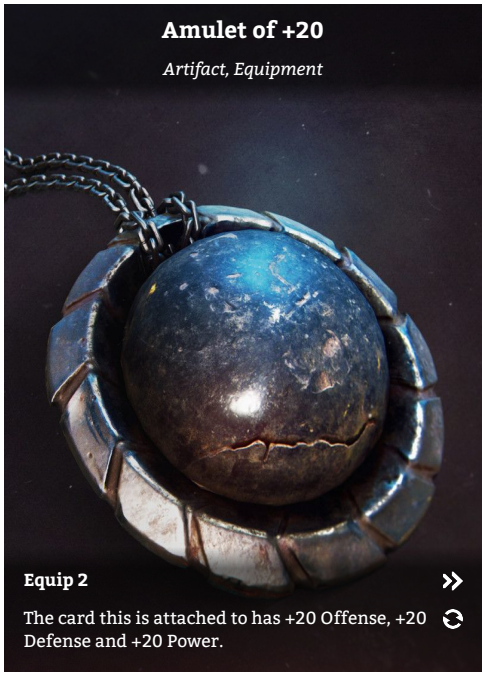
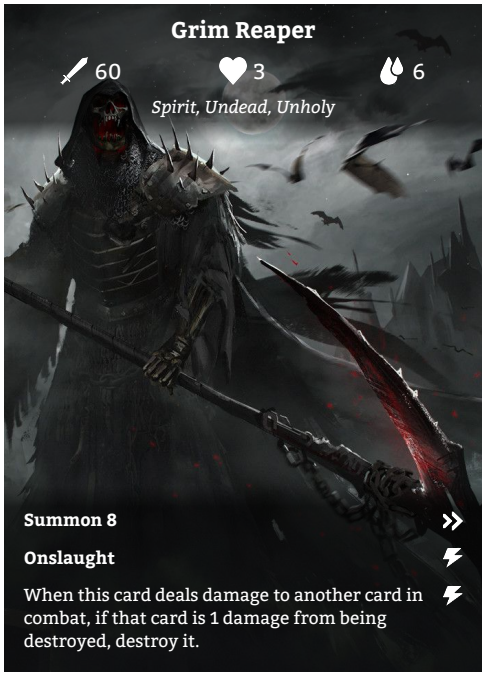
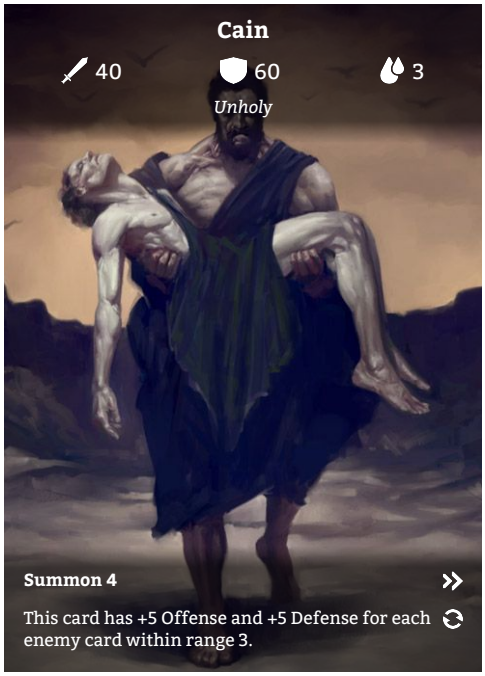
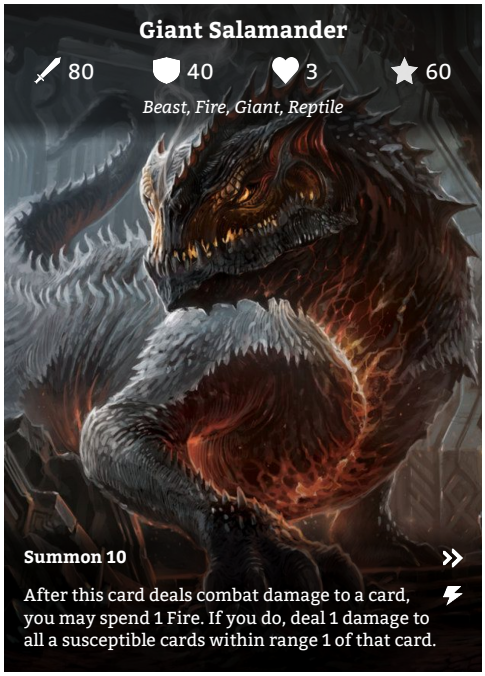
Sun Spirit
50
10
2
Fire, Spirit
Summon 2 Fire
Summon 2
Deal 1 damage to this card.

