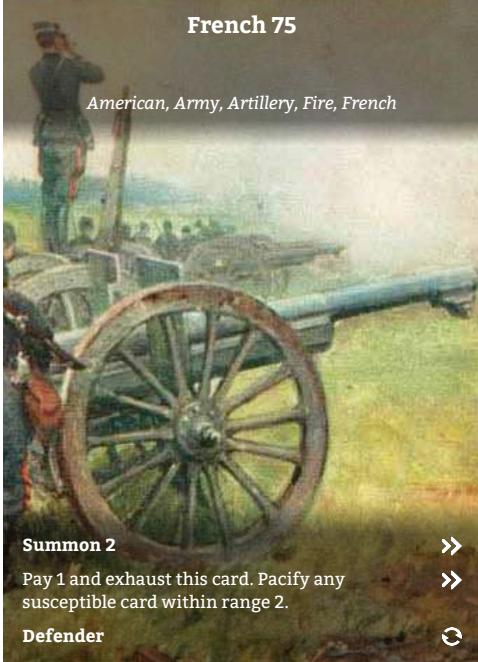


### French 75

American, Army, Artillery, Fire, French



#### Summon 2

Pay 1 and exhaust this card. Pacify any susceptible card within range 2.

Defender



### M101 Howitzer

American, Army, Artillery, Fire



#### Summon 4

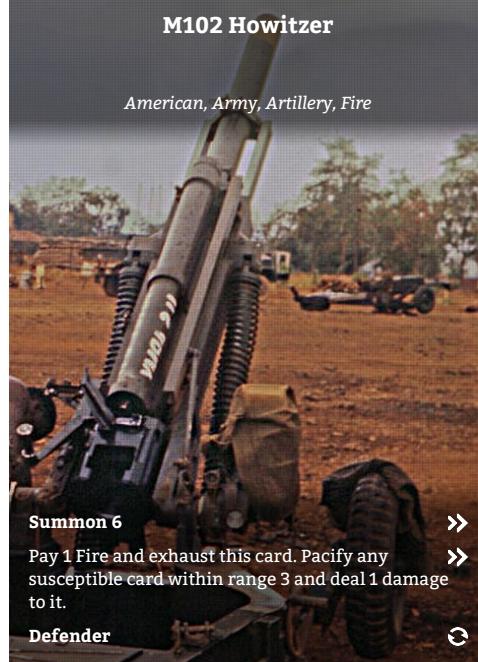
Pay 1 Fire and exhaust this card. Pacify any susceptible card within range 2.5 and deal 1 damage to it.

Defender



### M102 Howitzer

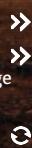
American, Army, Artillery, Fire



#### Summon 6

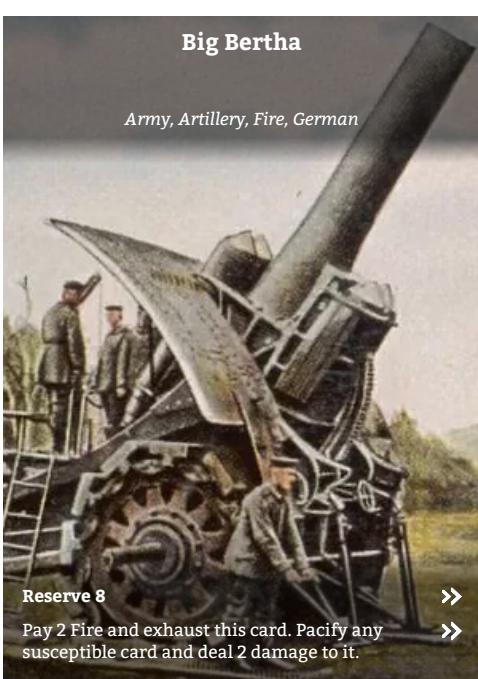
Pay 1 Fire and exhaust this card. Pacify any susceptible card within range 3 and deal 1 damage to it.

