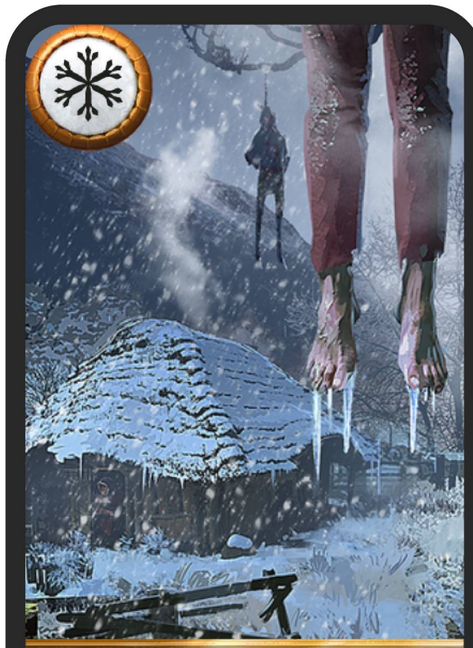
Page_1_Front



Biting Frost

"Best part about frost - bodies of the fallen don't rot so quickly."

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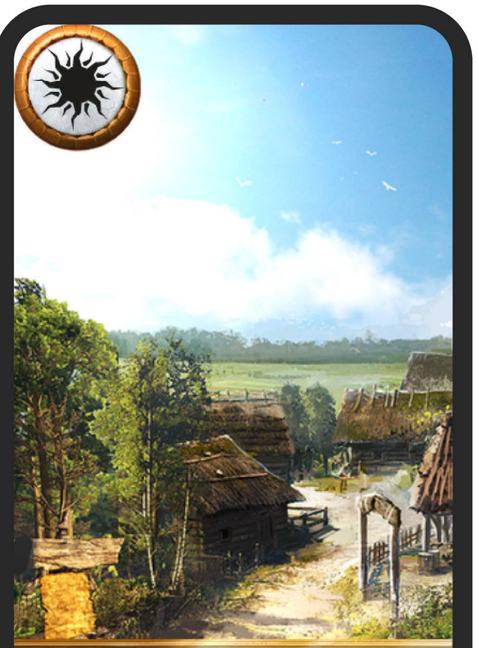
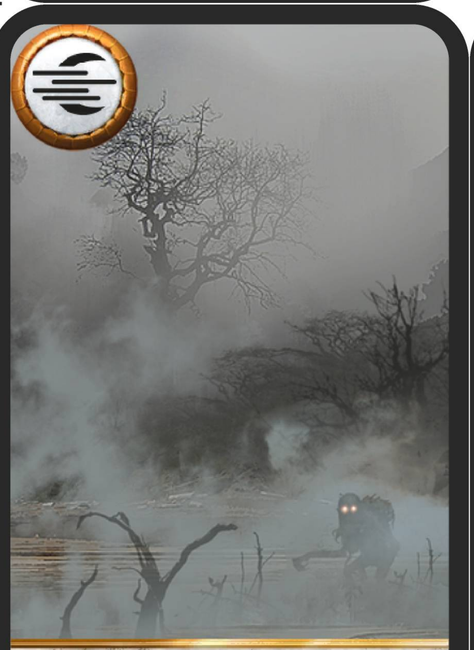
Clear Weather

"The sun's shinin', Dromle! The sun's shinin'! Maybe there's hope left after all..."



Clear Weather

"The sun's shinin', Dromle! The sun's shinin'! Maybe there's hope left after all..."

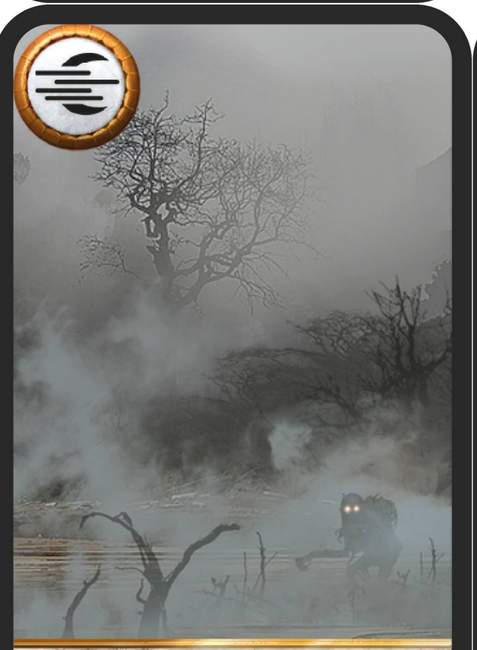


Impenetrable Fog

"A good commander's dream... a bad one's horror."

Impenetrable Fog

"A good commander's dream... a bad one's horror."



Impenetrable Fog

"A good commander's dream... a bad one's horror."

