


























PLAYER:		HERO:		SCENARIO	DRAGON COINS	SPENT	NOTES
★	CHARACTER	♥	UPGRADE CARDS	○			
		Injured: □□□□□ Recovered: □□□□□			START-UP	Starter card Coins:	
						Before the Match:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	
		Injured: □□□□□ Recovered: □□□□□				Coins left:	
					VP:	Coins:	
						For VP Difference:	

## ACHIEVEMENTS

  <b>4 VP</b>	<p style="text-align: center;">♦ <b>Master Builder</b> ♦</p> <p><b>Condition:</b> You have constructed all Building cards from your Battle Deck during the match.</p> <p><b>Reward:</b> Gain 1 Improvement Building card for free.</p>
<b>BUILDING ACHIEVEMENTS:</b>	
  Gain a Magic Arrow Improvement card for free.	<p><b>Condition:</b> You played the Arena card.</p>
  Gain a Halberd Improvement card for free.	<p><b>Condition:</b> You played the Shooting Range card.</p>
  Gain a Bronze shield Improvement card for free.	<p><b>Condition:</b> You played the Smithy card.</p>
  Gain any Spell Improvement card for free.	<p><b>Condition:</b> You played the Library card.</p>
  Gain a Bronze Boots Improvement card for free.	<p><b>Condition:</b> You played the Tavern card.</p>
  <b>1 VP</b>	<p><b>Condition:</b> You played the City Hall card.</p> <p><b>Reward:</b> Check one of the checkboxes of any other building achievement.</p>
 <b>4 VP</b>	<p style="text-align: center;">♦ <b>Lord</b> ♦</p> <p><b>Condition:</b> You have completed all building achievements.</p>

  Gain a Mint Improvement card for free.	<p style="text-align: center;">♦ <b>Master of Coin</b> ♦</p> <p><b>Condition:</b> If your Income value is 15 at the end of the match.</p>
   <b>4 VP</b>	<p style="text-align: center;">♦ <b>Warrior</b> ♦</p> <p><b>Condition:</b> At the end of the match, your opponent has at least one injured </p>
 <b>2 VP</b>	<p style="text-align: center;">♦ <b>Leader</b> ♦</p> <p><b>Condition:</b> The number of your Characters' Rank in the War Camp equals your Hero's leadership.</p>
  <b>2 VP</b>	<p style="text-align: center;">♦ <b>Protector</b> ♦</p> <p><b>Condition:</b> You have not lost any  At the end of the match, you have no injured characters.</p>
 Gain any 2 Improvement cards from: • Small Healing Potion • Standard Healing Potion • Great Healing Potion	<p style="text-align: center;">♦ <b>Messenger of Peace</b> ♦</p> <p>You have not destroyed any opponent  during the match.</p> <p><i>There are no cards in your Hall of Fame for destroying a character at the end of a match.</i></p>
   <b>4 VP</b>	<p style="text-align: center;">♦ <b>Tactician</b> ♦</p> <p><b>Condition:</b> You have played at least 4 Feat cards per match.</p> <p><b>Reward:</b> Gain a Tactics Improvement card or a Magic Improvement card from available for free.</p>
  <b>2 VP</b>	<p style="text-align: center;">♦ <b>Invincible</b> ♦</p> <p><b>Condition:</b> Your  has no wounds at the end of the match.</p> <p><b>Reward:</b> Gain an Enchanted Armour Improvement card for free.</p>