

Fold down middle  
and glue/tape

# HERKUL THE MOUNTAIN

3



When your Champion attacks, roll 1d6. On 1, add 1 damage counter to it. On 6, it gains 2 Strength.

Each time any player's Hero with a Fire-type bane token on it takes damage, add 1 damage counter to it.

# HERKUL THE MOUNTAIN

14



Champion

[choose one]  
When Herkul the Mountain precise attacks, it gains 2 Strength.

—OR—  
When Herkul the Mountain mass attacks, it deals double the damage to each of its targets.

[choose one]  
Spend 1MP to add 2 damage counters to any player's Champion.

—OR—  
Spend 2MP to add 3 damage counters to any player's Champion.

Wodds

Bane

Each time any player's Hero with a Fire-type bane token on it takes damage, add 1 damage counter to it.

SIDE A

SIDE B