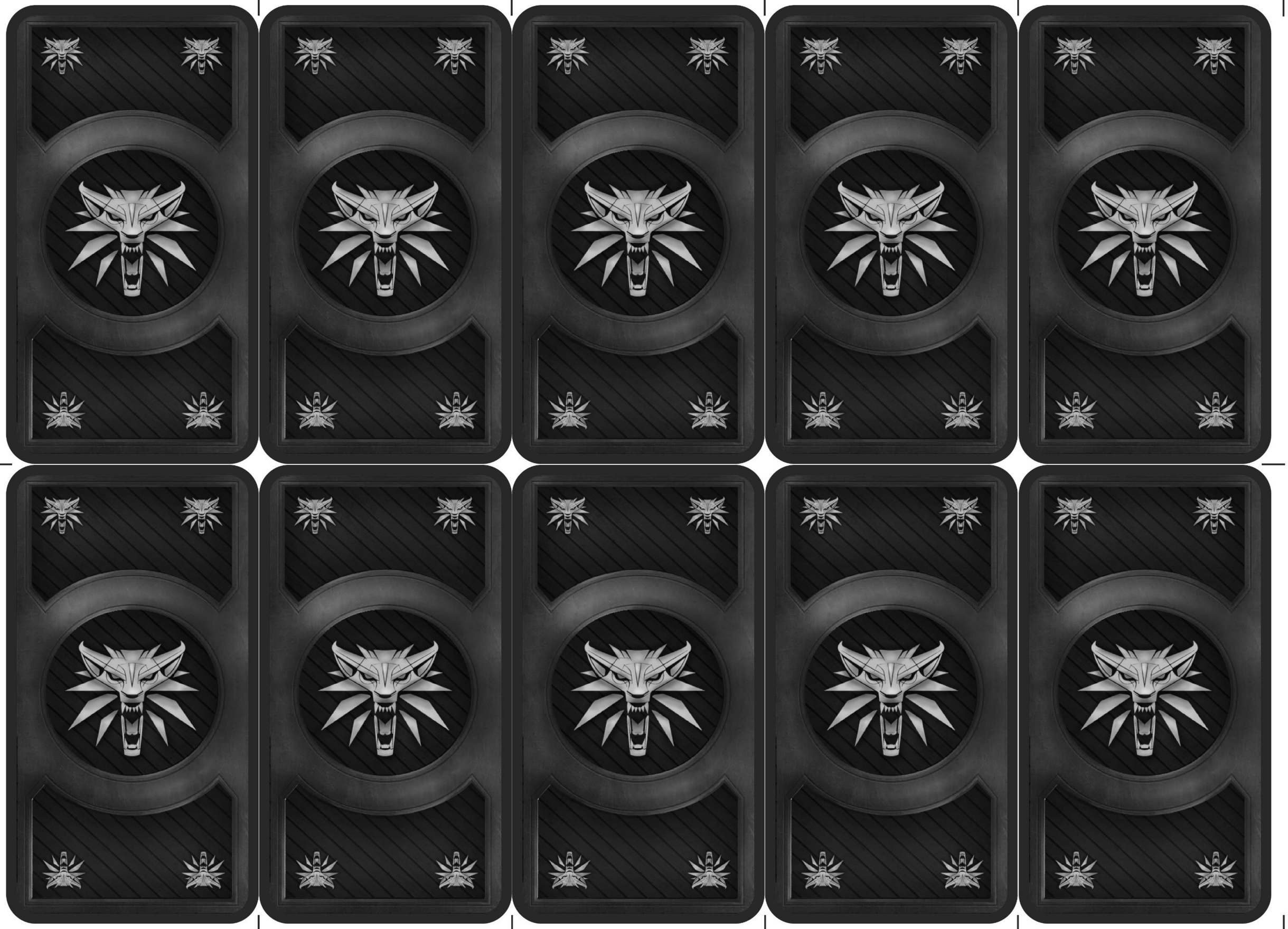
Torrential Rain

"Even the rain in this land smells like piss."

Torrential Rain

"Even the rain in this land smells like piss."

Page_1+19+20_Alternate_Back_Neutral



Page_2_Front

10
John Natalis
"That square should bear the names of my soldiers, of the dead. Not mine."

10
Esterad Thyssen
"Like all Thyssen men, he was tall, powerfully built and criminally handsome."

5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

5
Dun Banner Medic
"Stitch red to red, white to white, and everything will be all right."

10
Philippa Eilhart
"Soon the power of kings will wither, and the Lodge shall seize its rightful place."

1
Poor Fucking Infantry
"I's a war veteran! ... spare me a crown?"

1
Poor Fucking Infantry
"I's a war veteran! ... spare me a crown?"

1
Poor Fucking Infantry
"I's a war veteran! ... spare me a crown?"

6
Ballista
"Usually we give 'em female names."
"Like Jenny?" "More like Bertha."

6
Ballista
"Usually we give 'em female names."
"Like Jenny?" "More like Bertha."

Page_3_Back

1
Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"

1
Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"

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Kaedweni Siege Expert
"You gotta recalibrate the arm by five degrees." "Do what by the what now?"

1
Redanian Foot Soldier
"I've bled for Redania! I've killed for Redania... Dammit, I've even raped for Redania!"

1
Redanian Foot Soldier
"I've bled for Redania! I've killed for Redania... Dammit, I've even raped for Redania!"

4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

4
Blue Stripes Commando
"I'd do anything for Temeria. Mostly, though, I kill for her."

5
Prince Stennis
"He ploughin' wears golden armor. Golden. 'Course he's an arsehole."

5
Keira Metz
"If I'm to die today, I wish to look smashing for the occasion."

Page_4_Back

10
Vernon Roche
"A patriot... and a real son of a bitch."

6
Trebuchet
“Castle won’t batter itself down, now will it? Get them trebuchets rollin'!”

6
Trebuchet
“Castle won’t batter itself down, now will it? Get them trebuchets rollin'!”

1
Thaler
"Fuck off! We aren't all ploughin' philanderers. Some of us have depth..."

5
Síle de Tansarville
"The Lodge lacks humility. Our lust for power may yet be our undoing."

4
Sigismund Dijkstra
"Gwent's like politics, just more honest."

5
Siegfried of Denesle
"We're on the same side, witcher. You'll realize this one day."

5
Siegfried of Denesle
"We're on the same side, witcher. You'll realize this one day."

6
Siege Tower
"I love the clamor of siege towers in the morning. Sounds like victory."

6
Siege Tower
"I love the clamor of siege towers in the morning. Sounds like victory."

Page_5_Back

2

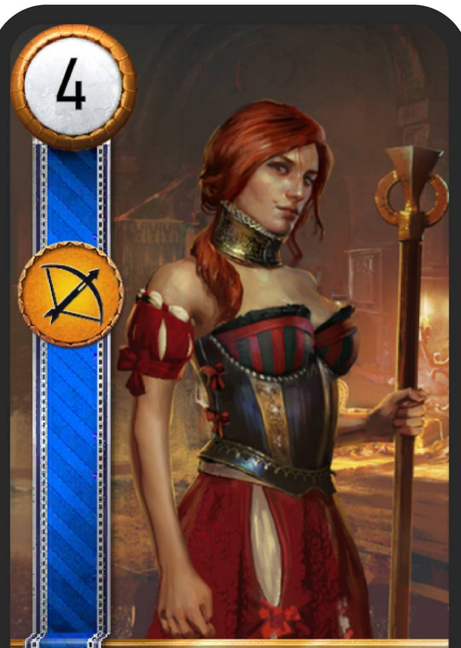
Yarpen Zigrin

"The world belongs to whoever's best at crackin' skulls and impregnatin' lasses."

5

Ves

"Better to live one day as a king than a whole life as a beggar."



4

Sabrina Glevissig

"The Daughter of the Kaedweni Wilderness."

5

Crinfrid Reavers Dragon Hunter

"Haven't had much luck with monsters of late, so we enlisted."

5

Crinfrid Reavers Dragon Hunter

"Haven't had much luck with monsters of late, so we enlisted."

5

Crinfrid Reavers Dragon Hunter

"Haven't had much luck with monsters of late, so we enlisted."

Foltest
the Steel-Forged

"A beautiful day for battle."

Clear any weather effects in play.

Foltest
the Siegemaster

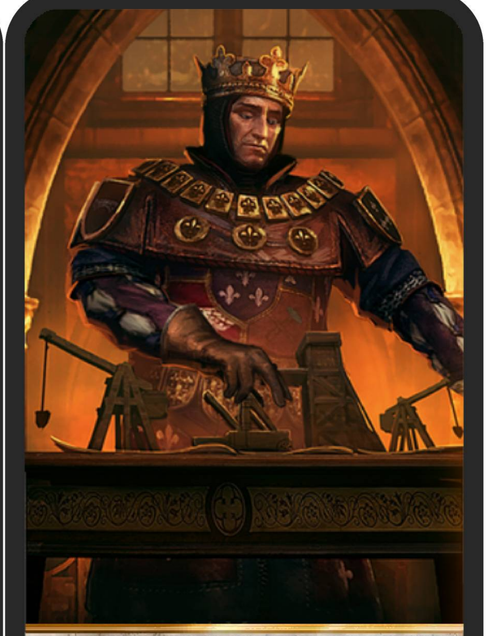
"A well-aimed ballista razes not just the enemy's walls, but his morale as well."

Pick an Impenetrable Fog card from your deck and play it instantly.

Foltest
Lord Commander of the North

"Sod advisors and their schemes. I place my trust in my soldiers' blades."

Destroy the enemy's strongest Siege unit(s) if the combined strength is 10 or more.



Foltest
King of Temeria

"It is natural and beautiful that a man should love his sister."

Doubles the strength of all your Siege units (unless a Commander's Horn is also present in that row).

