

Unchecked Power 4MaMa

Action

Destroy all territories, and units and territory improvements on those territories. Each player draws and plays three more territories.

Rare

Guerrilla Warfare 2MaMa

Edict

When a hidden unit is revealed it gets +1 power and preemptive strike.

Rare

Restricted Supply Routes 2Ma

Reaction

Production cards can't be expended this turn.

Uncommon

Silence 2Ma

Reaction

Suppress target card until that player's next turn.

Uncommon

Thought Shatter 1Ma

Reaction

Prevent target Action or Reaction card.

Common

Veto MaMa

Reaction

Prevent target Edict, Action or Territory improvement.

Common

Gryffhound Pack 3MaMa

Companion Unit Physical
Bond.

Common

3/4

Khovidian Provoker 1Ma

Human Rebel Unit Physical

Common

2/1

Backstreet Informer 3MaMa

Rebel Investigator Unit

When this unit moves to a City or Village territory you may reveal a hidden card there. If you do draw a card.

Rare

1/4

Subversive Saboteur 2MaMa

Rebel Unit Physical
Hidden (1 Mana) Reveal ((2))
When this Unit is revealed deal twice X damage to an adjacent territory improvement, or X damage to an adjacent Unit, where X is this unit's power.

Uncommon **2/3**

Targen, In the Know 3MaMa

Unit Human Physical
Hidden (1 Mana) Reveal ((2) 1 Mana)
When you reveal this card, draw X cards where X is the number of hidden cards you control
When you play a card Hidden on a territory draw a card, do this once per territory.

Unique **2/5**

Shield wall 2St

Reaction
Units at target territory take no physical damage this skirmish.

Uncommon