

● COIN COMMODUS 1 Argentum Silver PAYS 1 Tab to build. Tab to pay 1 toward raising a Structure.  HOLY HUNDRED Sample Deck · scan to learn 	● COIN SANCTUS 2 Aurum Gold PAYS 2 Tab to build. Tab to pay 2 toward raising a Structure. The richest coin.  HOLY HUNDRED Sample Deck · scan to learn 	△ STRUCTURE RARUS 6 Defense Wall Murus DEF 6 · +8 GLORY · COST 2 It holds the line. Absorbs 6 Strength of attack every round it stands. Earns +8 Builder Glory when raised.  HOLY HUNDRED Sample Deck · scan to learn 
△ STRUCTURE SANCTUS 2 Church Ecclesia DEF 2 · +12 GLORY · COST 1 The Kingdom rises. Earns +12 Builder Glory when raised and defends 2. Houses Communion.  HOLY HUNDRED Sample Deck · scan to learn 	△ STRUCTURE SANCTUS 2 Church Ecclesia DEF 2 · +12 GLORY · COST 1 The Kingdom rises. Earns +12 Builder Glory when raised and defends 2. Houses Communion.  HOLY HUNDRED Sample Deck · scan to learn 	△ STRUCTURE SANCTUS 2 Church Ecclesia DEF 2 · +12 GLORY · COST 1 The Kingdom rises. Earns +12 Builder Glory when raised and defends 2. Houses Communion.  HOLY HUNDRED Sample Deck · scan to learn 
▲ DRAGON RARUS 6 Dragon the First Draco I ATK 6 · SLAY 6 · +12 GLORY The lesser wyrm. Attacks for 6 each round. Surmount Strength 6 to slay him — cast into Hell, never to return.  HOLY HUNDRED Sample Deck · scan to learn 	▲ DRAGON RARUS 8 Dragon the Second Draco II ATK 8 · SLAY 7 · +14 GLORY The grown wyrm. Attacks for 8 each round. Surmount Strength 7 to slay him. Cast into Hell — no return.  HOLY HUNDRED Sample Deck · scan to learn 	▲ DRAGON MAXIMUS 9 Dragon the Third Draco III ATK 9 · SLAY 8 · +16 GLORY The great wyrm. Attacks for 9 each round. Surmount Strength 8 to slay him. The boldest Slayer Glory of all.  HOLY HUNDRED Sample Deck · scan to learn 

SANCTUS

Superbia



SANCTUS

Ira



COMMODUS

Avaritia



COMMODUS

Invidia



COMMODUS

Gula



COMMODUS

Acedia



HOLY HUNDRED

THE SAMPLE DECK • PRINT & PLAY • 33 CARDS PER PLAYER

THE RACE

You all play on **one team**. Each builds their own Kingdom to **100 Glory** — win together. The dragons and demons together are the **Antichrist**; if their track reaches **66**, everyone loses.

A ROUND

Draw 3. **Play** saints with Panem. **Build** Structures with Coin. The Antichrist **attacks** — defend with Walls, Churches and Strength. **Slay** what you can surmount.

THREE GLORIES

Player = $\text{Score} \div 10$ when a saint is first played. **Builder** = from Structures (up to 2× Player). **Slayer** = from slain foes (up to 3× Player).

COMBAT

Undefended attacks advance the Antichrist **and** cost Glory (double below 0). Surmount a foe's **Slay** Strength to cast it into **Hell** — no return.

COMMUNION

3+ different types in play: every saint gains **+2 Strength**.

SUMMON (ACTION)

Any player may speak the name of **Archangel Michael** or **Yeshua the King** to clear every attacker for one round. They earn no Glory — they rescue. (No Michael/Yeshua cards in this deck.)

DIFFICULTY

Gentle (first game): -1 to each dragon's Attack. **Standard**: as printed. **Faithful**: +1 to each dragon & demon.

THE PRINT IS THE INVITATION. THE REAL CARD IS THE RELIC. • HOLYHUNDRED.LOVE • FOUNDATION:
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