Page_5_Back

8
Catapult
"The gods help those who have better catapults."

8
Catapult
"The gods help those who have better catapults."

6
Dethmold
"I once made a prisoner vomit his own entrails... Ah, good times..."

4
Sheldon Skaggs
"I was there, on the front lines! Right where the fightin' was the thickest!"

10
Heavy Zerrikanian Fire Scorpion
"Not the best for taking cities, but great for razing them to the ground."

6
Fringilla Vigo
"Magic is the highest good. It transcends all borders and divisions."

1
Etolian Auxiliary Archers
"Double or nothing, aim for his cock."

1
Etolian Auxiliary Archers
"Double or nothing, aim for his cock."

4
Cynthia
"Cynthia's talents can be deadly. She needs a tight leash."

6
Cahir Mawr Dyffryn aep Ceallach
"His eyes flashed under his winged helmet. Fire gleamed from his sword's blade."

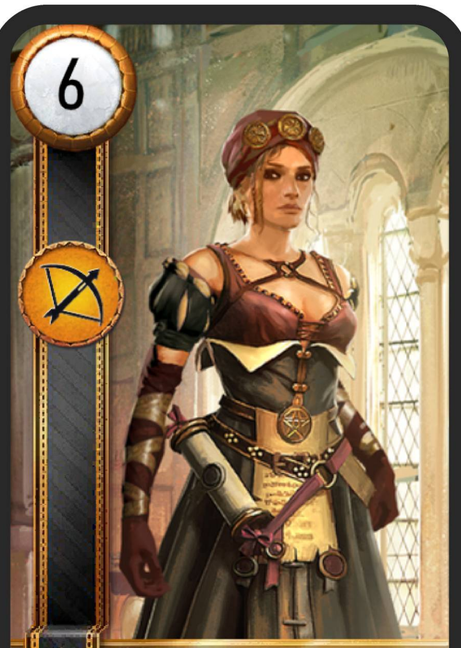
Page_6_Back

Black Infantry Archer

"I aim for the knee. Always."

Black Infantry Archer

"I aim for the knee. Always."



Assire var Anahid

"Nilfgaardian mages do have a choice: servile submission, or the gallows."

Impera Brigade Guard

"The Impera Brigade never surrenders. Ever."

Impera Brigade Guard

"The Impera Brigade never surrenders. Ever."

Impera Brigade Guard

"The Impera Brigade never surrenders. Ever."

Impera Brigade Guard

"The Impera Brigade never surrenders. Ever."

Nausicaa Cavalry Rider

"The Emperor will teach the North discipline."

Nausicaa Cavalry Rider

"The Emperor will teach the North discipline."

Nausicaa Cavalry Rider

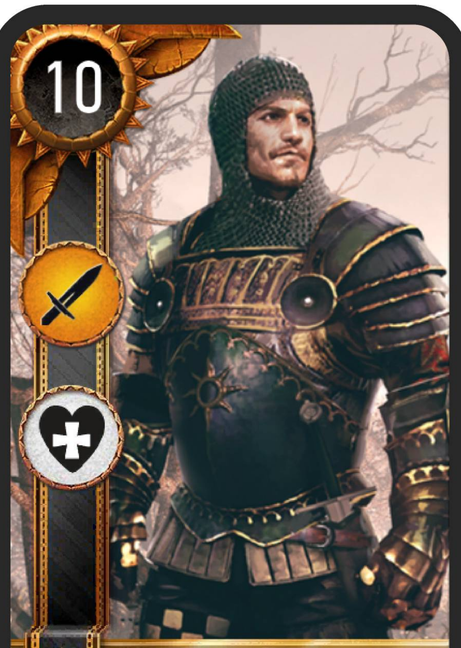
"The Emperor will teach the North discipline."

Page_8_Back

3

Morteisen

"No Nordling pikemen or dwarven spearbearers can hope to best trained cavalry."



10

Menno Coehoorn

"I'll take an attentive reconnaissance unit over a fine cavalry brigade any day."

10

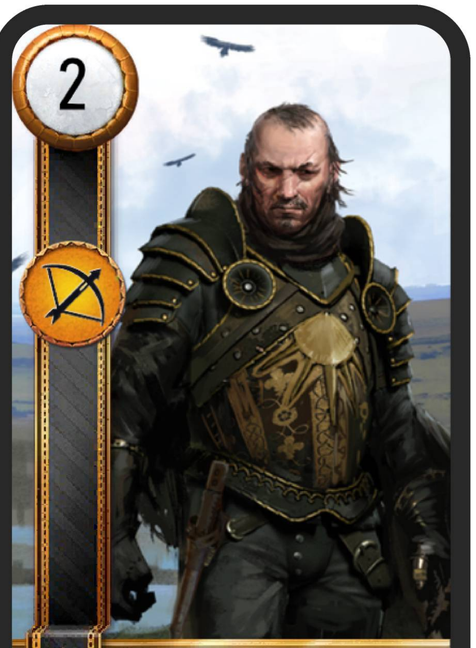
Letho of Gulet

"Witchers never die in their beds."

10

Tibor Eggebracht

"Albaaaa! Forward!! Alba! Long live the Emperor!"



2

Sweers

"And hands off the girl! Whatever we may be, we're not savages."

9

Stefan Skellen

"My mark scars the face of our future empress. That is my proudest achievement."

0

Siege Technician

"I never miss twice."

0

Siege Technician

"I never miss twice."

6

Siege Engineer

"Wielded correctly, a protractor can be a deadly weapon."

7

Shilard Fitz-Oesterlen

"Warfare is mere sound and fury - diplomacy is what truly shapes history."

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5

Renuald aep Matsen

"They say the Impera fear nothing. Untrue. Renuald scares them shitless."

3

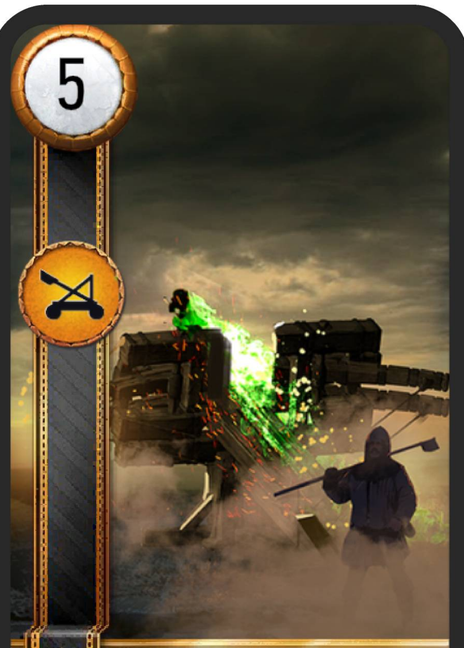
Puttkammer

"Learned a lot at Braibant Military Academy. How to scrub potatoes, for instance."

3

Puttkammer

"Learned a lot at Braibant Military Academy. How to scrub potatoes, for instance."



5

Zerrikanian Fire Scorpion

"The Zerrikanian Desert used to be a lush garden. Then these came along."

2

Albrich

"A fireball? Of course. Whatever Your Imperial Majesty wishes."

5

Young Emissary

"If I acquit myself well, perhaps next they'll post me somewhere civilized."