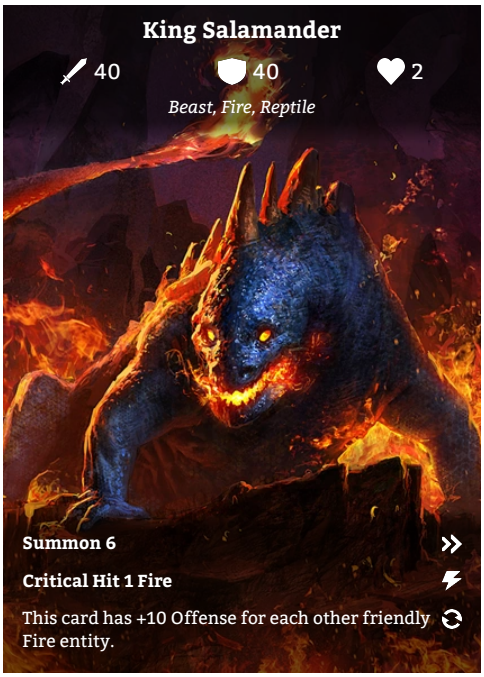

Amulet of +20
Artifact, Equipment
Equip 2
The card this is attached to has +20 Offense, +20 Defense and +20 Power.

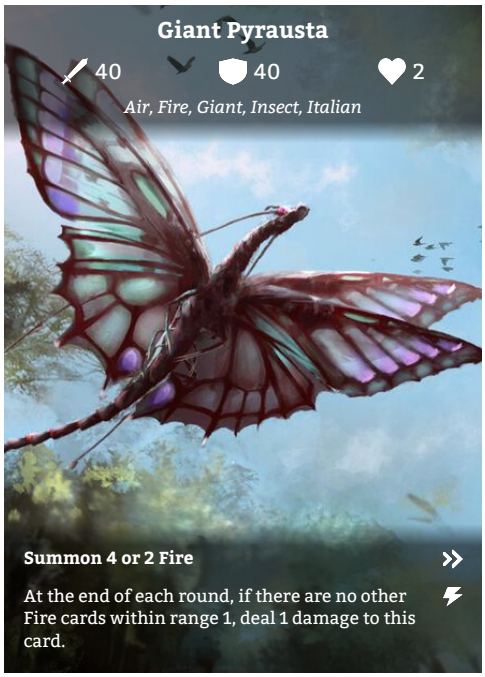

Grim Reaper
60
3
6
Spirit, Undead, Unholy
Summon 8
Onslaught
When this card deals damage to another card in combat, if that card is 1 damage from being destroyed, destroy it.

