Sun Spirit

60 | 10 | 2

Fire, Spirit

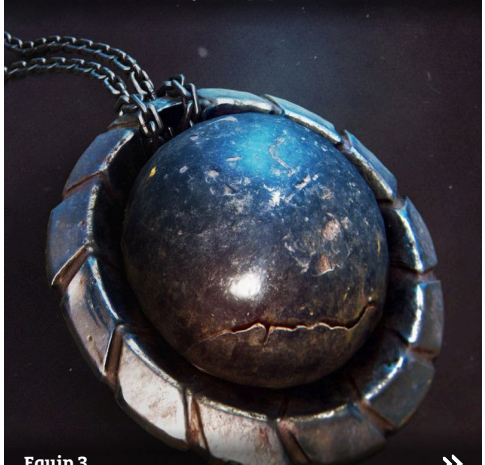
Deploy 2 Fire

Deploy 2
Damage this card.

Amulet of +20

1

Artifact, Equipment



Equip 3

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

Grim Reaper

60 | 20 | 3 | 7

Spirit, Undead, Unholy

Deploy 8

Breakthrough 1

When this card deals damage to another card in combat, if that card is 1 damage or less from being destroyed, eliminate it.

Witch of Salem

30 | 50 | 100 | 5

Mage, Unholy

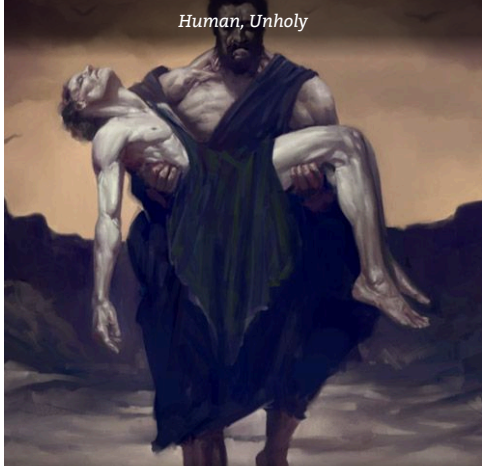
Deploy 6

Susceptible enemy cards within range 2.5 have -30 Defense.

Cain

40 | 60 | 3

Human, Unholy



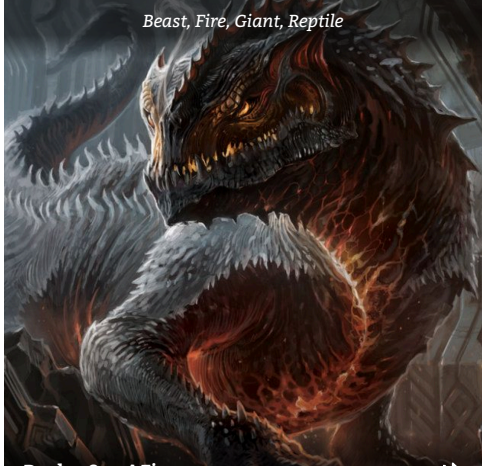
Deploy 4

This card has +5 Offense and +5 Defense for each enemy card within range 1.5.

Giant Salamander

80 | 40 | 3 | 60

Beast, Fire, Giant, Reptile



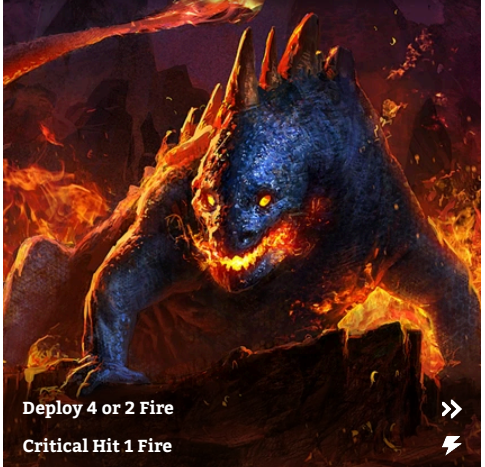
Deploy 8 or 4 Fire

After this card damages another card in combat, you may spend 1 Fire to damage all a susceptible cards within range 1 of that card.

