

Superior Firepower

American, Army, Doctrine, Fire



Reserve 2 or 1 Fire

All friendly Army cards have +20 Offense and +20 Power for each damage that friendly Fire entities have dealt during the current turn.



Summon 4



Keeper of the Flame

40

20

2

Cleric, Fire, Human



Summon 4



Pay 1 Fire, exhaust this card and give all cards within range 1.5 +40 Offense and +40 Power.



Amulet of +20

Artifact, Equipment



Equip 2

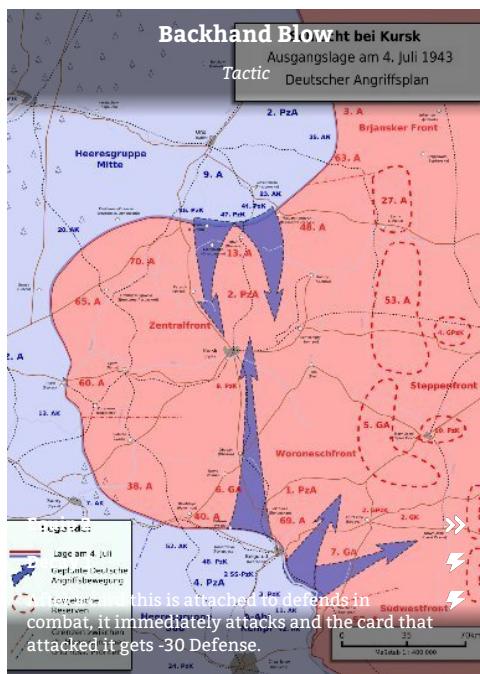


Any card this is attached to has +20 Offense, +20 Defense and +20 Power.



Backhand Blow

Tactic



Reserve 4

When an enemy card is destroyed from combat damage, deal 1 damage to its controller's commander.



All enemy cards have +20 Defense.