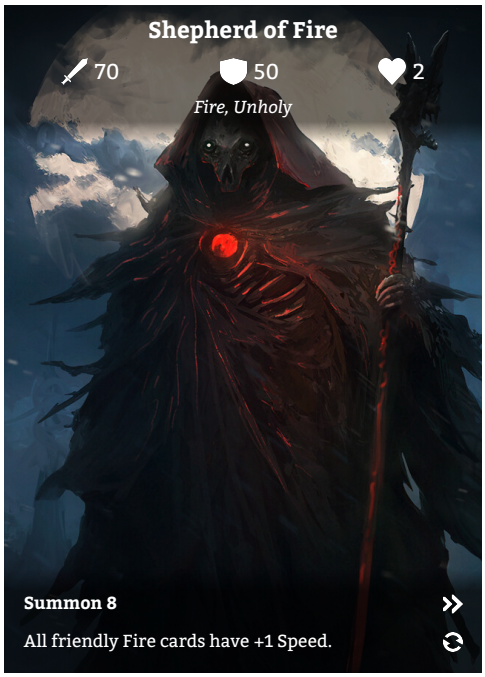
Witch of Salem
40
40
2
100
4
Mage, Unholy
Summon 6
Susceptible enemy cards within range 2.5 have -30 Defense.


Cain
40
60
3
Unholy
Summon 4
This card has +5 Offense and +5 Defense for each enemy card within range 3.


Giant Salamander
80
40
3
60
Beast, Fire, Giant, Reptile
Summon 10
After this card deals combat damage to a card, you may spend 1 Fire. If you do, deal 1 damage to all a susceptible cards within range 1 of that card.


King Salamander
40
40
2
Beast, Fire, Reptile
Summon 6
Critical Hit 1 Fire
This card has +10 Offense for each other friendly Fire entity.


Giant Pyrausta
40
40
2
Air, Fire, Giant, Insect, Italian
Summon 4 or 2 Fire
At the end of each round, if there are no other Fire cards within range 1, deal 1 damage to this card.


Shepherd of Fire
70
50
2
Fire, Unholy
Summon 8
All friendly Fire cards have +1 Speed.

Minotaur Warband

60 | 60

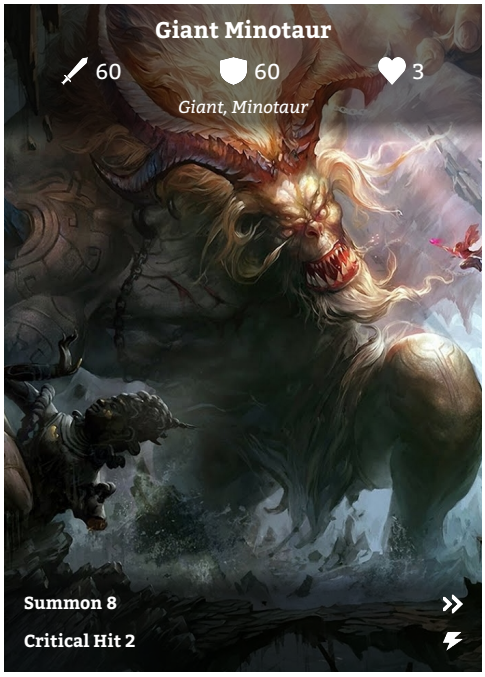
Minotaur

Summon 4

Giant Minotaur

60 | 60 | 3

Giant, Minotaur



Summon 8

Critical Hit 2

Porphyrion

50 | 20 | 2 | 5

Giant, Greek, Italian

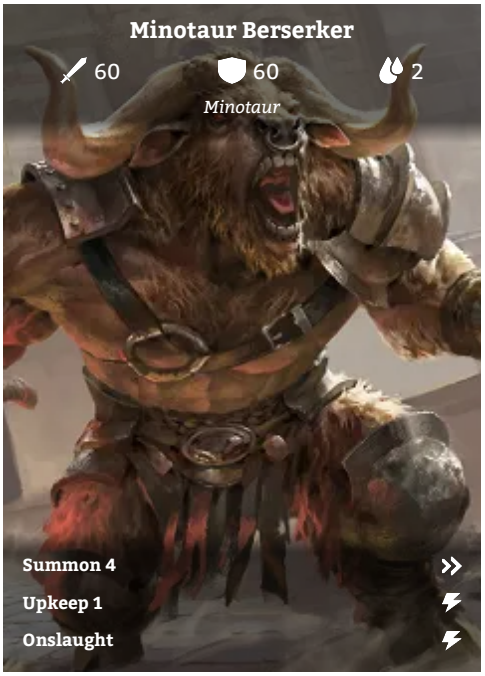
Summon 12

All friendly Giant cards have +1 Health.