Defender



### Big Bertha

Army, Artillery, Fire, German



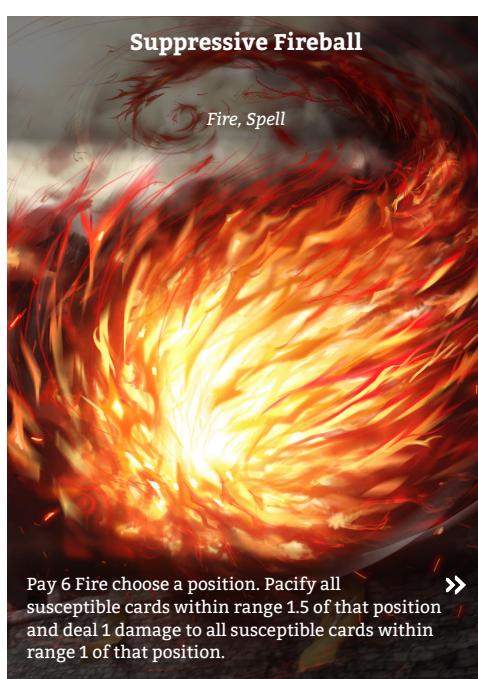
#### Reserve 8

Pay 2 Fire and exhaust this card. Pacify any susceptible card and deal 2 damage to it.



### Suppressive Fireball

Fire, Spell

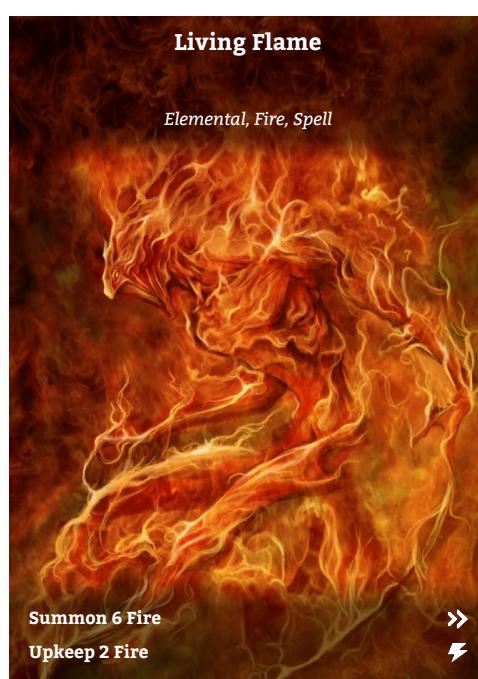


Pay 6 Fire choose a position. Pacify all susceptible cards within range 1.5 of that position and deal 1 damage to all susceptible cards within range 1 of that position.

