

1

Assassin

0 Attack
Nullify the **Attack** of one card in this battle.

3

2

Giant

2 Attack
If Giant is on the winning side of a battle against an infrastructure card, trash the infrastructure.

1

1

Militia

1 Attack
1 Pillage

1

2

Northern Raiders

Choose either **2 Labor** or **1 Attack**.

1

2

Soldiers

1 Attack
2 Pillage

1

2

Wall

1 Draw
1 Defense
A territory defended by wall can always be harvested.

1

Heir

1 Attack
Trash Heir if it is used in a battle that loses.

1

3

General

2 Attack
Trash General if it is used in a battle that loses.

