

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



Summon 4



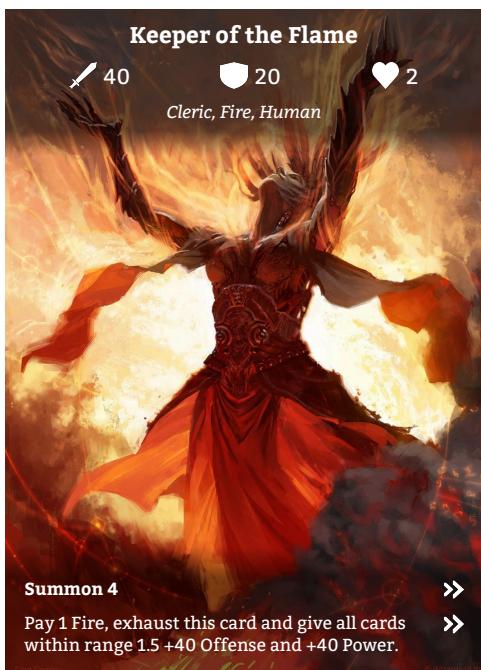
»

Keeper of the Flame

40 20

Cleric, Fire, Human

2



Summon 4

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



Equip 2



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



»

»

»

Amulet of +20

Artifact, Equipment



Equip 2



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



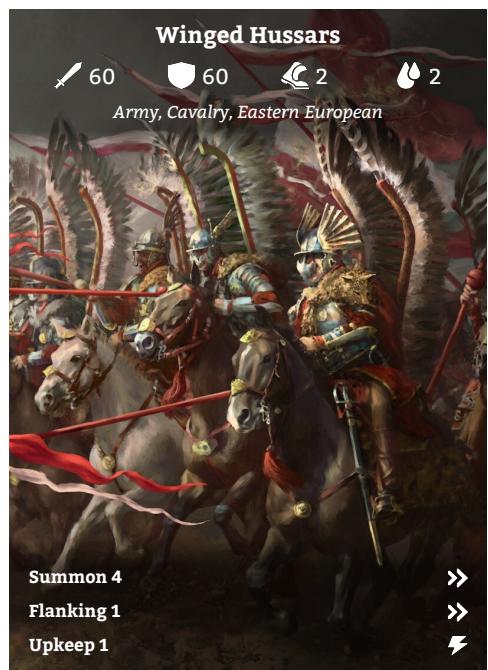
Winged Hussars

60 60

Army, Cavalry, Eastern European

2

Water



Summon 4

Flanking 1

Upkeep 1



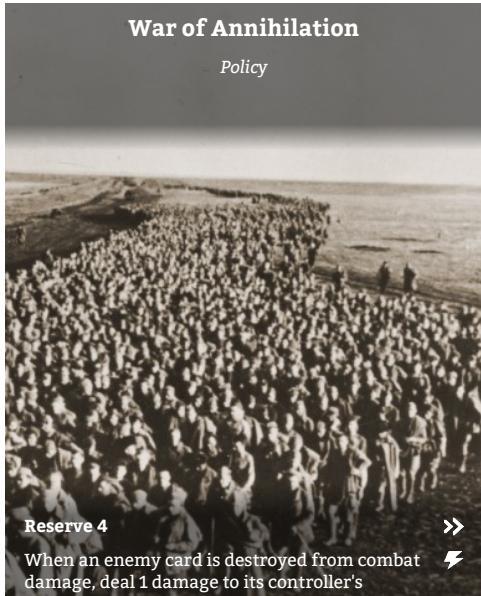
»

»

»

