules

EXAMPLE CARD:



How to use the Random Draft Deck:

Every player draws cards until they draw a card that would send them over the threshold points set for that battle (i.e. The threshold for a 500 point battle may be 600 points). Roll a 20 sided die to see who goes first, then all players, starting with the one who rolled the highest, take turns playing a card and claiming their units. (i.e. With the Capuan Gladiators card, I could claim one squad of them with a Gladiator Hero, or claim infinite squads of them.)

Rules:

- Only one bonus draft may be used per card (Unless you draw a wild and then you may use an additional bonus draft)
- (s) does not mean draft as many as you want, it is there to allow you to draft a hero or a squad.
- (Skip) appears on certain cards and allows you to leave that card totally out of your choices not counting towards your threshold limit.
- If another player claims a unit before you get it, then they have it, even if you have the original draft card and they have a wild.
- Wild cards do not count as points towards your threshold limit, but you may only use one per game per person.
- Follow the rules on the Wild card (i.e. Draft any Ullar Figure, or draft a hero less than 100 point, or draft any unique squad)

Variations:

- Allow more wild cards per person per game (i.e. 2-3 wilds)
- Allow 1-2 free skips, allowing a player to skip any unit that they do not wish to use, up to one or two free skips
- Higher thresholds (i.e. 750 for a 500 point game)
- Removing cards you don't want to be drafted. (i.e. Major Q9, Deathreavers, and Raelin)