

Superior Firepower

American, Army, Doctrine, Fire



Reserve 2 or 1 Fire

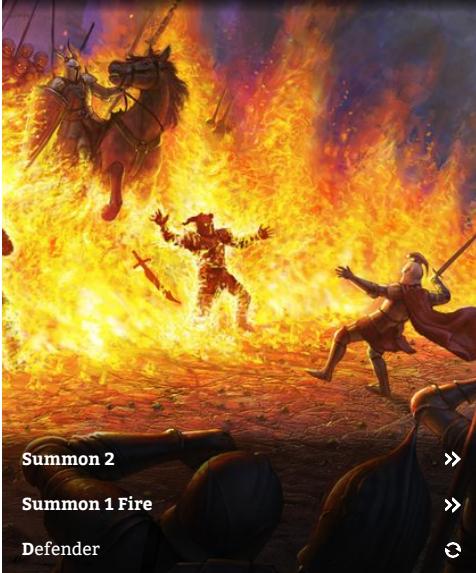
All friendly Army cards have +20 Offense and +20 Power for each damage that friendly Fire cards have dealt during the current turn.

Flaming Barrier

100

2

0



Summon 2

Summon 1 Fire

Defender

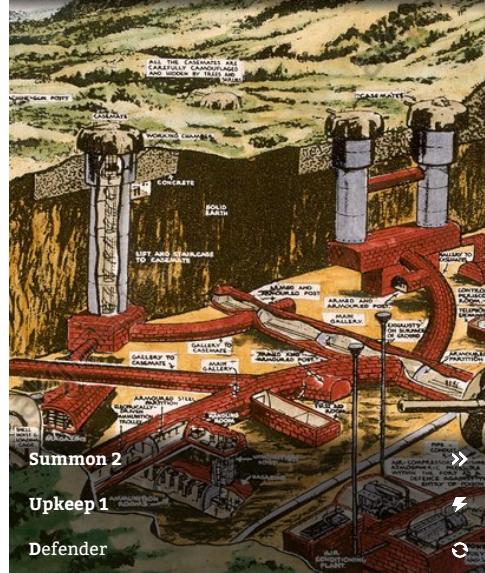
Maginot Line

70

140

2

0



Summon 2

Upkeep 1

Defender