Summon 6 Fire  
Upkeep 2 Fire

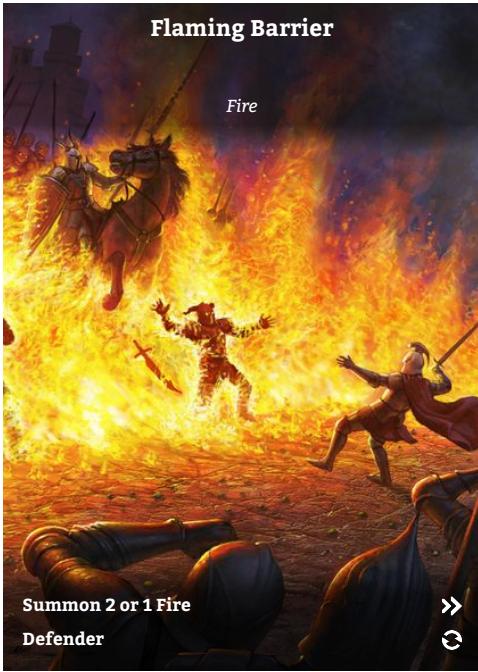
### Living Flame

Elemental, Fire, Spell



### Flaming Barrier

Fire



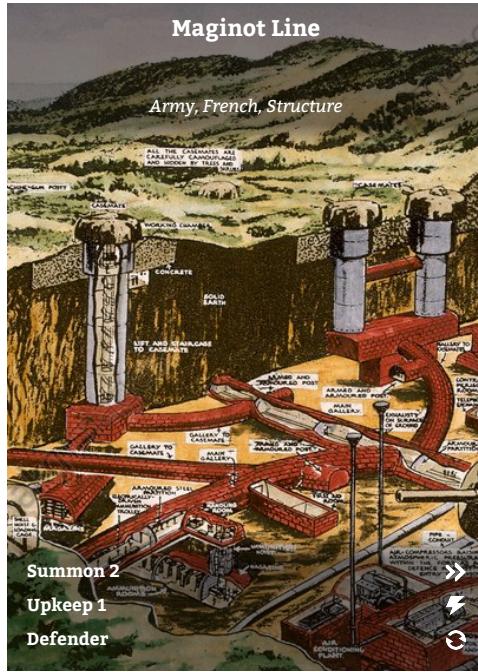
#### Summon 2 or 1 Fire

Defender



### Maginot Line

Army, French, Structure



Summon 2  
Upkeep 1  
Defender



### Superior Firepower

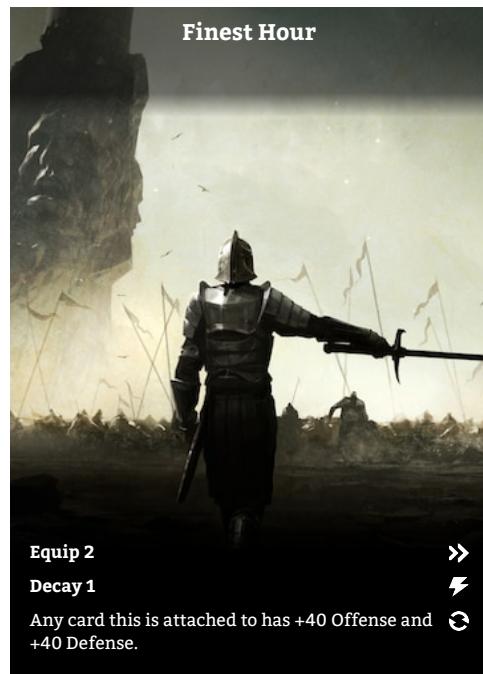
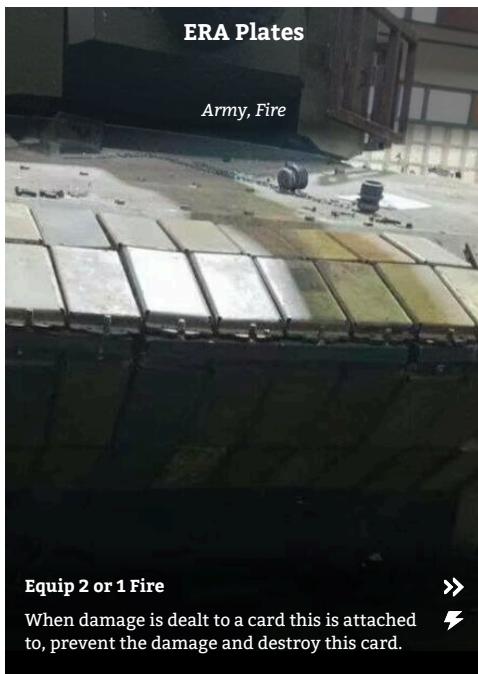
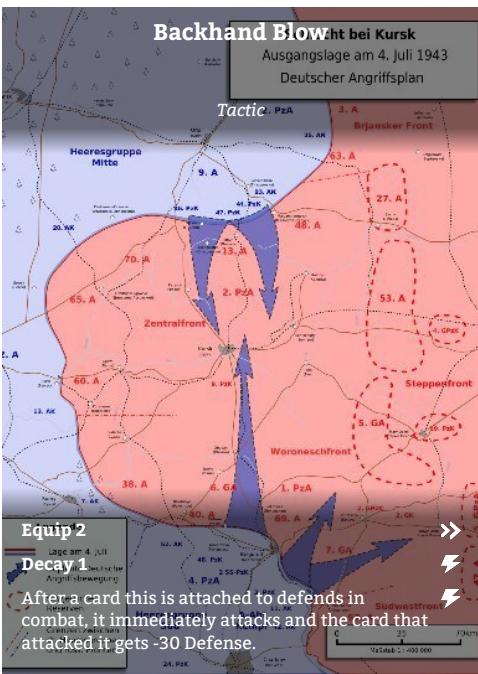
