

Strong Heroes

Cards in your hand:

- Drill Ground
- Siward the Scout
- Osmund

The stacks contain the following cards:

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| <p>Event cards:</p> <ul style="list-style-type: none">● Feud● Fraternal Feuds● Gift for the Prince● Retreat of the Barbarians <p>Action cards:</p> <ul style="list-style-type: none">● Archer● Arsonist● Brigands● Castellan (2x)● Contest of the Heroes● Mendicants● Merchant● Merchant Caravan (2x)● Michael the Master Builder● Reiner the Herald● Sebastian the Itinerant Preacher● Traitor● Voyage of Plunder <p>Region expansions:</p> <ul style="list-style-type: none">● Gold Cache | <p>Settlement/city expansions:</p> <ul style="list-style-type: none">● Heroes:<ul style="list-style-type: none">● Baroc the Barbarian● Carl Forkbeard● Gottfried the Intriguer● Heinrich the Sentinel● Marie the Shieldmaiden● Olaf the Merchant Ship Captain● Wolfgang the Street Performer● Buildings:<ul style="list-style-type: none">● Lookout Tower● Toll Bridge● Extraordinary Sites:<ul style="list-style-type: none">● Pilgrimage Site <p>City expansions:</p> <ul style="list-style-type: none">● Bailiwick● Castle● Fairgrounds● Hedge Tavern● Secret Brotherhood● Tithe Barn |
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How to play the deck:

Depending on what your opponent is building, you should first build the Drill Ground or Osmund. If, for example, your opponent starts with a Drill Ground and his hand still includes cards whose backs indicate that they belong to the Basic Set, it would make sense for you to first build Osmund - after all, your opponent might also start with this same deck. In that case, it wouldn't be possible for you to build the Drill Ground or Siward, but your opponent wouldn't be able to obtain the strength advantage either. Of course, if it isn't your lucky day, your opponent might have other heroes in his deck. If your opponent does not start with a Drill Ground or you are the starting player, you should first build the Drill Ground. Afterwards, you have to decide whether you absolutely want to have the strength advantage - in which case you should build Osmund

- or want to wait and see which events will come up next. In the latter case, you should pay 1 grain to build Siward and afterwards view the event card stack to see if Riots are impending. You could also be bold enough to build both Siward and Osmund. Then you also can view the event cards, but you will have spent the gold that might protect you against Riots. In this case, it would actually be better to view the 3 top cards of a draw stack - then you have the option to choose this stack when replenishing your hand.

Your next steps depend on your opponent's actions. If he didn't build any heroes, you first should expand. You should build a total of 4 settlements, to later upgrade them to 4 cities and thus - together with the city expansions and the strength advantage - reach 15 victory points. If your opponent has also built heroes though, a struggle for the strength advantage might ensue. Therefore, you should first focus on building more heroes. In that case, it is also advisable that you quickly build the Pilgrimage Site, so that you can immediately draw new cards if Fraternal Feuds occur.

However, it may also make sense for you to use Olaf, the Pilgrimage Site, and the Toll Bridge to secure - at least temporarily - the trade advantage. The 3 trade points might not be enough to stand up against a trade deck though. But then at least you can use the Mendicants.

In the following list, all cards included in the stacks are sorted by sets. Since the cards in the stacks have different backs, you can use this list as a guide. The names appear in the color of the text boxes on the respective cards.

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| <p>Basic cards:</p> <ul style="list-style-type: none"> ● Merchant Caravan (2x) ● Toll Bridge <p>The Era of Turmoil:</p> <ul style="list-style-type: none"> ● Archer ● Arsonist ● Brigands ● Carl Forkbeard ● Fairgrounds ● Hedge Tavern ● Heinrich the Sentinel ● Lookout Tower ● Sebastian the Itinerant Preacher ● Tithe Barn ● Traitor ● Voyage of Plunder | <p>The Era of Gold:</p> <ul style="list-style-type: none"> ● Gold Cache ● Merchant ● Reiner the Herald <p>The Era of Intrigue:</p> <ul style="list-style-type: none"> ● Gottfried the Intriguer ● Michael the Master Builder ● Pilgrimage Site <p>The Era of Merchant Princes:</p> <ul style="list-style-type: none"> ● Mendicants ● Olaf the Merchant Ship Captain <p>The Era of Barbarians:</p> <ul style="list-style-type: none"> ● Baroc the Barbarian ● Bailiwick ● Castellan (2x) ● Castle ● Contest of the Heroes ● Marie the Shieldmaiden ● Secret Brotherhood ● Wolfgang the Street Performer |
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Variations:

Since the Rivals include many more heroes, you have the possibility to exchange some heroes without changing the nature of the deck. If you like it a bit more risky, you may do without Heinrich and the Lookout Tower. However, if you don't like risks, then you should add Fire Brigades. Instead of the Castle and the two Castellans, you can also add a Bath House and the two Doctors to your deck, the advantage of the a Bath House being that you are less threatened by plagues Plagues. Or you add both Chapels to your deck and thus are secure from Riots. You can also gear your deck towards fighting the barbarians. If you do so, you should replace 3 event cards with the Barbarian Attack cards and also add a Triumph Card and Arnd as well as Siegfried to your deck. In any case, after you have played some games you should adapt the deck to your own way of playing – also to avoid that you and your opponent sometimes happen to use exactly the same deck.