Minotaur Berserker

60 | 60 | 2

Minotaur



Summon 4

Upkeep 1

Onslaught

Semi-Motorized Infantry

40 | 80 | 2 | 1.5 | 4

Army, Infantry, Italian, Motorized

Summon 6

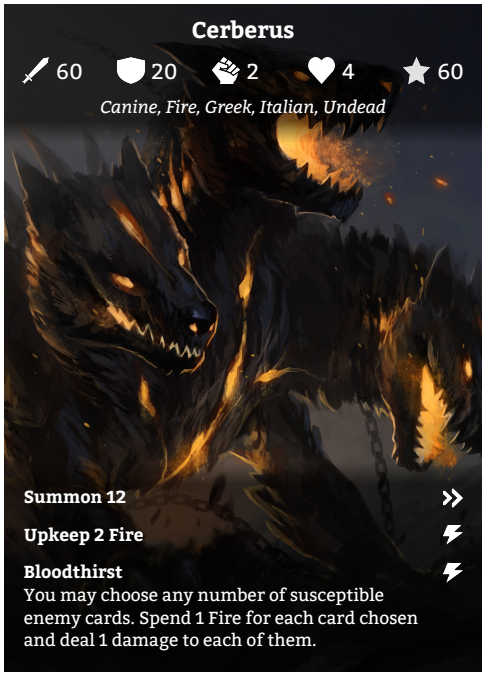
Flanking 1

Upkeep 1

Cerberus

60 | 20 | 2 | 4 | 60

Canine, Fire, Greek, Italian, Undead



Summon 12

Upkeep 2 Fire

Bloodthirst
You may choose any number of susceptible enemy cards. Spend 1 Fire for each card chosen and deal 1 damage to each of them.

Cacus

100 | 40 | 3 | 30

Artillery, Fire, Giant, Greek, Italian

Summon 8

Spend 1 Fire and exhaust any susceptible card within range 2.

PaK 38

100 | 50 | 0.5 | 3

Army, Artillery, Fire, German

Summon 4

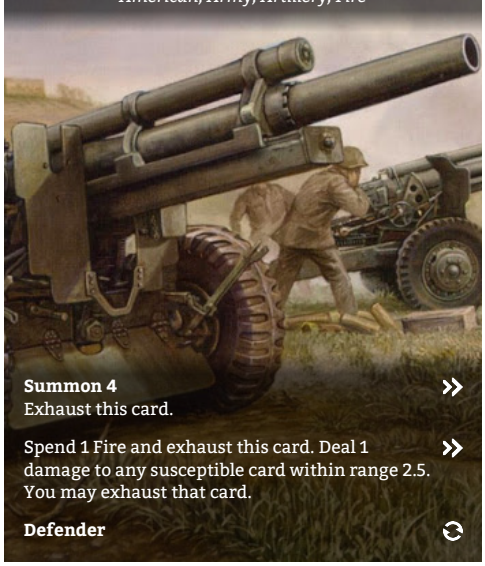
Critical Hit 1 Fire

Upkeep 1

M2 Howitzer 105mm

20 | 40 | 0.5 | 3

American, Army, Artillery, Fire



Summon 4
Exhaust this card.