5

Young Emissary

"If I acquit myself well, perhaps next they'll post me somewhere civilized."

2

Vreemde

"Discipline is the Empire's deadliest weapon."

4

Vattier de Rideaux

"There's never been a problem a well-planned assassination couldn't solve."

4

Vanhemar

"For a fire mage, he's not very... flamboyant."

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10

Morvran Voorhis

"Summer sun reflecting in the quiet waters of the Alba - that's Nilfgaard to me."

Emhyr var Emreis
the Relentless

"They do not call me the Patient. Take care they do not call you the Headless."

Draw a card from your opponent's discard pile.

Emhyr var Emreis
the White Flame

"A sword is but one of many tools at a ruler's disposal."

Cancel your opponent's Leader Ability.

Emhyr var Emreis
His Imperial Majesty

"The skies wept when my Pavetta died. They will not weep for me."

Pick a Torrential Rain card from your deck and play it instantly.

Emhyr var Emreis
Emperor of Nilfgaard

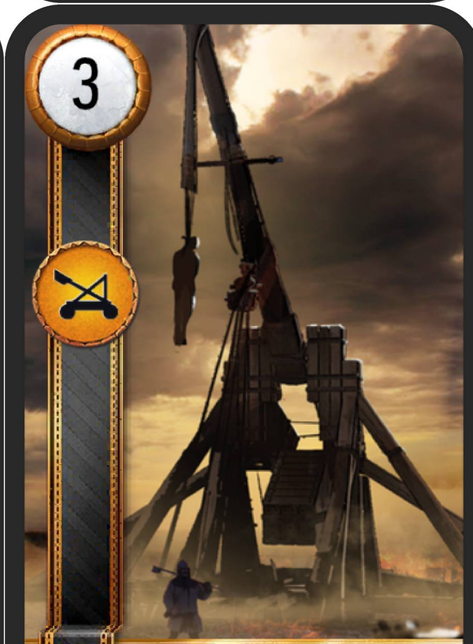
"Your motives do not interest me. Only results."

Look at 3 random cards from your opponent's hand.

3

Rotten Mangonel

"The rotten smell brings back childhood memories"



3

Rotten Mangonel

"The rotten smell brings back childhood memories"

4

Rainfarn

"You'll die as painfully as that pathetic traitor Windhalm did."

2

Celaeno Harpy

"Common harpies feed on carrion. Celaeno harpies... they feed on dreams."

2

Cockatrice

"Born of an egg laid by a cockerel... if you believe such peasant drivel."

Page_10_Back

6

Crone: Whispess

"I'd be your best - and last."

6

Crone: Weavess

"I sense your pain. I see your fear..."

6

Crone: Brewess

"We'll cut you up, boy. A fine broth you will make."

4

Botchling

"Admit your mistakes and bury them proper - else they'll come back to haunt you."

4

Arachas

"Ugly - nature's way of saying 'Stay the fuck away.'"

4

Arachas

"Ugly - nature's way of saying 'Stay the fuck away.'"

4

Arachas

"Ugly - nature's way of saying 'Stay the fuck away.'"

6

Arachas Behemoth

"Like a cross between a crab, a spider... and a ploughin' mountain."

10

Draug

"Some men cannot admit defeat. Some keep fighting from beyond the grave."

6

Earth Elemental

"How to fight an earth elemental? You don't. You run. Fast as you can."

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5
Plague Maiden
"The sick rave about a boil-pocked woman surrounded by herds of rabid rats..."

2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

2
Nekker
"Damn things are almost cute, if you ignore the whole vicious killer aspect."

10
Leshen
"We never hunt in these woods. Not even if it means the whole village starves."

8
Kayran
"Kill a kayran? Simple. Take your best sword... then sell it and hire a witcher."

10
Imlerith
"Ladd nahw! Kill them! Litter the earth with their entrails!"

5
Ice Giant
"Fled one time in my life. From the Ice Giant. And I'm not a bit ashamed."

2
Harpy
"There are many species of harpy, and all are kleptomaniacs."

5
Griffin
"Griffins like to toy with their prey. Eat 'em alive, piece by piece."

Page_12_Back

2

Foglet

"Fog creeps on little cat feet. Foglets creep over the bodies of their victims."

2

Wyvern

"Imagine a cross between a winged snake and a nightmare. Wyverns are worse."

5

Werewolf

"Wolves aren't as bad as they say. Werewolves, though - they're worse."

4

Vampire: Garkain

"Blood-drinkers and corpse-eaters so foul their very ugliness paralyses foes."

4

Vampire: Fleder

"Higher vampires embrace their victims. Fleders rip them to shreds."

4

Vampire: Ekimmara

"Who would think overgrown bats would have a taste for gaudy jewelry?"

4

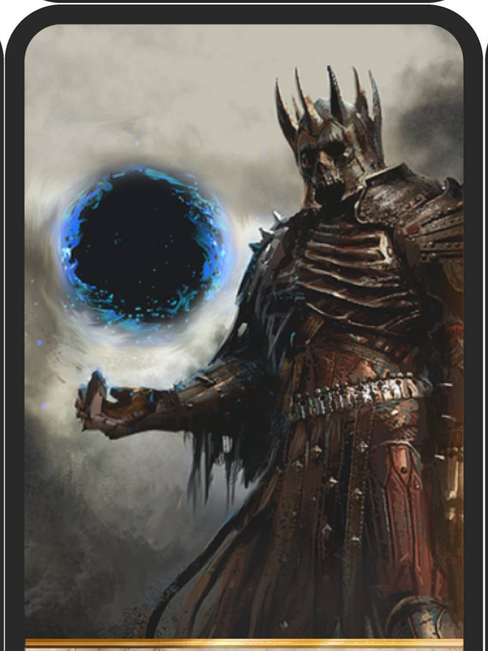
Vampire: Bruxa

"A vile, bloodthirsty, man-eating hag. Kind of like my mother-in-law."

5

Vampire: Katakan

"Drinking the blood of the Continenet since the Conjunction."



Eredin

Commander of the Red Riders

"Go on. Show me your spins, pirouettes and feints. I want to watch."

Pick any weather card from your deck and play it instantly.

Eredin

Bringer of Death

"It is unavoidable."

Discard 2 cards and draw 1 card of your choice from your deck.

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Eredin
King of the Wild Hunt
"Have some dignity. You know how this will end."
Double the strength of all your Close Combat units (unless a Commander's Horn is present in that row).

Eredin
Destroyer of Worlds
"I've long awaited this..."
Restore a card from your discard pile to your hand.

10

Eithné
"The dryad queen has eyes of molten silver, and a heart of cold-forged steel."

6

Dol Blathanna Scout
"They track like hounds, run like deer and kill like cold-hearted bastards."

6

Dol Blathanna Scout
"They track like hounds, run like deer and kill like cold-hearted bastards."

6

Dol Blathanna Scout
"They track like hounds, run like deer and kill like cold-hearted bastards."

6

Yaevinn
"We are the drops of rain that together make a ferocious storm."

6

Dennis Cranmer
"I know how to carry out orders, so you can shove you advice up your coal chute."

3

Ciaran aep Easnillien
"The path to freedom is paved in blood, not ink."

6

Barclay Els
"Our mead smells like piss, do it? Easy to fix - I'll break your fuckin' nose!"