Steel Golem

60

60

2

0

Earth, Elemental, Spell



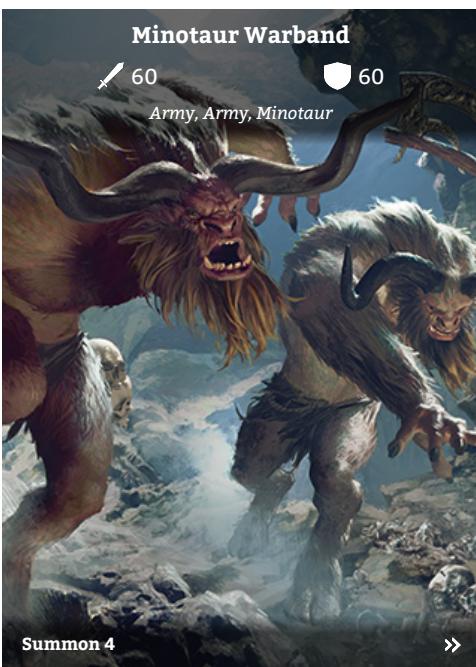
Summon 4

Minotaur Warband

60

60

Army, Army, Minotaur



Summon 4

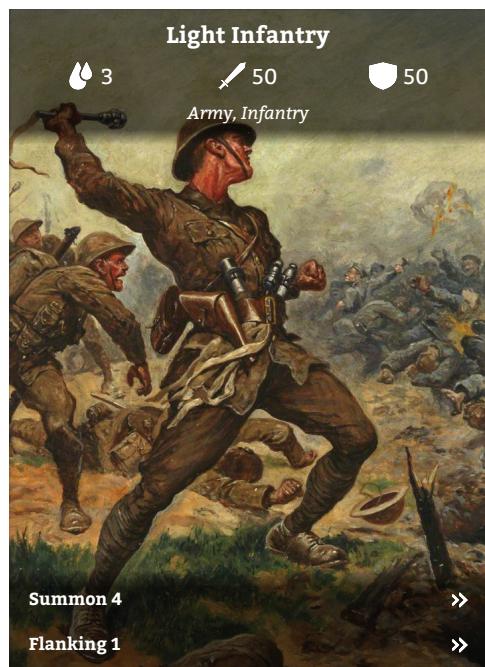
Light Infantry

3

50

50

Army, Infantry



Summon 4

Flanking 1

Heavy Infantry

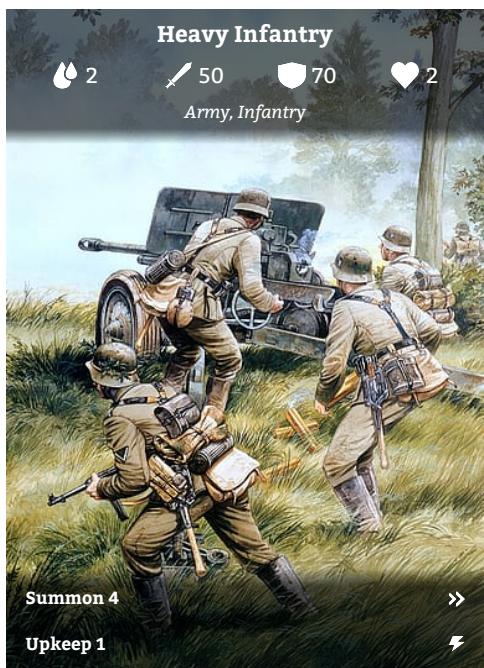
2

50

70

2

Army, Infantry



Summon 4

Upkeep 1

Minotaur Berserker

