













































































Ascension Steps:

- Health (+5/step)
- Power Level (1dx)
- Range (+1/step, max 8)
- Speed (+1/step, max 8)
- New Power (Melee / Range)

Wave Counter	1	2	3	4	5
	6	7	8	9	10

**Kings Conquered**

Four King cards are shown: a red Heart King, a red Diamond King, a grey Spade King, and a grey Club King.

 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee
 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee	 Spd: 2 Health: 1 Melee
 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee
 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee	 Spd: 4 Health: 1 Melee
 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)
 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)	 Spd: 2 Health: 1 Range (4)
 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)
 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)	 Spd: 4 Health: 1 Range (4)
 Spd: 2 Health: 2 Melee	 Spd: 2 Health: 3 Melee	 Spd: 2 Health: 4 Melee	 Spd: 4 Health: 2 Melee	 Spd: 4 Health: 3 Melee	 Spd: 4 Health: 4 Melee		
 Spd: 2 Health: 2 Range (4)	 Spd: 2 Health: 3 Range (4)	 Spd: 2 Health: 4 Range (4)	 Spd: 4 Health: 2 Range (4)	 Spd: 4 Health: 3 Range (4)	 Spd: 4 Health: 4 Range (4)		

<b>DG</b>
Spd: _____
Health: _____
Pwr 1 (M/R): _____
Pwr 2 (M/R): _____
Range: _____

# Demi-God Sheet

"I am \_\_\_\_\_, Demi-god of \_\_\_\_\_"

[Name]

[Power Source]

*[Continue to write your Demi-god's dialogue regarding wrath, the annihilation of followers, being forgotten, and anything else you want to get off your chest before destroying the world...]*

Power 1: \_\_\_\_\_ 1d  [Power Level]

[Power Name]

\_\_\_\_\_

[Melee or Range]

Power 2: \_\_\_\_\_ 1d  [Power Level]

[Power Name]

\_\_\_\_\_

[Melee or Range]

Power 3: \_\_\_\_\_ 1d  [Power Level]

[Power Name]

\_\_\_\_\_

[Melee or Range]

Power 4: \_\_\_\_\_ 1d  [Power Level]

[Power Name]

\_\_\_\_\_

[Melee or Range]

Health: \_\_\_\_\_

[Current]

Speed: 2

Range: 4

10

[Max, Wave start]

# Example of play

"I am Poultry Gheist , Demi-god of The Chicken ."  
[Name] [Power Source]

You have consumed my kind for generations, until the point of extinction. They have served and slaved to your appetites until they were no more--and not once did you recognize their sacrifice. Well now is the time you will see, and you will pay for their sacrifices.

Power 1: Vengeance of the Fallen 1d 4 [Power Level]  
[Power Name] [Melee or Range]

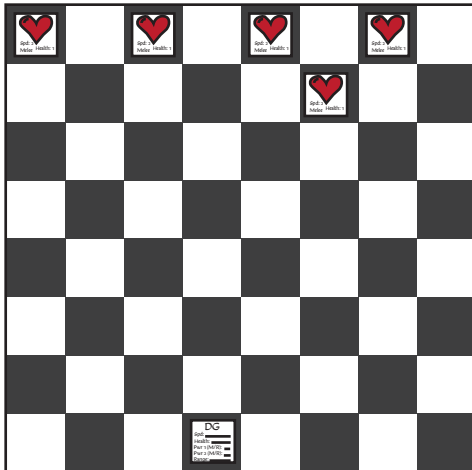
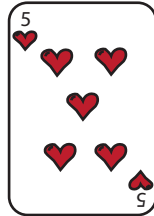
*Chicken ghosts rise from the ground and attack enemies with a flurry of wrathful vengeance!*

Power 1: \_\_\_\_\_ 1d \_\_\_\_\_ [Power Level]  
[Power Name] [Melee or Range]