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Dwarven Skirmisher

"Worked a pickaxe all me life. Battleaxe won't be any trouble."

Dwarven Skirmisher

"Worked a pickaxe all me life. Battleaxe won't be any trouble."

Dwarven Skirmisher

"Worked a pickaxe all me life. Battleaxe won't be any trouble."

Havekar Healer

"Sure, I'll patch you up. Gonna cost you, though."

Havekar Healer

"Sure, I'll patch you up. Gonna cost you, though."

Havekar Healer

"Sure, I'll patch you up. Gonna cost you, though."

Filavandrel aén Fidháil

"Though we are now few and scattered, our hearts burn brighter than ever."

Elven Skirmisher

"No matter what you may have heard, elves don't take human scalps. Too much lice."

Elven Skirmisher

"No matter what you may have heard, elves don't take human scalps. Too much lice."

Elven Skirmisher

"No matter what you may have heard, elves don't take human scalps. Too much lice."

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10

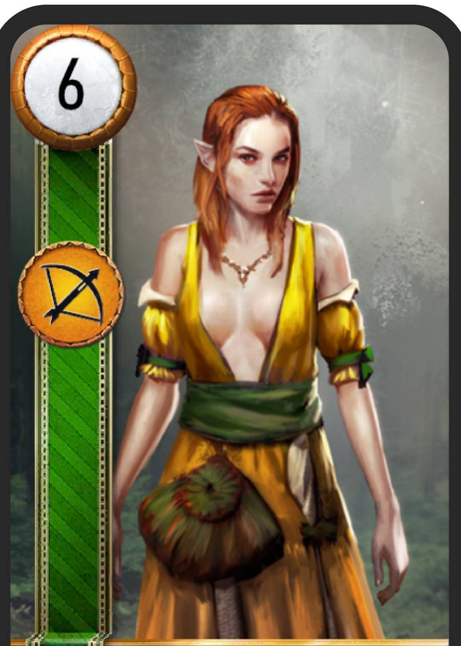
Isengrim Faolitarna

"It dawns on them once they notice my scar: a realization of imminent death."

10

Iorveth

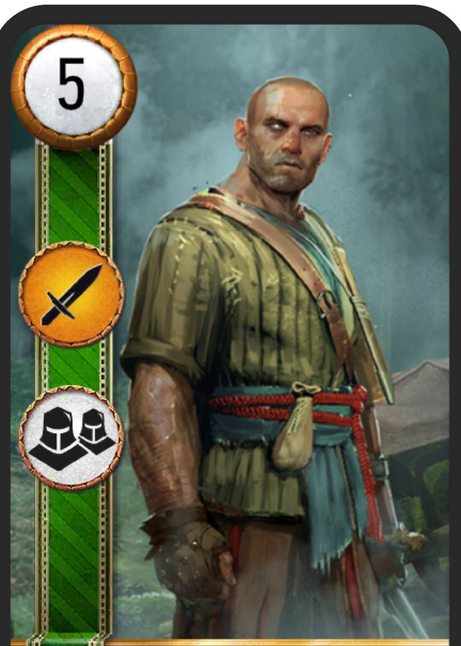
"King or beggar, what's the difference? One dh'oine less."



6

Ida Emean aep Sivney

"I am a Sage. My power lies in possessing knowledge. Not sharing it."



5

Havekar Smuggler

"I fight for whoever's paying the best. Or whoever's easiest to rob."

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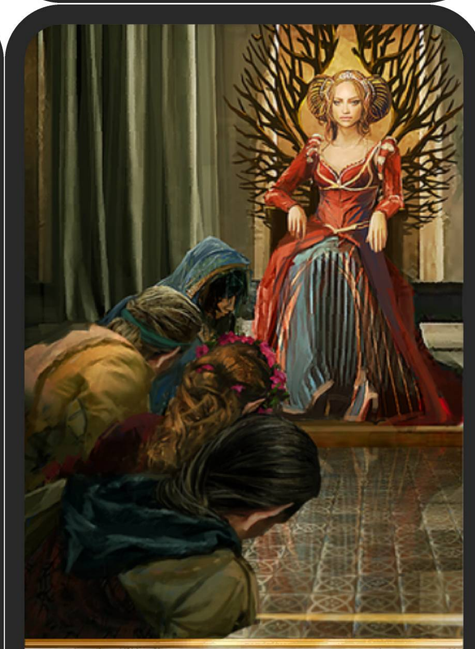


Francesca Findabair
the Beautiful

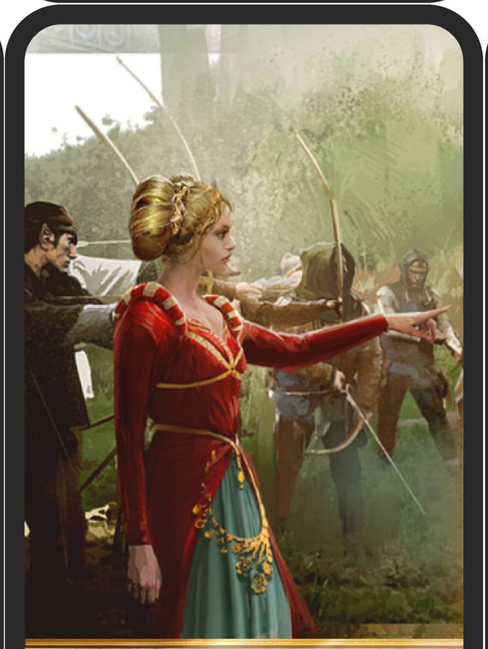
"The Elder Races have forgotten more than humans can ever hope to know."

Doubles the strength of all you Ranged Combat units (unless a Commander's Horn is also in that row).

Francesca Findabair
Queen of Dol Blathanna

"Ash shall fertilize the soil. By spring, the valley shall bloom once more."

Destroy your enemy's strongest Close Combat unit(s) if the combined strength is 10 or more.



Francesca Findabair
Pureblood Elf

"To live in peace, we first must kill. This is human oppression's cruel finale."

Pick a Biting Frost card from your deck and play it instantly.

Francesca Findabair
Daisy of the Valley

"Do not let my beauty distract your aim."

Draw an extra card at the begining of the battle.

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Toruviel

"I'd gladly kill you from up close, stare in your eyes... But you reek, human."

Saesenthessis

"Beautiful, pure, fierce - the perfect icon for a rebellion."

Riordain

"Stare into their eyes, feast on their terror. Then go in for the kill."

Riordain

"Stare into their eyes, feast on their terror. Then go in for the kill."

Milva

"With each arrow I loose, I think of my da. He'd be proud. I think."

Mahakaman Defender

"I'm telling ye, we're born fer battle - we slash straight at their knees!"

Mahakaman Defender

"I'm telling ye, we're born fer battle - we slash straight at their knees!"

Mahakaman Defender

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Mahakaman Defender

"I'm telling ye, we're born fer battle - we slash straight at their knees!"

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5
Vrihedd Brigade Veteran
"'Vrihedd? What's that mean?' 'Trouble.'"