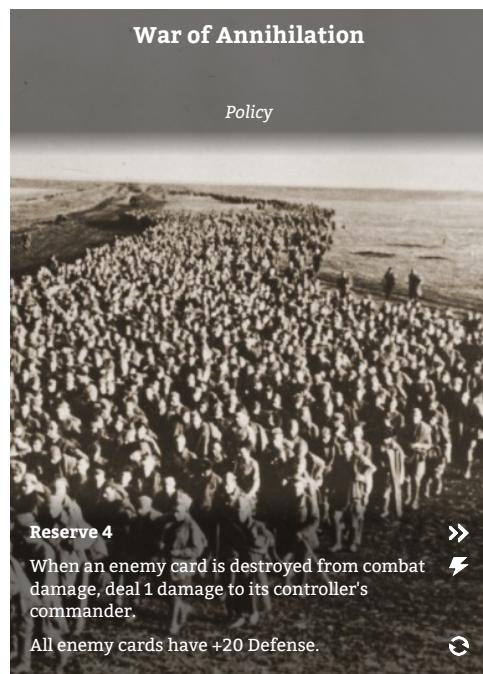
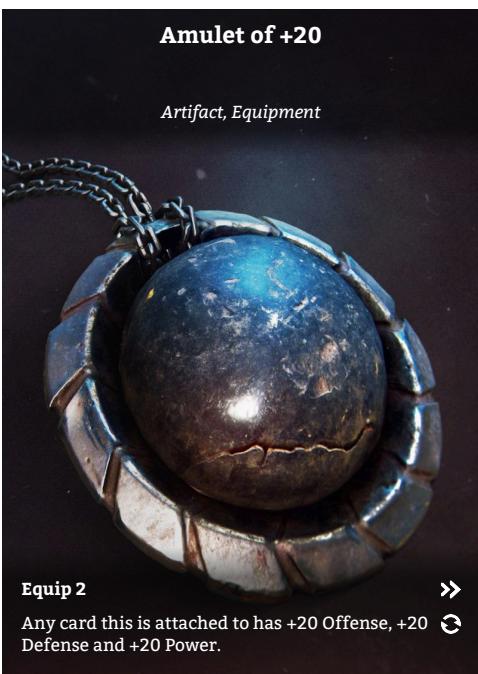
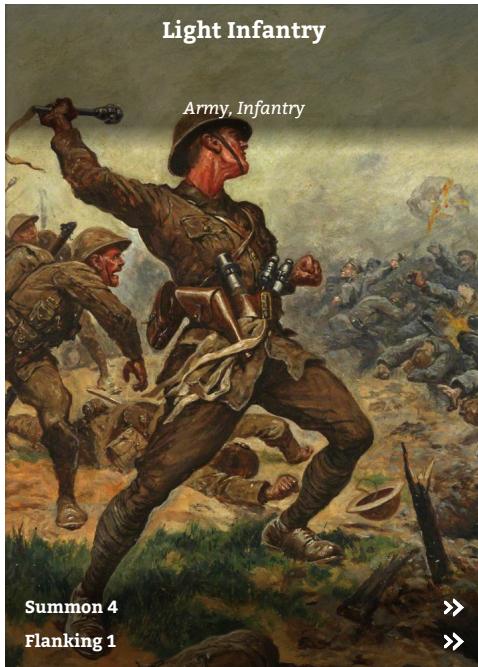
American, Army, Doctrine, Fire



#### Reserve 2 or 1 Fire

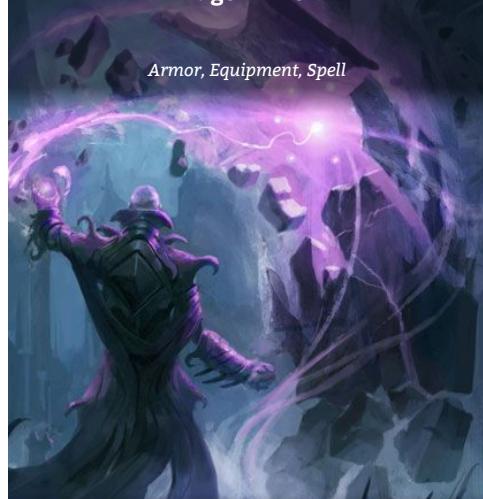
All friendly Army cards have +20 Offense and +20 Power for each damage that friendly Fire entities have dealt during the current turn.





## 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.