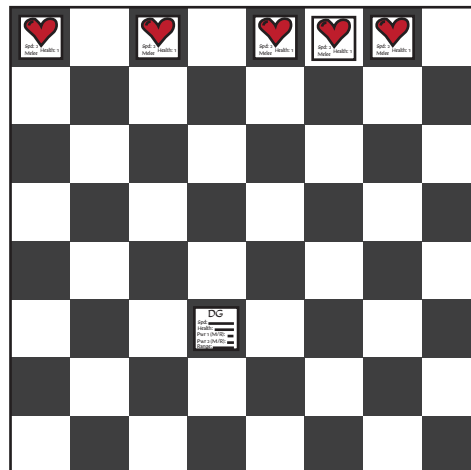
Health: 10 [Current]      Speed: 2      Range: 4  
10  
[Max, Wave start]

## Shuffle deck of cards...

Wave 1  
 1 - Draw 1 card



2 - Demi-god moves & attacks.  
 [Note 1: Demi-god cannot attack because nothing is in range.]  
 [Note 2: Demi-god moves 2 spaces because Speed is 2.]

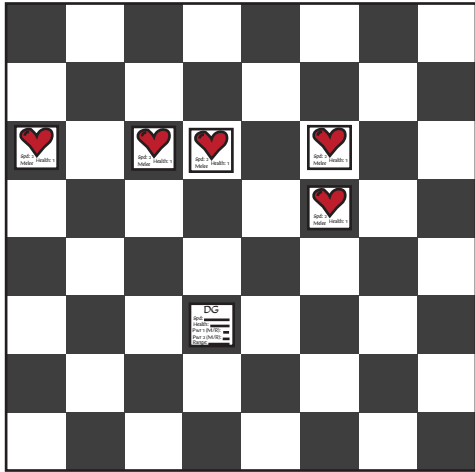


# Example of play

3 - Kings' armies move & attack.

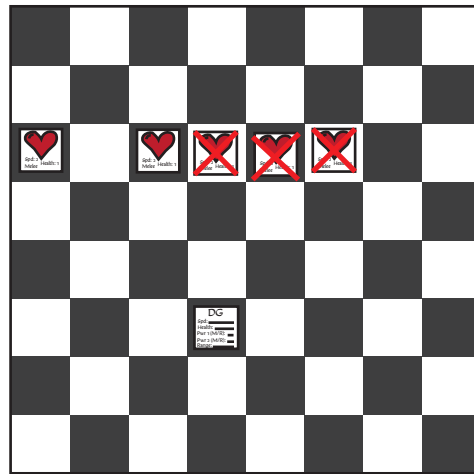
[Note 1: Kings' armies will always move to attack; however, DG is not in melee range.]

[Note 2: Hearts have Speed: 2, so they move 2 spaces.]



4 - Repeat steps 2 & 3 until DG or KA are defeated.

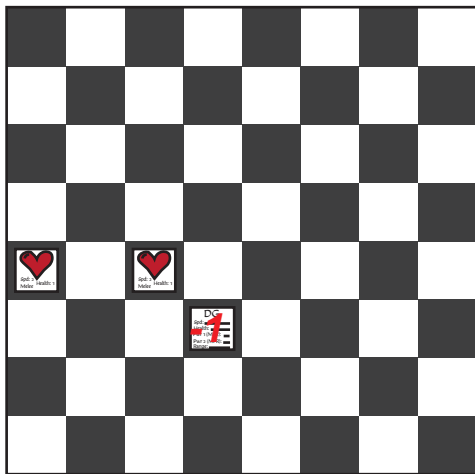
DG - Chooses not to move; attacks with Power 1 (1d4).



3

[Note 1: DG rolled 1d4 and got 3. Each Heart has 1 Health, so DG distributed 3 damage to enemies within range.]

KA - Moves & attacks.

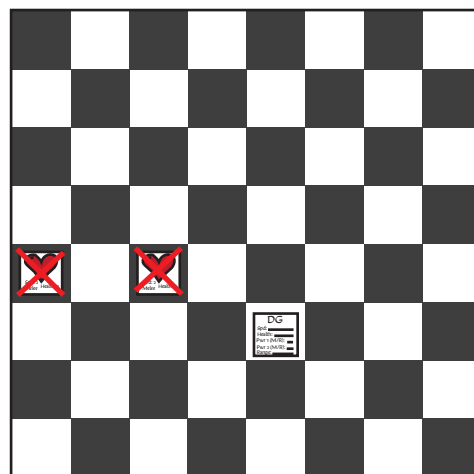


[Note: 1 Heart made it within Melee range and attacked the DG. All units only cause 1 point of damage, so DG health is now 9.]