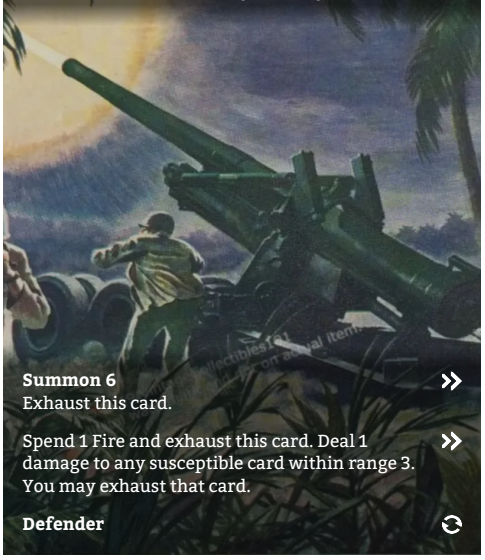
Spend 1 Fire and exhaust this card. Deal 1 damage to any susceptible card within range 2.5. You may exhaust that card.

Defender

Long Tom 155mm

20 | 60 | 0.5 | 4

American, Army, Artillery, Fire



Summon 6
Exhaust this card.

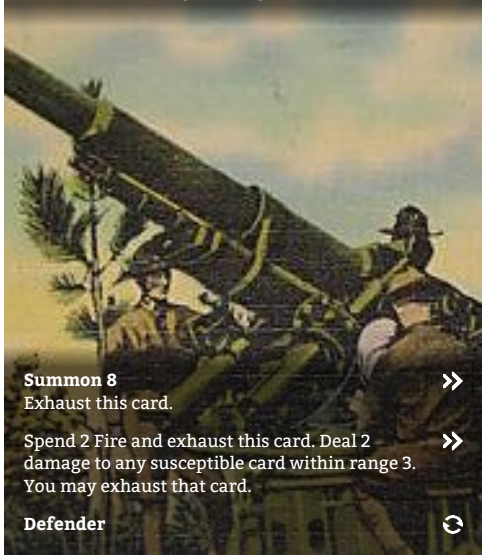
Spend 1 Fire and exhaust this card. Deal 1 damage to any susceptible card within range 3. You may exhaust that card.

Defender

Black Dragon 240mm

20 | 70 | 0.5 | 4

American, Army, Artillery, Fire, Giant, Reptile



Summon 8
Exhaust this card.

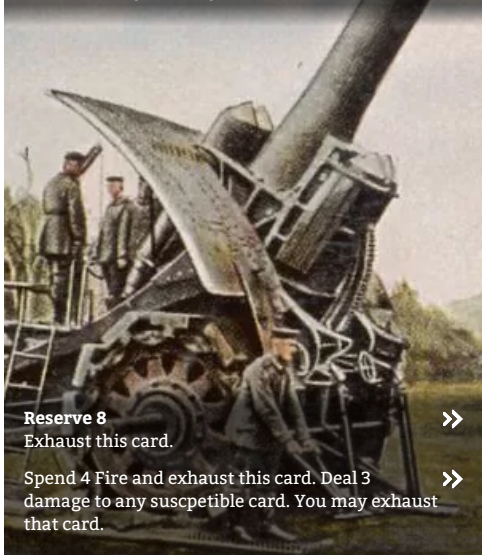
Spend 2 Fire and exhaust this card. Deal 2 damage to any susceptible card within range 3. You may exhaust that card.

Defender

Big Bertha

20 | 50 | 6

Army, Artillery, Fire, German, Giant



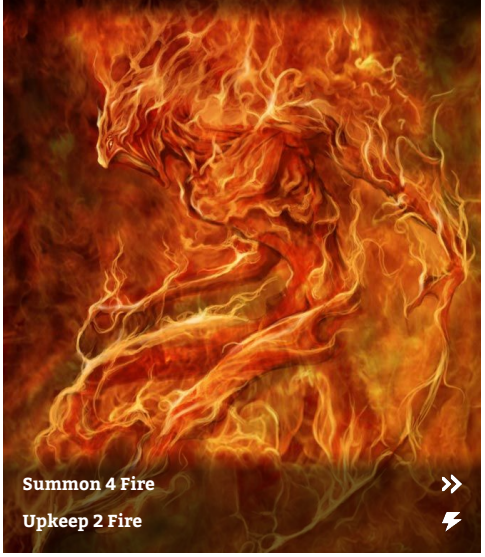
Reserve 8
Exhaust this card.