King Salamander

40 | 40

Beast, Fire, Reptile



Deploy 4 or 2 Fire

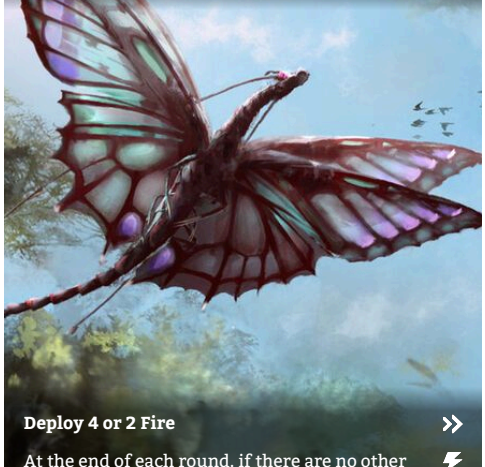
Critical Hit 1 Fire

This card has +10 Offense for each other friendly Fire entity.

Giant Pyrausta

40 | 40 | 2

Air, Fire, Giant, Insect, Italian



Deploy 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

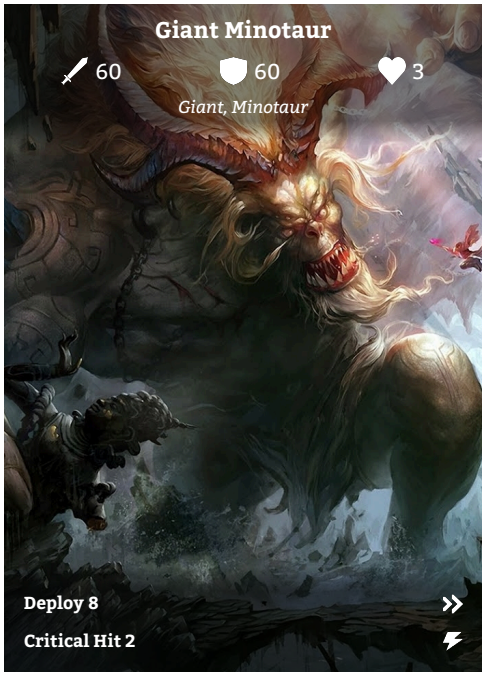
70 | 30 | 2

Fire, Spirit, Unholy

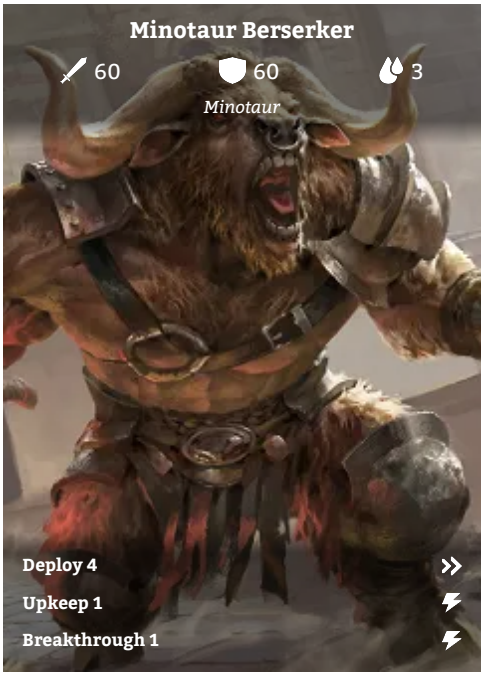
Deploy 6

All friendly Fire cards have +1 Speed.

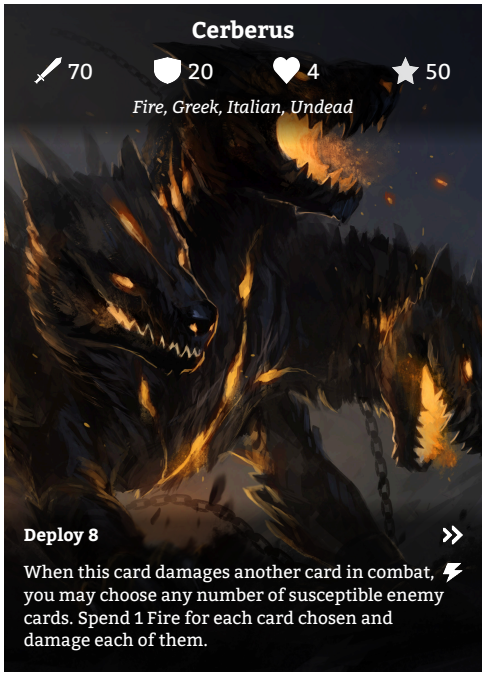
Minotaur Warband
60
60
Minotaur
Deploy 4