War of Annihilation

Policy

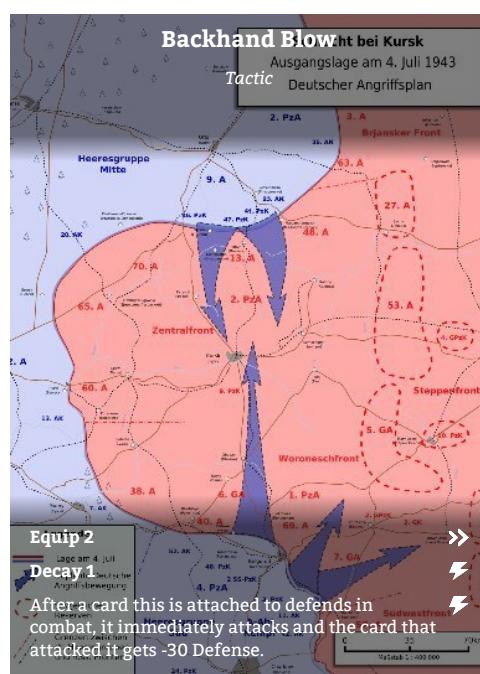


Reserve 4

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



All enemy cards have +20 Defense.



Equip 2



Decay 1



After a card this is attached to defends in combat, it immediately attacks and the card that attacked it gets -30 Defense.

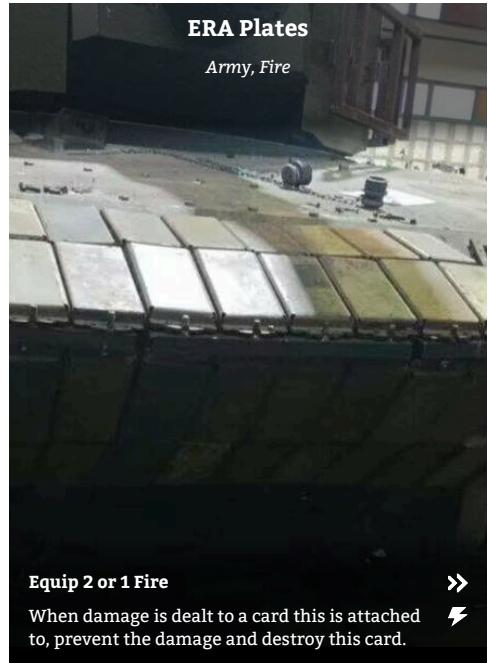


»

»

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

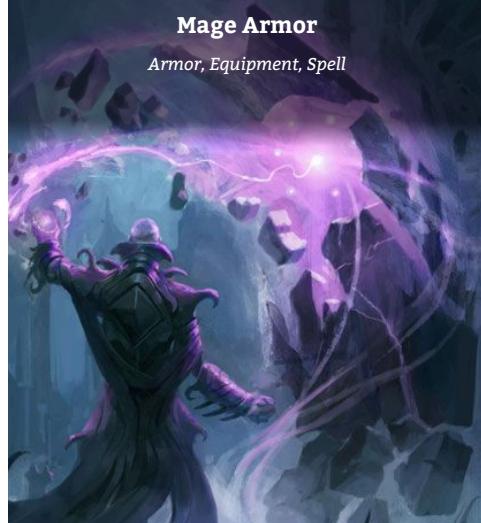
Decay 1

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



Mage Armor

Armor, Equipment, Spell

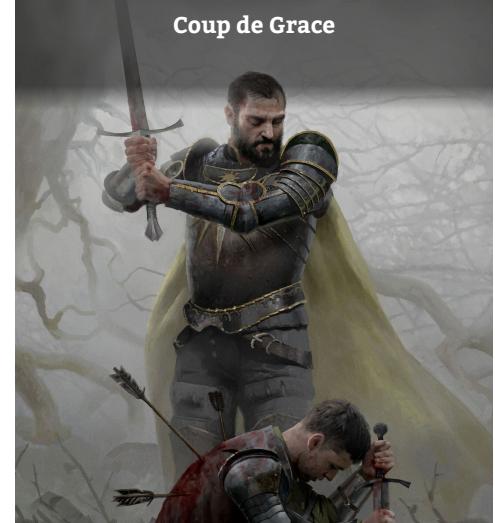


Equip 2

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.