Spend 4 Fire and exhaust this card. Deal 3 damage to any suscpetible card. You may exhaust that card.

Living Flame

70 | 10 | 2 | 2

Elemental, Fire, Spell



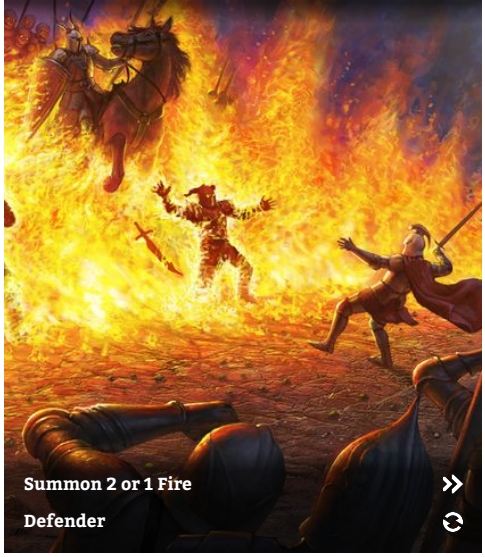
Summon 4 Fire

Upkeep 2 Fire

Flaming Barrier

100 | 2 | 0

Fire



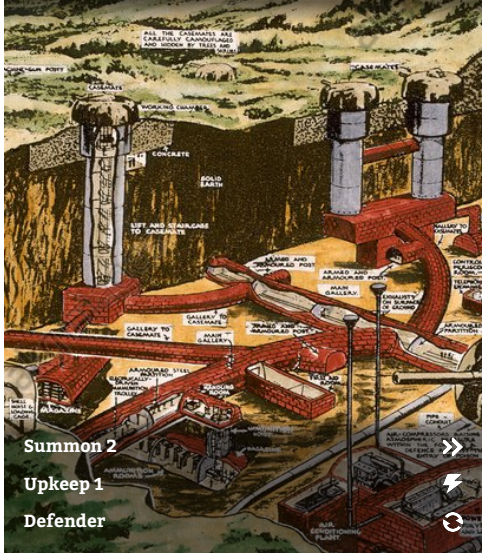
Summon 2 or 1 Fire

Defender

Maginot Line

70 | 140 | 2 | 0

Army, French, Structure



Summon 2

Upkeep 1

Defender

Steel Golem

40 | 70 | 2 | 0

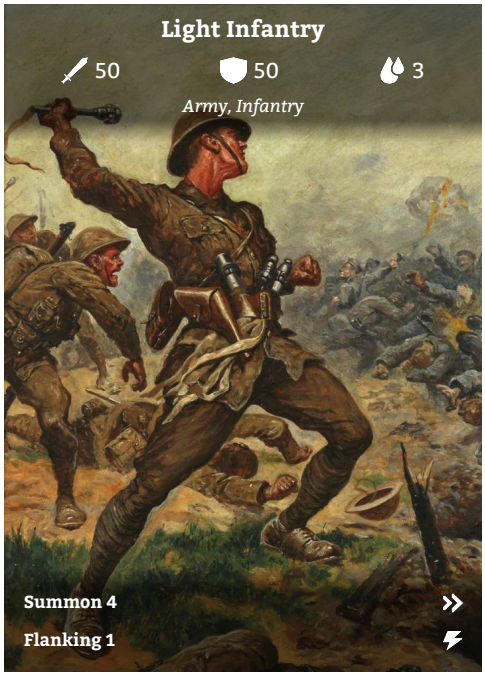
Earth, Elemental, Spell

Summon 4

Light Infantry

50 | 50 | 3

Army, Infantry



Summon 4

Flanking 1

Keeper of the Flame

40 | 20 | 2

Cleric, Fire, Human

Summon 4

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

Winged Hussars

30 40 2 2

Army, Cavalry, Eastern European

Summon 2

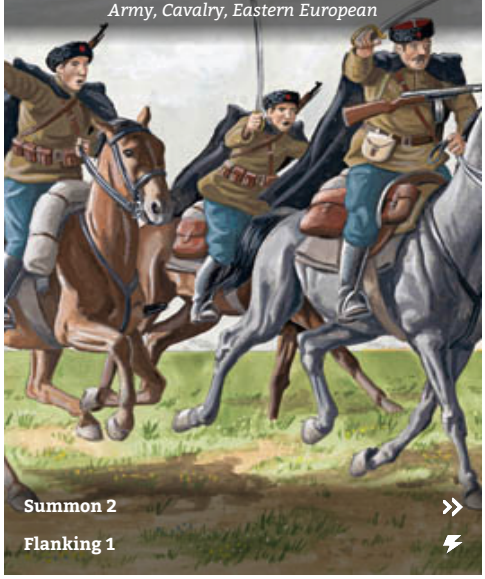
Flanking 1

Upkeep 1