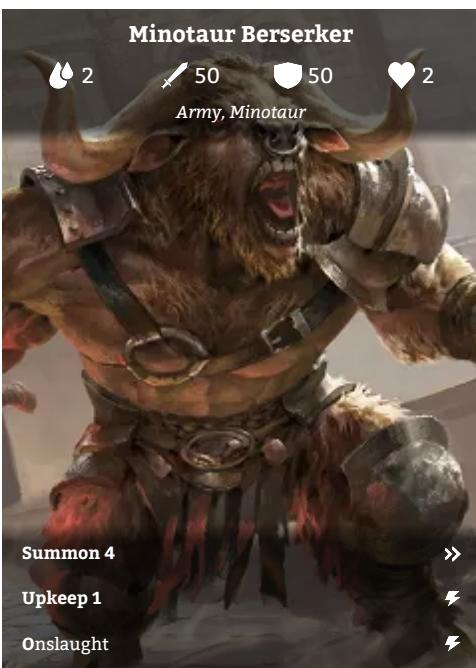
2

50

50

2

Army, Minotaur



Summon 4

Upkeep 1

Onslaught

Semi-Motorized Infantry

4

60

60

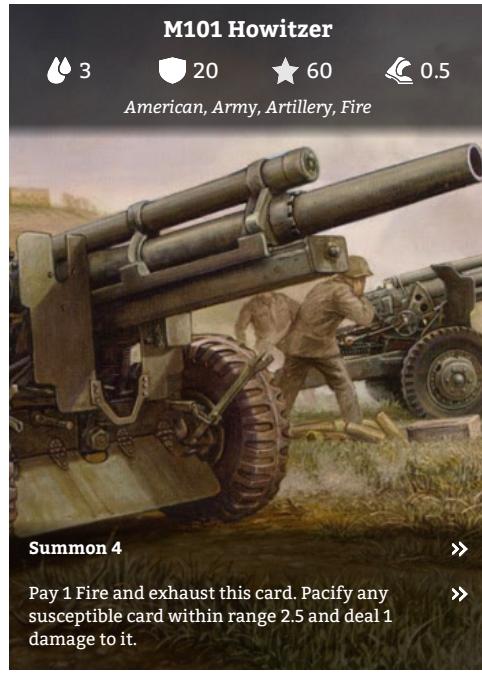
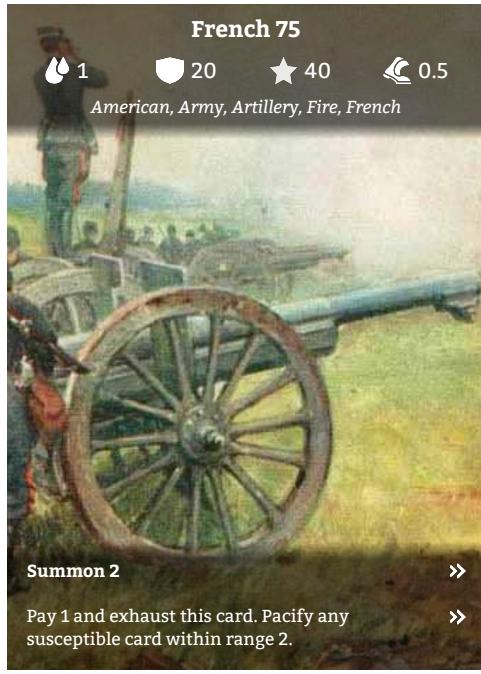
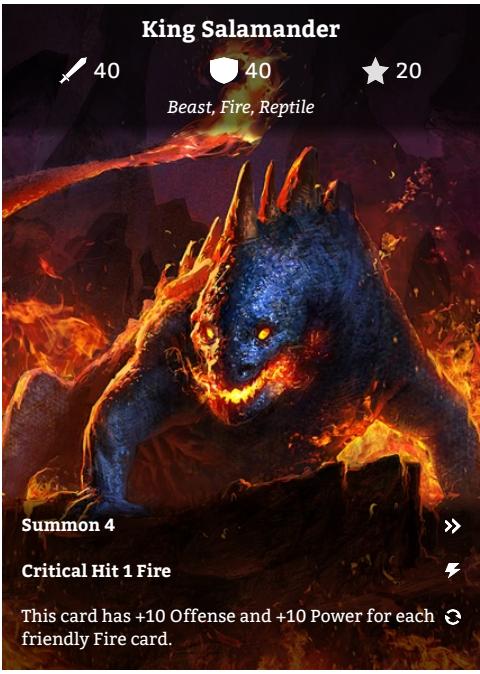
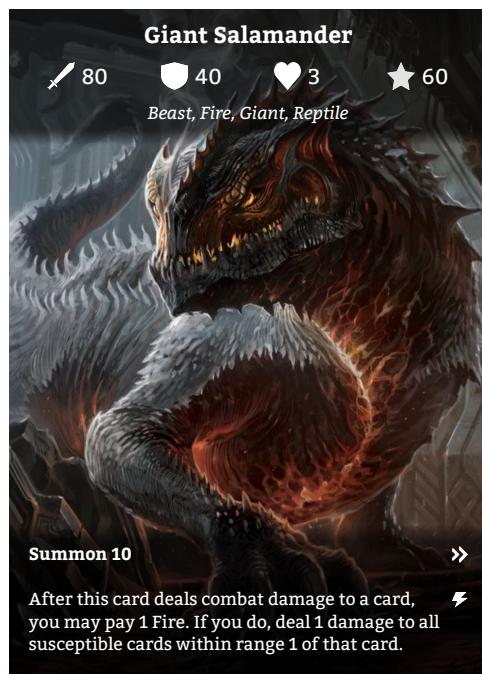
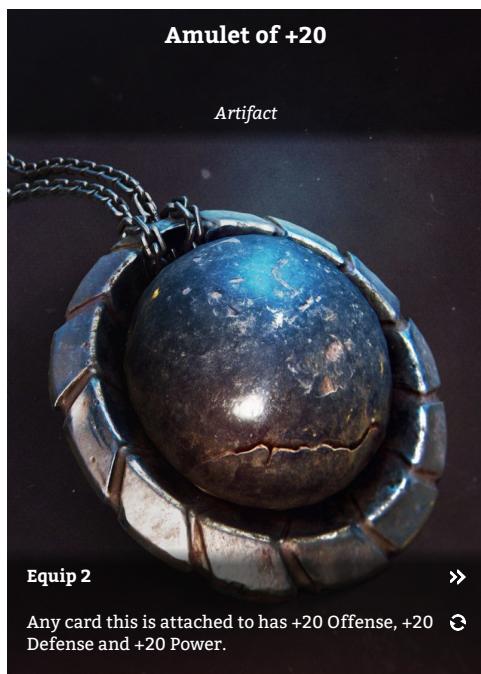
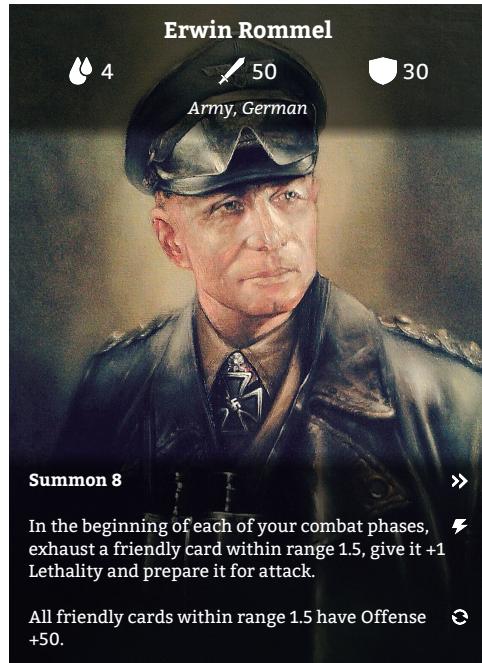
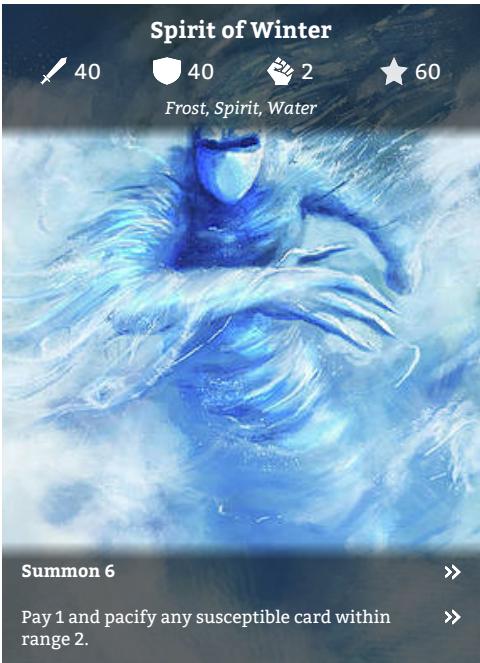
2