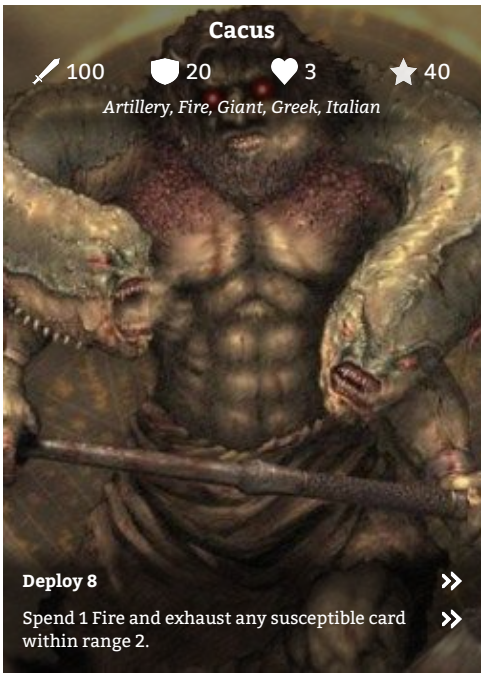

Giant Minotaur
60
60
3
Giant, Minotaur
Deploy 8
Critical Hit 2

Porphyrion
80
20
4
Giant, Greek, Italian
Deploy 8
All friendly Giant cards have +1 Health.

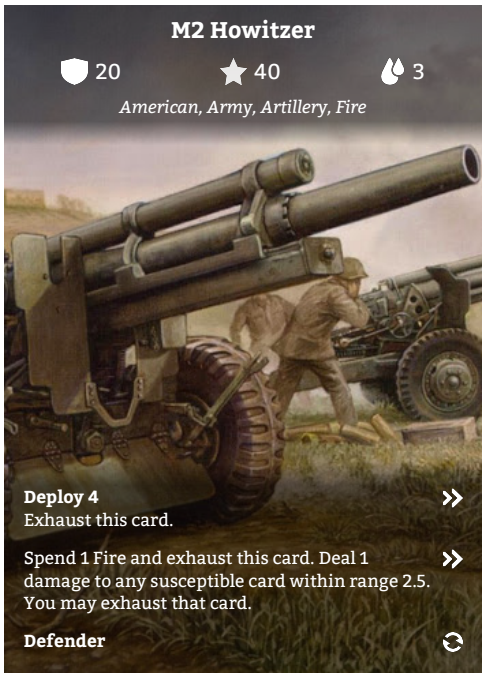

Minotaur Berserker
60
60
3
Minotaur
Deploy 4
Upkeep 1
Breakthrough 1

Semi-Motorized Infantry
40
70
2
1.5
5
Army, Infantry, Italian, Motorized
Deploy 6
Flanking 1
Upkeep 1


Cerberus
70
20
4
50
Fire, Greek, Italian, Undead
Deploy 8
When this card damages another card in combat, you may choose any number of susceptible enemy cards. Spend 1 Fire for each card chosen and damage each of them.


Cacus
100
20
3
40
Artillery, Fire, Giant, Greek, Italian
Deploy 8
Spend 1 Fire and exhaust any susceptible card within range 2.

PaK 38
100
50
0.5
3
Army, Artillery, Fire, German
Deploy 3
Critical Hit 1 Fire
Upkeep 1


M2 Howitzer
20
40
3
American, Army, Artillery, Fire
Deploy 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