5
Vrihedd Brigade Veteran
"'Vrihedd? What's that mean?' 'Trouble.'"

4
Vrihedd Brigade Recruit
"Hatred burns brighter than any fire, and cuts deeper than any blade."

4
Vrihedd Brigade Recruit
"Hatred burns brighter than any fire, and cuts deeper than any blade."

4
Dol Blathanna Archer
"Take another step, dh'oine. You'd look better with an arrow between your eyes."

4
Dol Blathanna Archer
"Take another step, dh'oine. You'd look better with an arrow between your eyes."

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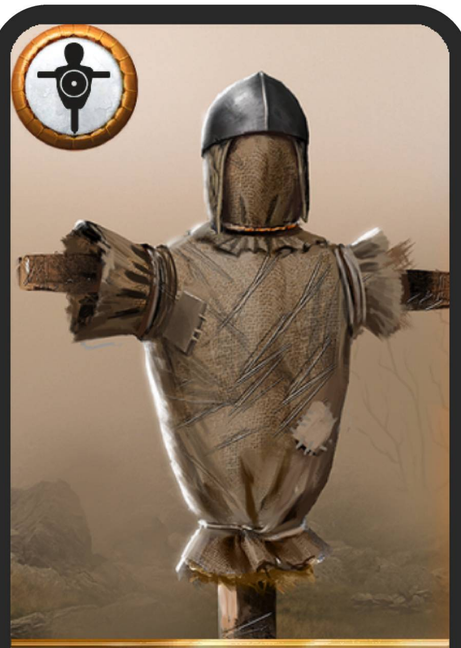
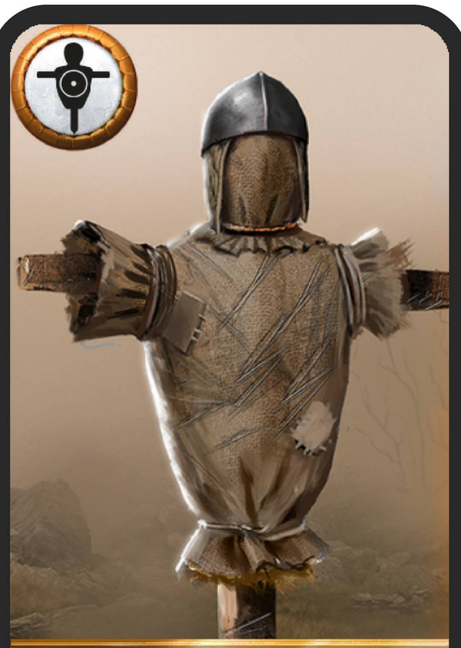
Geralt of Rivia

"If that's what it takes to save the world, it's better to let that world die."



Decoy

"When you run out of peasants, decoys also make decent arrow fodder."



Decoy

"When you run out of peasants, decoys also make decent arrow fodder."

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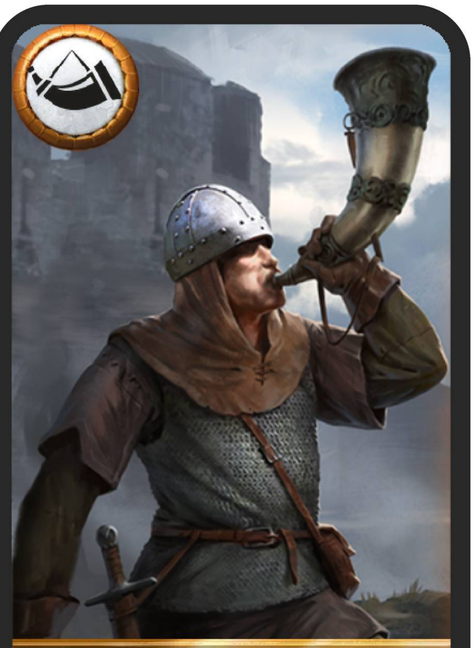

Commander's Horn

"Plus one to morale, minus three to hearing."

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Scorch

"Pillars of flame turn the mightiest to ash. All others tremble in shock and awe."

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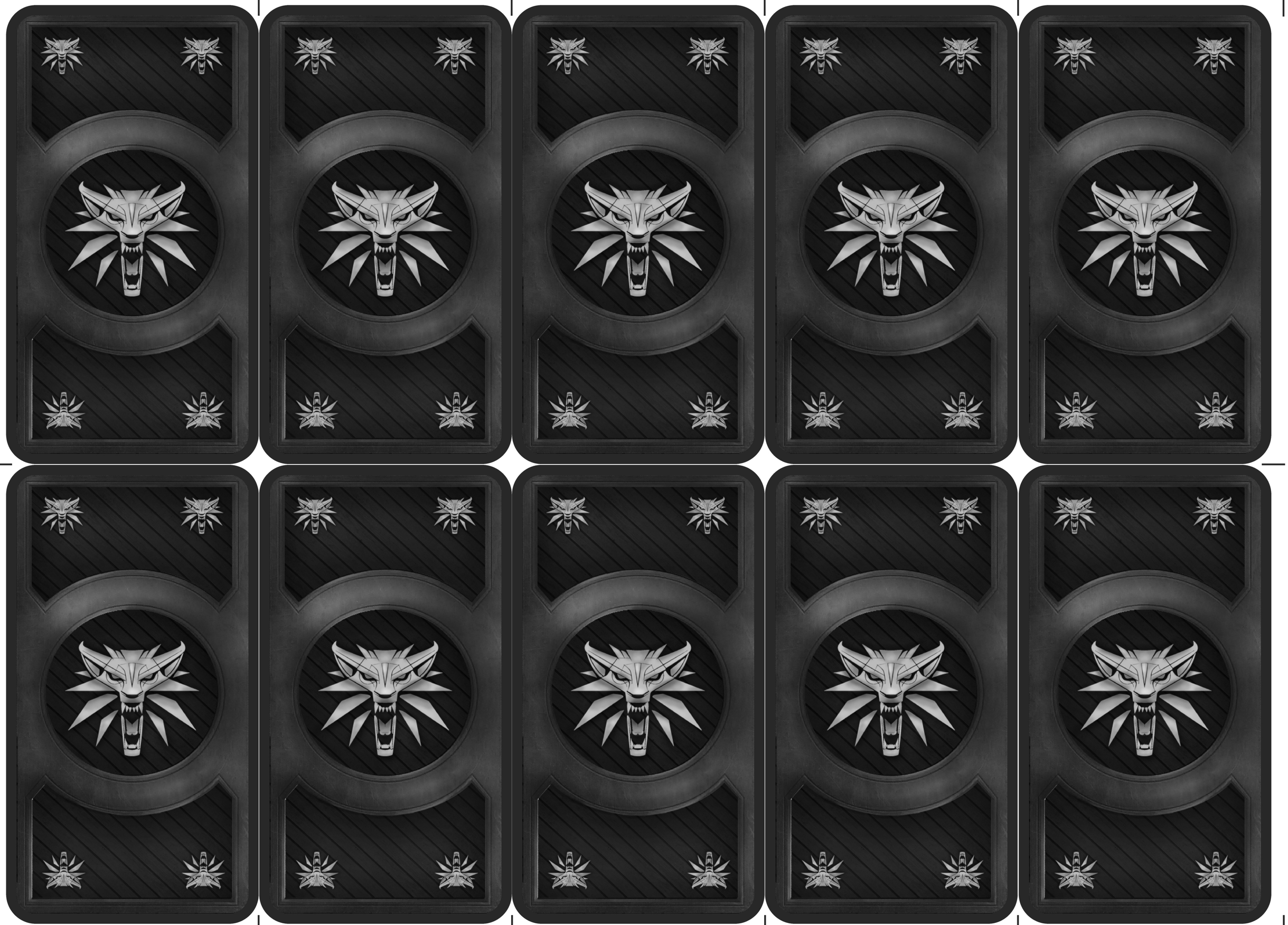
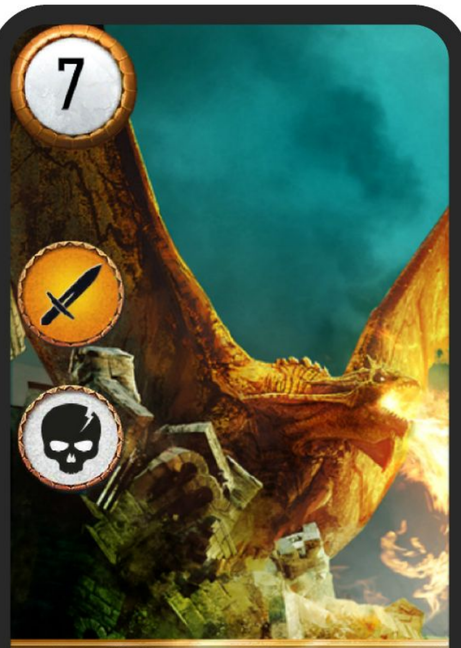


