CLOCKWORK
CARDS PAGE 1 + CLOCKWORK TOKENS

WHAT YOU NEED:

Scissors

Tape

Note: When printing make sure scale is 100% in printer settings

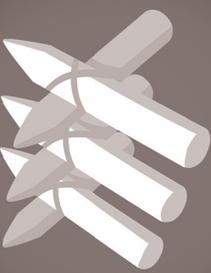**BURN STRIKE**
Clockwork Attack Command (Melee)

Deal DMG equal to the attacking Elemental's STR to an Elemental in your Row I. Move the highest and lowest cost cards from the Command Market to the game box.

AGGRESSION
Clockwork Utility Command

Add 1 boost to each Elemental in the Clockwork formation's Row II and Row III.

FORTIFIED LINES
Clockwork Utility Command

Add 1 shield to each Elemental in the Clockwork formation's Row I and Row II.

Clockwork Level Tracker Token
+ Difficulty Token

CLOCKWORK
CARDS PAGE 2

RAPID REFRESH
Clockwork Utility Command

Shuffle the Clockwork discard pile into the Clockwork deck, then flip cards from the top of that deck into the discard pile (without using those effects) until you reveal a non-Clockwork Command card. Move that card to the game box.

DIRECT SUMMON
Clockwork Utility Command

Summon the highest cost card from the Elemental Market to the Clockwork formation. If the Clockwork formation is full, move the Elemental to the game box and deal 2 DMG to an Elemental in your Row I instead.

BURN SHOT
Clockwork Attack Command (Ranged)

I II III

The Elemental with the highest STR in Row I or Row II of the Clockwork formation deals DMG equal to their STR to an Elemental in your formation. Move the highest and lowest cost cards from the Elemental Market to the game box.

SAFE DISTANCE
Clockwork Utility Command

Swap the positions of the Clockwork Sage and another Elemental in the Clockwork formation that has the highest HP. Add 3 shields to both of them.

BUY SHOT
Clockwork Attack Command (Ranged)

I II III

The Elemental with the highest STR in Row I or Row II of the Clockwork formation deals DMG equal to their STR to an Elemental in your formation. Move the highest cost card from the Command Market to the Clockwork discard pile.

BUY STRIKE
Clockwork Attack Command (Melee)

I II III

Deal DMG equal to the attacking Elemental's STR to an Elemental in your Row I. Move the highest cost card from the Elemental Market to the Clockwork discard pile.
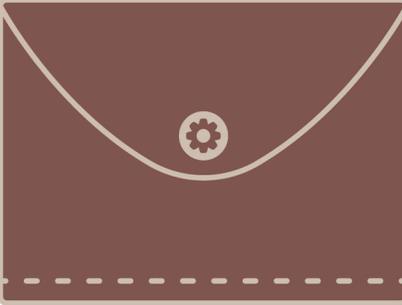
CLOCKWORK SAGE

- **EASY:** Begin the game with 1 gold.
  (⊡): +1 gold/turn

- **MEDIUM:** Begin the game with 2 gold.
  (⊡): +2 gold/turn

- **HARD:** Begin the game with 3 gold.
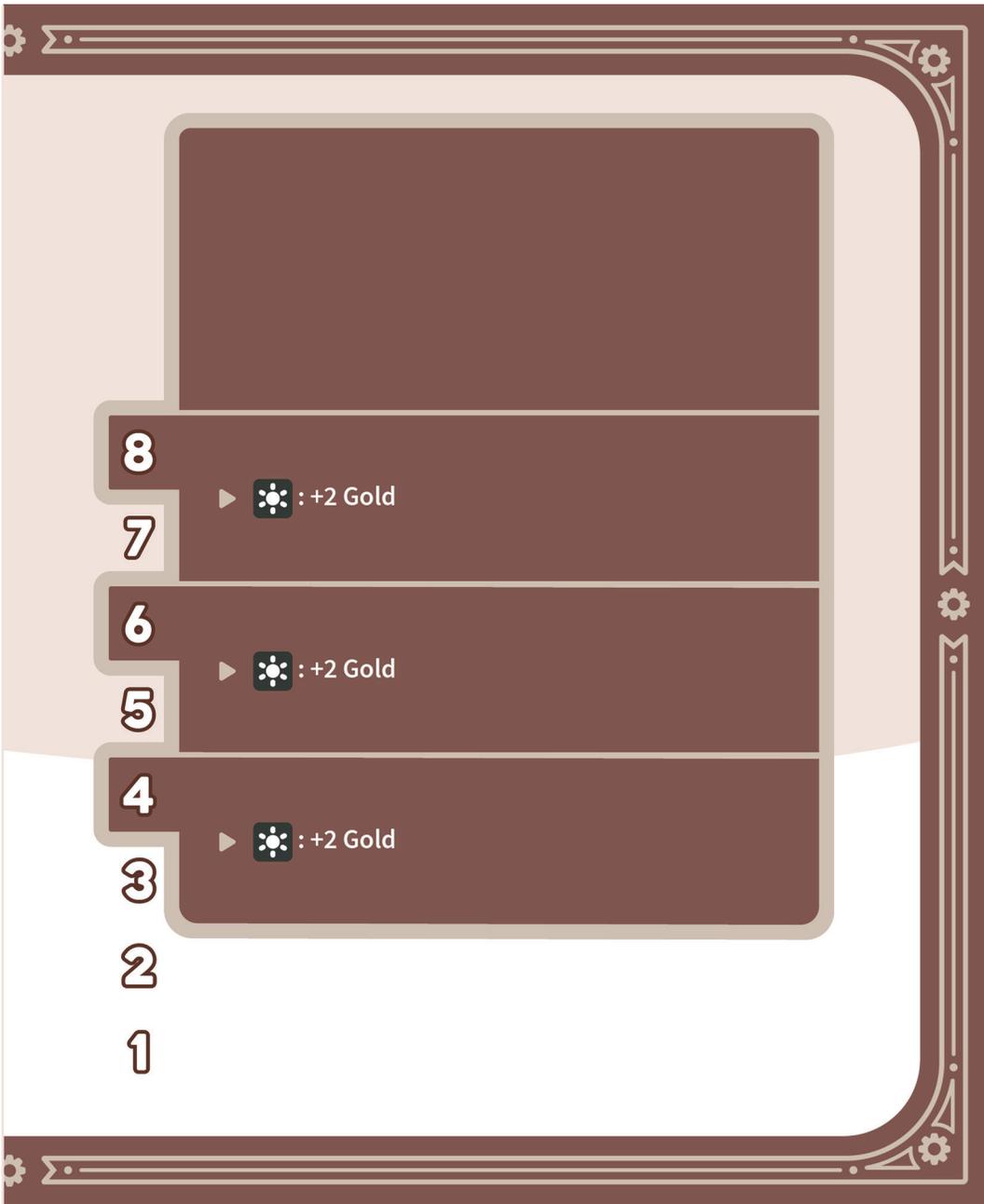 (⊡): +3 gold/turn

1. Resolve any daybreak effects.

2. Pay 1 gold.

3. Reveal the topmost card of the Clockwork deck.

4. Repeat steps 2-4 until gold runs out.

CUT OUT BOTH PAGES AND TAPE TOGETHER

8

7

▶ ☀ : +2 Gold

6

5

▶ ☀ : +2 Gold

4

3

▶ ☀ : +2 Gold

2

1

CUT OUT BOTH PAGES AND TAPE TOGETHER