[Note 2: The second unit could not attack due to not getting within range, so he only moved.]

DG - Moves & attacks with Power 1 (1d4).

2



[Note 1: DG rolled 1d4 and got 2. DG distributed 2 damage to enemies within range.]

[Note 2: Power 1 is a Ranged attack, which cannot attack at Melee range. DG had to move to hit both enemy units.]

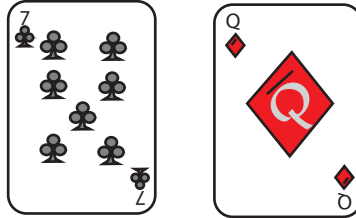
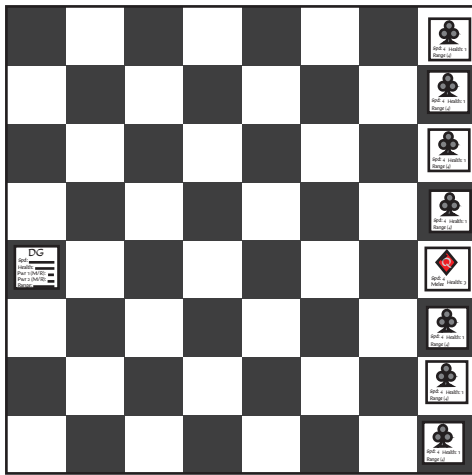
# Example of play

5 - The Kings' armies have been defeated; Wave 1 is complete.  
 DG started Wave 1 with 10 health, so Health is restored to 10.  
 DG completed Wave, so DG can take 1 ascension step.

DG chooses the step of Speed. Speed is now increased to **3**.

Wave 2

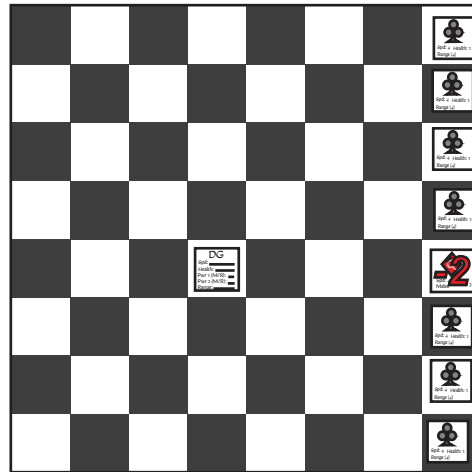
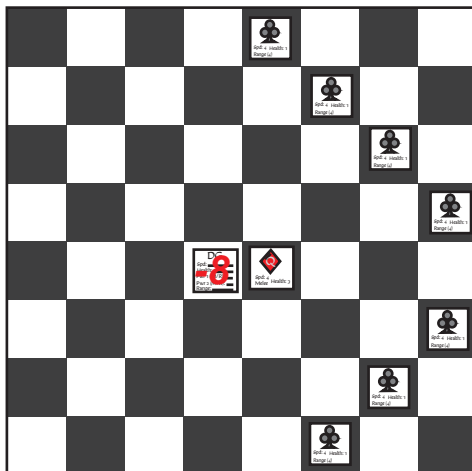
1 - Draw 2 cards



DG - Moves & attacks with Power 1 (1d4).



KA - Moves & attacks.



[Note 1: The Q has 3 health; dealing 2 points of damage brings her to 1 health.]

[Note: All of the Kings' armies have moved and dealt damage to the DG (1 point each).]

