

<div>Tower A</div> <div>Support</div> <div>345</div>	<div>Tower A</div> <div>Power</div> <div>630</div>	<div>Tower A</div> <div>Defense</div> <div>270</div>
<div>All your minions gain +1 power</div>		
<div>Tower B</div> <div>Support</div> <div>360</div>	<div>Tower B</div> <div>Power</div> <div>820</div>	<div>Tower B</div> <div>Defense</div> <div>180</div>
<div>All your other towers gain +10 armor</div>		
<div>Tower A</div> <div>Support</div> <div>350</div>	<div>Tower A</div> <div>Power</div> <div>625</div>	<div>Tower A</div> <div>Defense</div> <div>070</div>
<div>Whenever you play an upgrade, all your towers gain +1 armor</div>	<div>Once per game, Destroy target curse</div>	<div>Whenever you play an upgrade, ~ gain +1 power. (Max 3 power)</div>

Tower B Support 3 50 Whenever you play a curse, target tower gains +2 armor	Tower B Power 8 15 Once per game, destroy target upgrade	Tower B Defense 2 55 Whenever you play a curse, ~ gain +1 power. (Max 5 power)
Tower C Support 3 40 Whenever an opponent attacks you, you may place a zone marker of your choice on one target minion they control	Tower C Power 7 20 Whenever ~ takes damage, you may sacrifice one minion. If you do, prevent damage equal to that minions health.	Tower C Defense 1 70 Whenever a minion dies, gain +2 armor