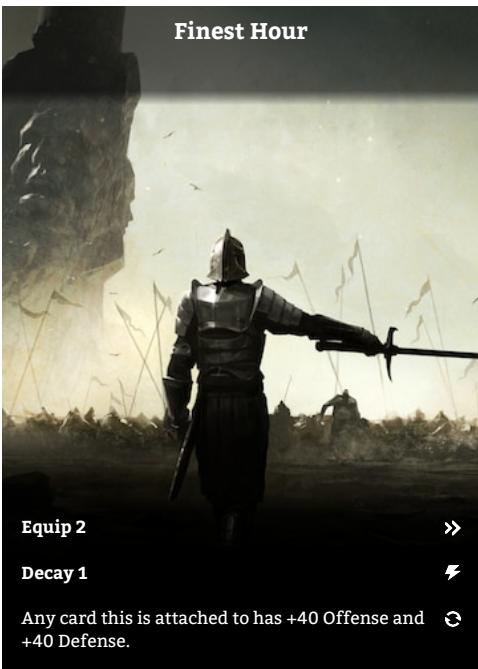
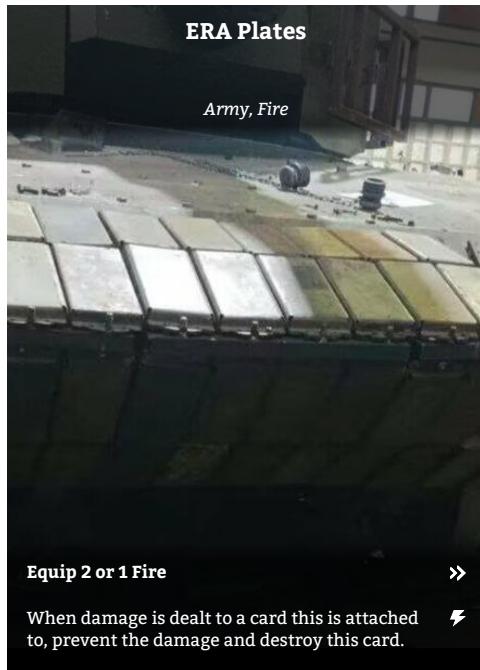
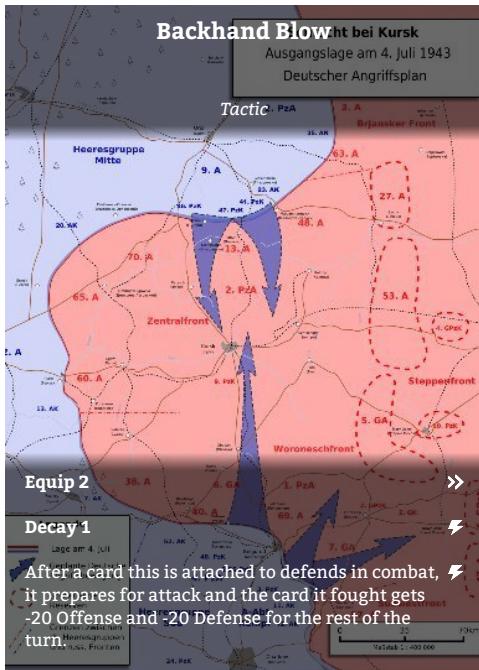
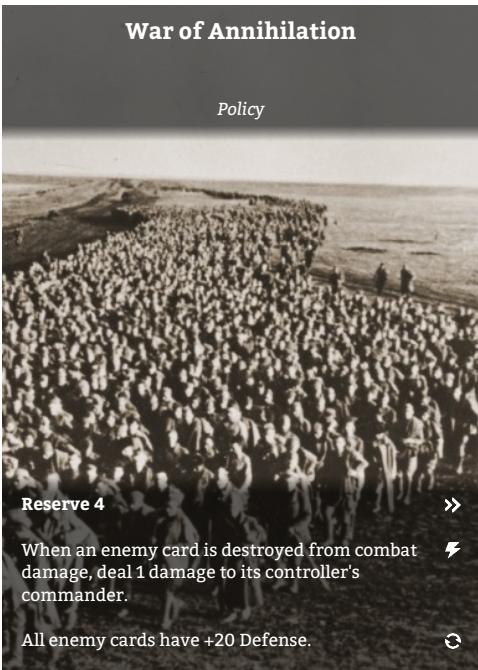
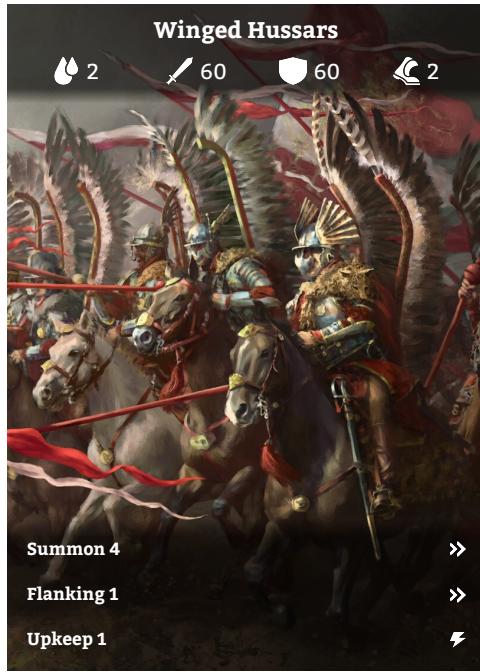
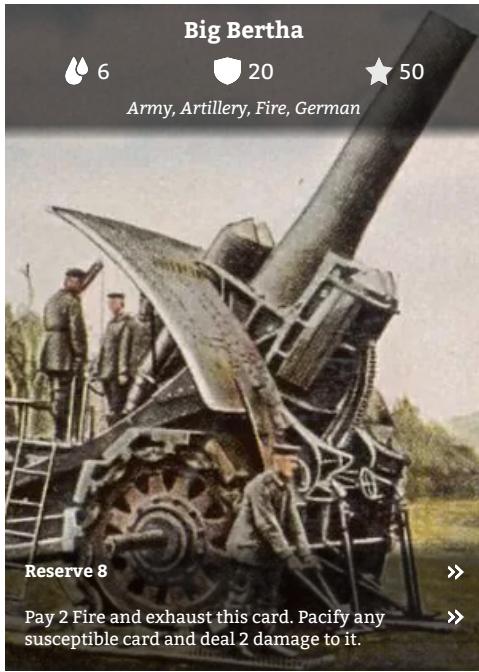