Steel Golem

40

70

2

0

Earth, Elemental, Spell



Summon 4



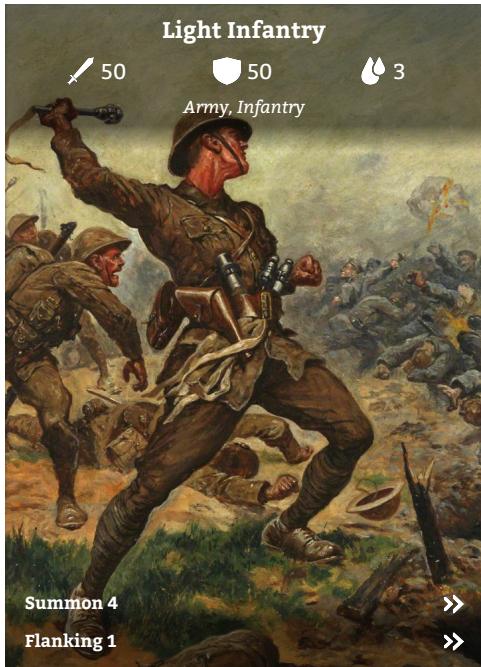
Light Infantry

50

50

3

Army, Infantry



Summon 4



Flanking 1



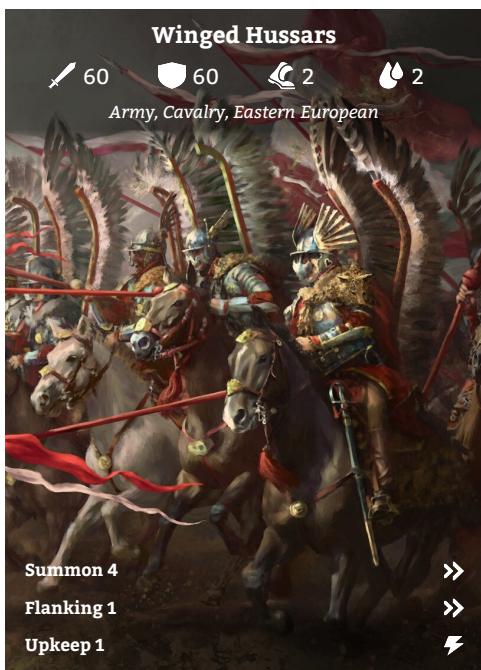
Winged Hussars

60

60

2

Army, Cavalry, Eastern European



Summon 4



Flanking 1

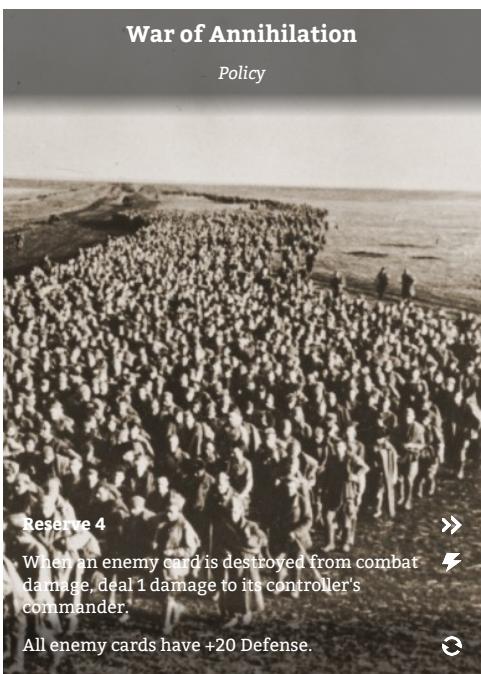


Upkeep 1



War of Annihilation

Policy



Reserve 4

When an enemy card is destroyed from combat damage, deal 1 damage to its controller's commander.

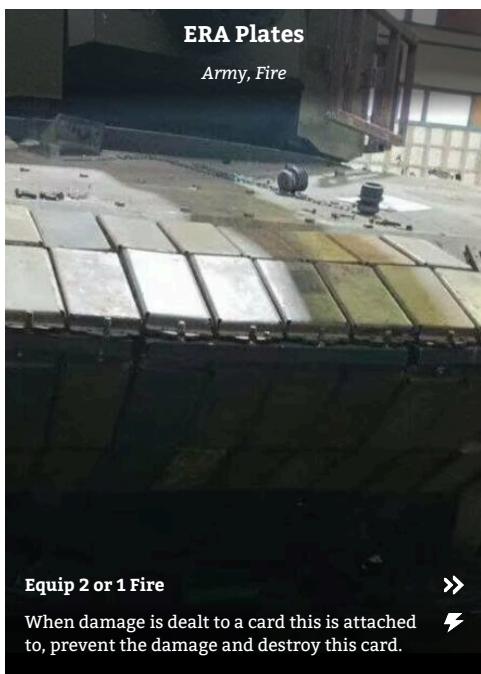


All enemy cards have +20 Defense.



ERA Plates

Army, Fire



Equip 2 or 1 Fire



When damage is dealt to a card this is attached to, prevent the damage and destroy this card.



Finest Hour



Equip 2

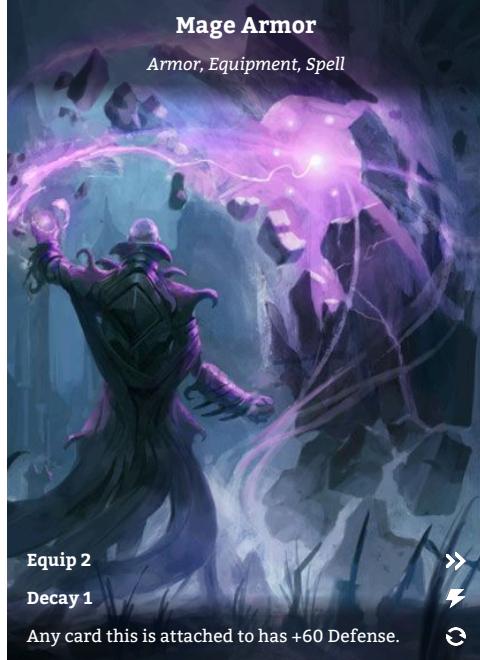
Decay 1

Any card this is attached to has +40 Offense and +40 Defense.



Mage Armor

Armor, Equipment, Spell



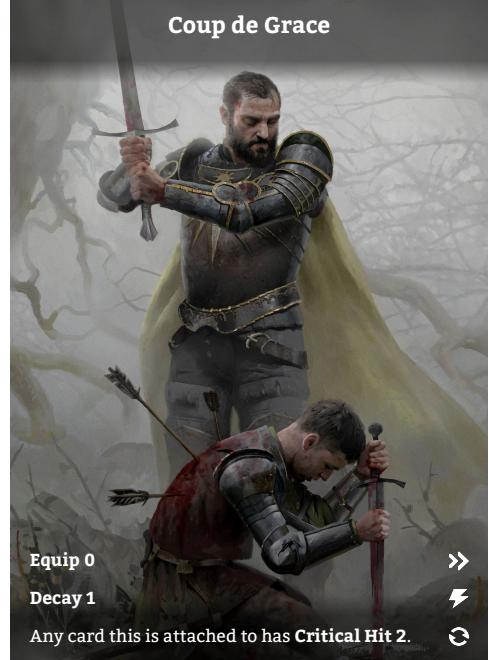
Equip 2

Decay 1

Any card this is attached to has +60 Defense.



Coup de Grace



Equip 0

Decay 1

Any card this is attached to has **Critical Hit 2**.