Cossack Cavalry

10 0 2 1

Army, Cavalry, Eastern European

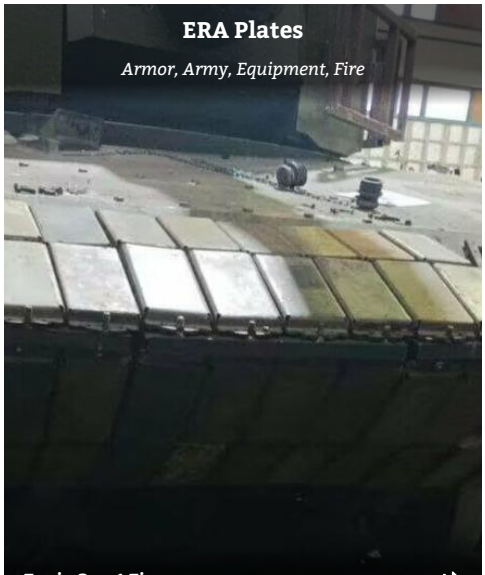


Summon 2

Flanking 1

ERA Plates

Armor, Army, Equipment, Fire



Equip 2 or 1 Fire

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

Kriegsglück

German

Equip 2

Decay 1

The card this is attached to has +40 Offense, +40 Defense and +40 Power.

Mage Armor

Armor, Equipment, Spell

Equip 2

Decay 1

The card this is attached to has +60 Defense.

Last Stand

Equip 2

At the end of each round, destroy the card this is attached to.

The card this is attached to had +3 Health.

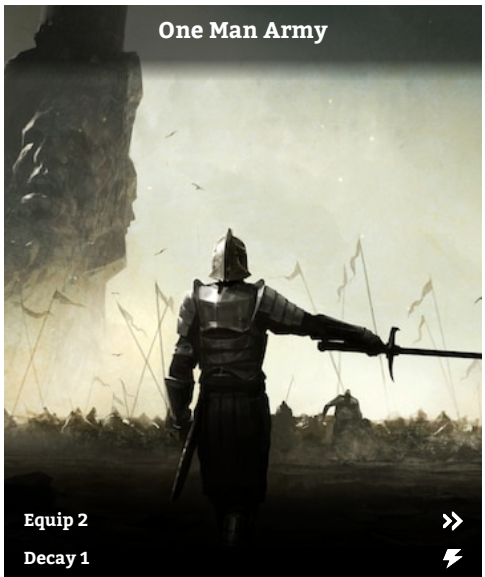
Coup de Grace

Equip 0

Decay 1

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

One Man Army



Equip 2

Decay 1

Any Army card this is attached to has +10 Offense and +10 Defense for each enemy card within range 2.5.