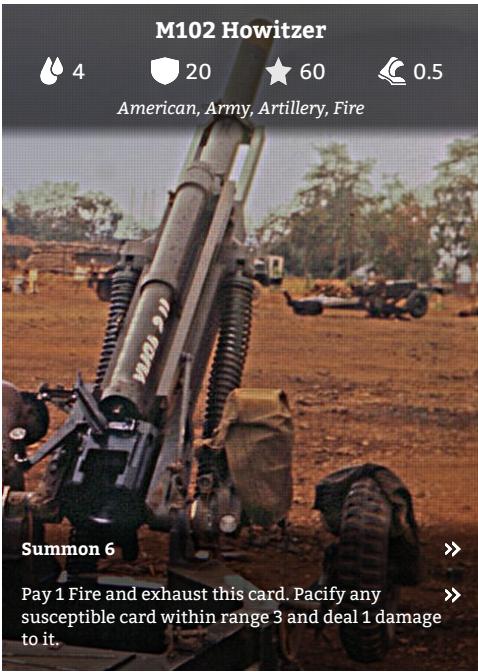


Summon 6

Flanking 1

Upkeep 1





Coup de Grace



Equip 1



Decay 1



Any card this is attached to has Culling 1.



Reaper

6

60

3

Spirit, Unholy

Summon 8



Onslaught



Culling 1



Any card this is attached to has Decay 1.