Zoltan Chivay

"Life without old mates and booze is like a woman without a rump."

Yennefer of Vengerberg

"Magic is Chaos, Art and Science. It is a curse, a blessing and a progression."



Villentretenmerth

Kills the strongest non-hero card in your opponents Close Combat row.

"Also calls himself Borkh Three Jackdaws... he's not the best at names."

Vesemir

"If you're to be hanged, ask for water. Anything can happen before they fetch it."

Triss Merigold

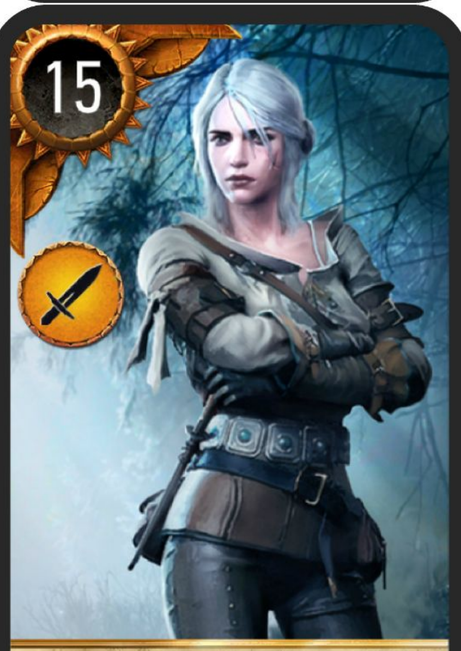
"I can take care of myself. Trust me."

Dandelion

"Dandelion, you're a cynic, a lecher, a whoremonger, a liar - and my best friend."

Emiel Regis Rohellec Terzieff

“Men, the polite ones, at least, would call me a monster. A blood-drinking freak.”



Cirilla Fiona Elen Riannon

"Know when fairy tales cease to be tales? When people start believing in them."

Avallac'h

"You humans have... unusual tastes."

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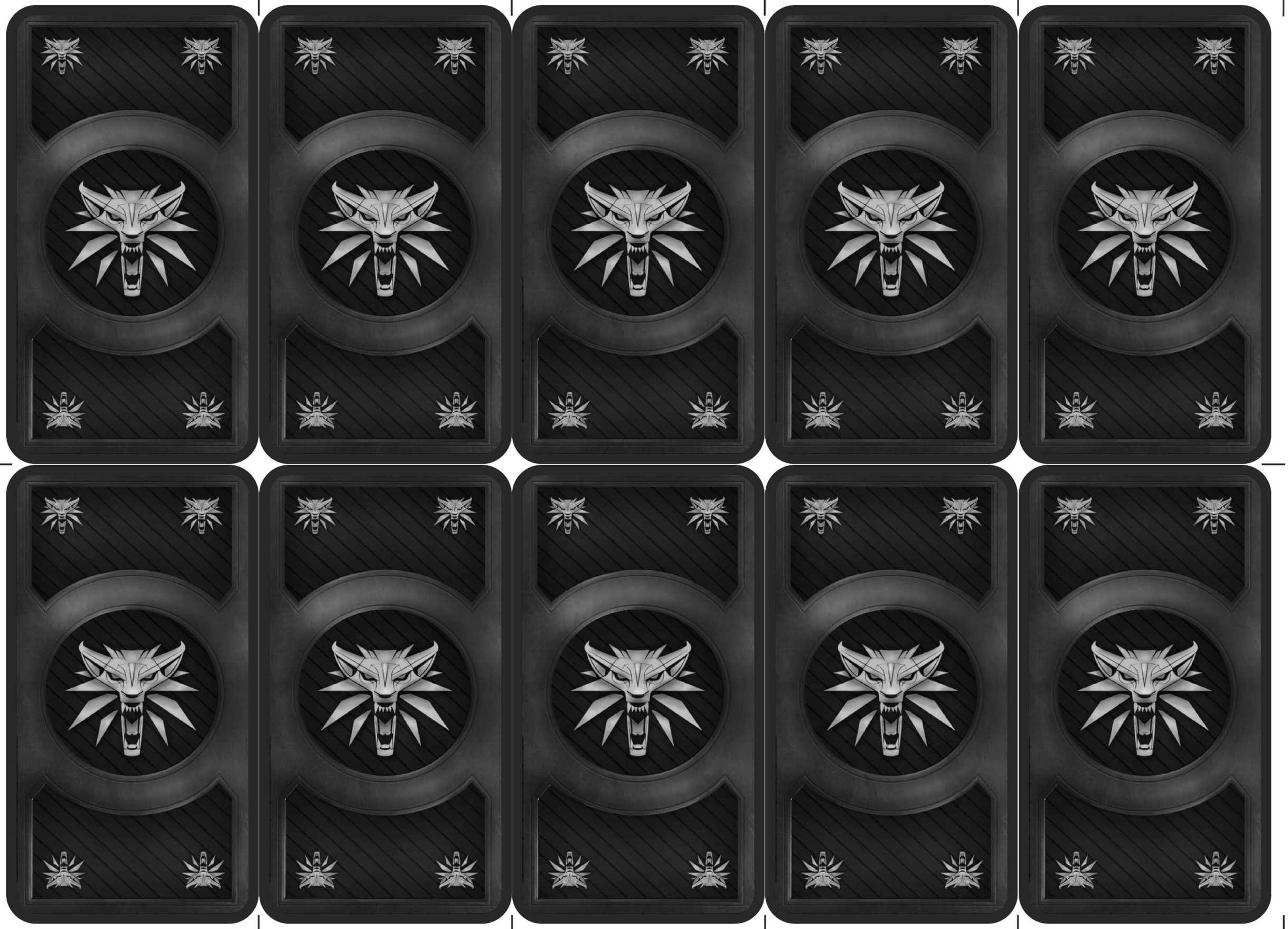

5
Grave Hag
"Their long tongues're for slurping marrow - and whipping prey."

1
Ghoul
"If ghouls are part of the Circle of Life... then it's a damn vicious circle."

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2
Gargoyle
"Ancient sculptors' nightmarish fantasies, brought to life by bored mages."

