

Hunters!

The youngest of the hunt must shuffle and deal the cards face down. Hunters must stack their cards, with the top card face up. The eldest hunter will start the battle by crying out a stat and value (e.g. Attack, value 5). Other hunters must cry their own value from the same stat.

The winner is the hunter with the highest value. They must take all the top cards and add those cards to the bottom of their stack. Then call out a stat from their next card.

If two or more values are the same, place those cards in the middle. The same hunter must choose another stat from the next card. Whoever wins must also collect the cards in the middle.

The glorious VICTOR is the hunter who has obtained all the cards.

The Game Rules



Attack: 7
Defence: 5
Special Ability: 3
Rock Power: 6

The Archer



Attack: 7
Defence: 4
Special Ability: 6
Rock Power: 6

The Barbarian



Attack: 7
Defence: 5
Special Ability: 8
Rock Power: 8

The Bard



Attack: 7
Defence: 4
Special Ability: 8
Rock Power: 7

The Beast



Attack: 8
Defence: 8
Special Ability: 2
Rock Power: 5

The Blademaster



Attack: 8
Defence: 1
Special Ability: 4
Rock Power: 10

The Devil



Attack: 10
Defence: 5
Special Ability: 7
Rock Power: 8

Death

Print. Cut. Deal. Play.



Attack: 7
Defence: 5
Special Ability: 8
Rock Power: 7

The Gunslinger



Attack: 5
Defence: 8
Special Ability: 8
Rock Power: 4

Justice



Attack: 8
Defence: 4
Special Ability: 6
Rock Power: 6

The Executioner



Attack: 5
Defence: 5
Special Ability: 5
Rock Power: 5

The Fool



Attack: 5
Defence: 9
Special Ability: 5
Rock Power: 8

The Golem



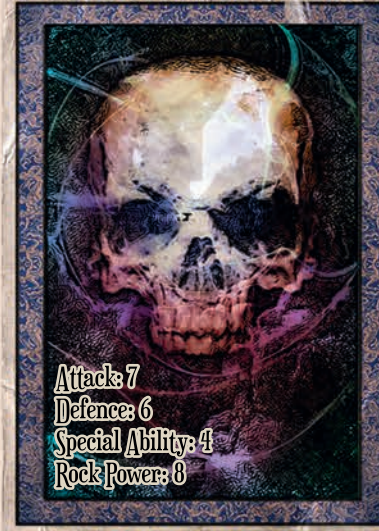
Attack: 1
Defence: 4
Special Ability: 8
Rock Power: 8

Greed



Attack: 3
Defence: 7
Special Ability: 4
Rock Power: 5

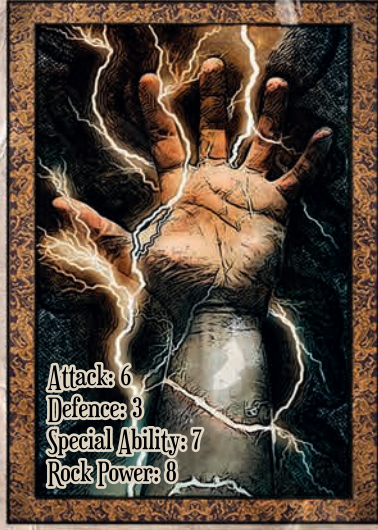
The Guardian



Attack: 7
Defence: 6
Special Ability: 4
Rock Power: 8

The Harvest

Print. Cut. Deal. Play.



The Lightning



The Magician



The Moon



The Muse



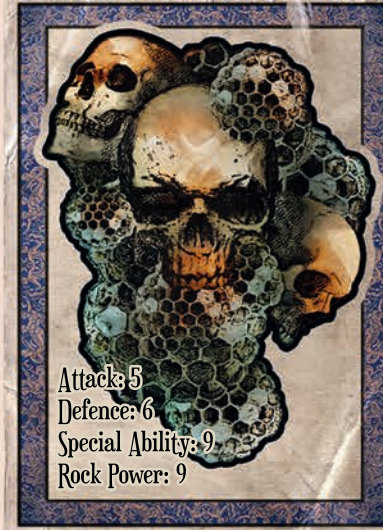
The Paladin



The Phoenix



The Sun



The Swarm

Print. Cut. Deal. Play.



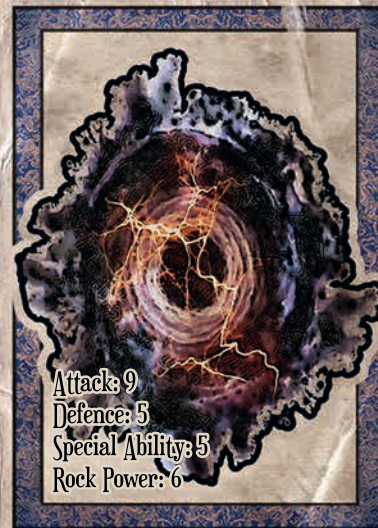
The Swashbuckler



The Hunter



The Vampire



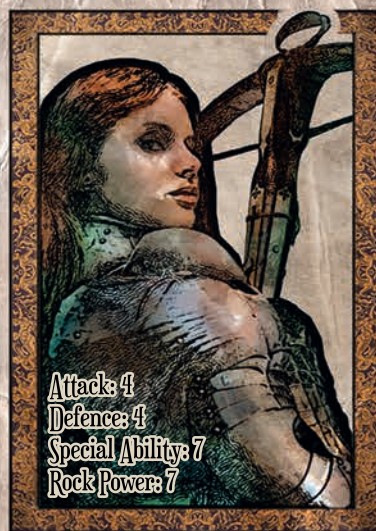
The Vortex



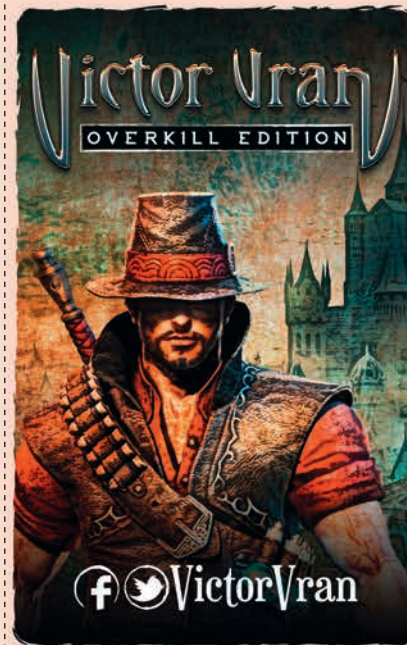
The Warrior



Wildcard



The Trigger



Print. Cut. Deal. Play.



Where possible print on card. Ensure your printer settings are set to print at 100% scale.

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