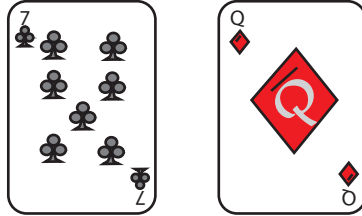
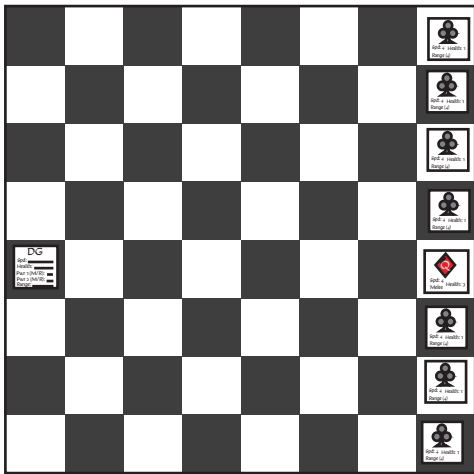
# Example of play

Alternate scenario (just completed Wave 1...):

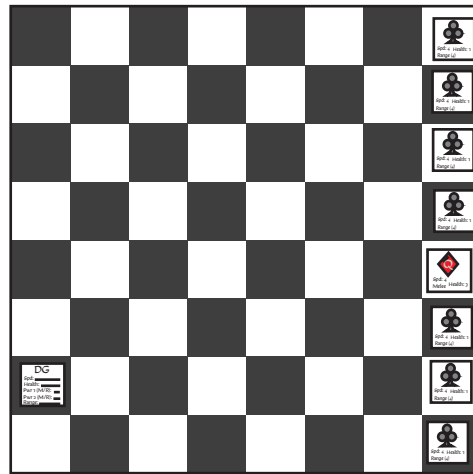
DG chooses the step Power Level. Power Level is now increased to **1d6**.

Wave 2

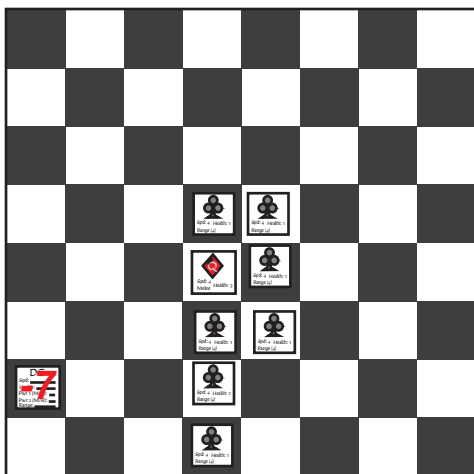
1 - Draw 2 cards



DG - Moves but does not attacks.



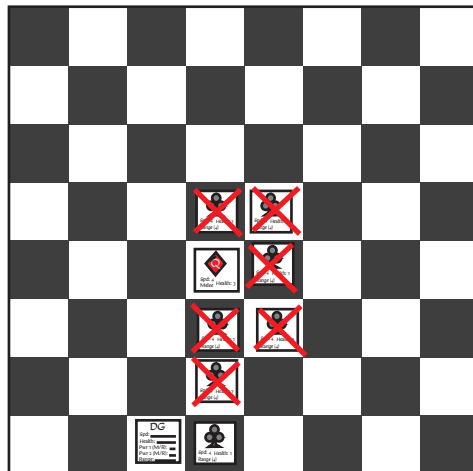
KA - Moves & attacks.



[Note: All of the Kings' armies have moved and dealt damage to the DG (1 point each), based on their Range.]

DG - Moves & attacks with Power 1 (1d6).

6



[Note: DG has dealt damage to units in Range. DG has also moved to be out of Melee Range (for Q), and too close for a ranged attack.]

# Multiplayer Options

## 2 Player Options

1 player controls the Kings' Armies.  
1 player is the Demi-god.

OR

2 players are each a different Demi-god

## More than 2 players...

Use any combination of player controlling Kings' armies and multiple Demi-gods.

Note 1: The number of steps does not change with the number of Demi-gods. After Wave 1, there will only be 1 step. The Demi-gods can come to an agreement, or they can battle for the step.

Note 2: If the Demi-gods choose to battle, they must start on opposing sides of the board. The one with the most Speed goes first--if they have equal speed, then roll a die and the person with the highest roll goes first.

Note 3: Demi-gods will not get a chance to heal until after they complete the next wave. Any damage dealt during a Demi-god battle is carried over into the next Wave.

Note 4: Only 1 Demi-god can fully ascend. All other Demi-gods must be conquered to end the game