5
Frightener
"What have I done?" the mage cried out, frightened of his own creation.

5
Forktail
"Fork tails... Bah! Fuckers' tails're more like cleavers."

6
Fire Elemental
"Fire is so delightful."

6
Fiend
"A fiend looks a bit like a deer. An enormous, evil deer."

2
Endrega
"The nest! Take out the nest, or the bastards'll just keep coming!"

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Gwent

Gwent is a 2-player card game that pits two armies against each other on the field of battle.
The aim of the game is to beat your opponent using one's own deck by ensuring that the total strength of your cards on the board is greater than that of your opponent's in two of three rounds.

Factions: At the begining, each player chooses one of four factions. Each faction has a special bonus and individual cards.

Hand Cards: Each player draws ten cards from their deck. They may then replace up to two cards by drawing new cards from their deck.

Combat Rows: Various unit cards can be placed in one of the three corresponding rows, Close Combat, Ranged Combat, or Siege Combat.

Special Cards: Leader skills and special cards can affect the course of the battle decisively.

Life: Each player has two life points at the beginning. For each lost round, a life point is lost. If both are used up, the opponent wins the game.

Card Abilities

Hero Cards: Not affected by any Special Cards or Abilities.

Agile: Can be placed in either the Close Combat or the Ranged Combat row. Cannot be moved once placed.

Medic: Choose one card from your discard pile and play it instantly (no Heroes or Special Cards).

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Morale Boost: Adds +1 to all units in the row (excluding itself).

Muster: Find any cards with the same name in your deck and play them instantly.

Spy: Place on your opponent's battlefield (counts towards opponent's total) and draw 2 cards from your deck.

Tight Bond: Place next to a card with the same name to double the strength of both cards.

Special Cards

Hero Cards: Not affected by any Special Cards or Abilities.

Biting Frost: Sets the strength of all Close Combat cards to 1 for both players.

Impenetrable Fog: Sets the strength of all Racged Combat cards to 1 for both players.

Torrential Rain: Sets the strength of all Siege Combat cards to 1 for both players.

Clear Weather: Removes all Weather Card effects (listed above).

Commander's Horn: Doubles the strength of all unit cards in that row. Limited to one per row.

Decoy: Swap with a card on the battlefield to return to your hand.

Scorch: Kills the strongest card(s) on the battlefield.

Card Factions

Each card faction has a special ability that is introduced into gameplay when the deck is chosen.

Northern Realms: Draw one additional card from your deck every time you win a round.

Nilfgaard: Automatically win a round that ends in a draw.

Scoia'tael: Player with this deck chooses who begins each round.

Monster: Players with this deck will keep one random unit on the board after each round.

Setup

To play, each player must prepare a deck consisting of the following:

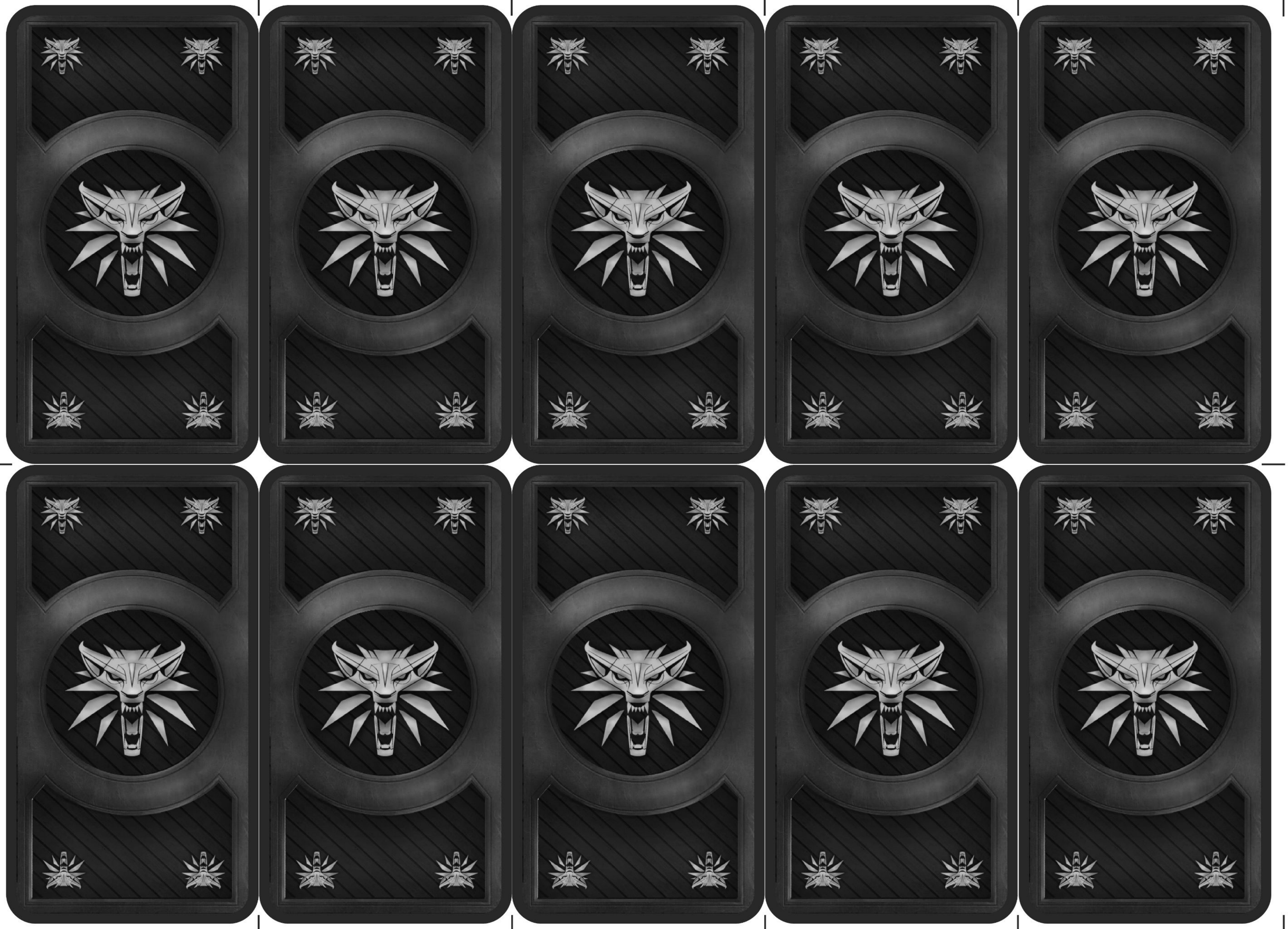
- 1 Leader card
- 22 unit cards
- 10 special cards
- 2 gem counters

Start

Each player shuffles his or her deck and draws 10 cards. Players may then choose to discard 2 cards and draw 2 new ones from their decks.

Rounds

Players take turns playing one card at a time. Players may pass if they wish to. Passings means sitting out the entire round, and the other players is free to keep playing cards from their hand, one at a time, until they also choose to pass inturn ending the round.

All cards, including Special Cards, are then removed from the battlefield and placed in their respective discard piles.

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