M1 Long Tom

20 | 50 | 0.5 | 5

American, Army, Artillery, Fire

Deploy 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

M1 Black Dragon

20 | 60 | 0 | 7

American, Army, Artillery, Fire, Giant, Reptile

Deploy 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

Living Flame

150 | 10

Elemental, Fire, Spell

Deploy 2 Fire

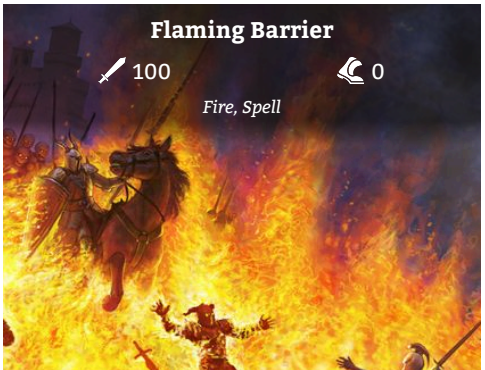
Upkeep 1 Fire

Critical Hit 1 Fire

Flaming Barrier

100 | 0

Fire, Spell



Deploy 2 or 1 Fire

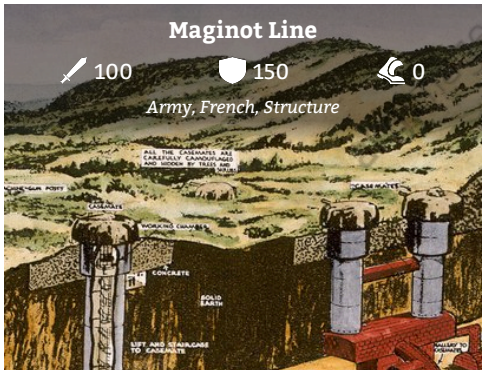
Critical Hit 1 Fire

Defender

Maginot Line

100 | 150 | 0

Army, French, Structure



Deploy 2

Upkeep 1

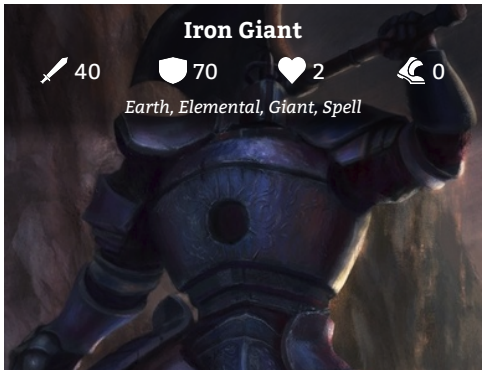
Critical Hit 0

Defender

Iron Giant

40 | 70 | 2 | 0

Earth, Elemental, Giant, Spell



Deploy 4

Winged Hussars

30 | 40 | 2 | 1

Army, Cavalry, Eastern European

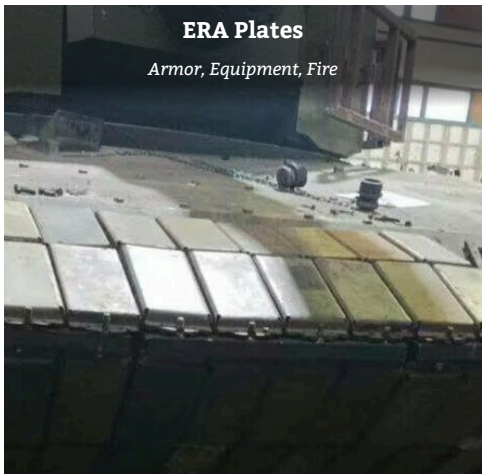
Deploy 2

Flanking 1

Upkeep 1

ERA Plates

Armor, Equipment, Fire

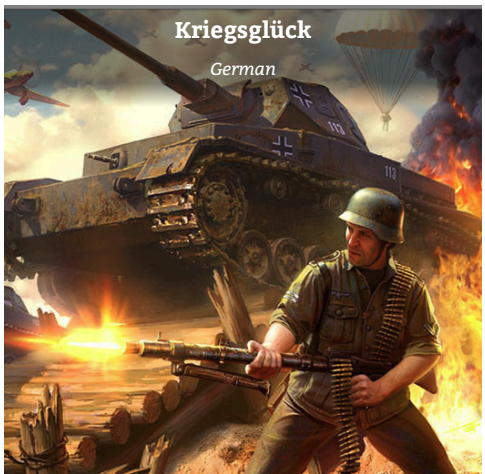


Equip 2 or 1 Fire

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

Kriegsglück

German



Equip 2

Decay 1

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

Last Stand

Equip 1

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

Any card this is attached to has +3 Health.

Coup de Grace

Equip 0

Decay 1

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

One Man Army

Equip 1

Decay 1

Any Army card this is attached to has +10 Offense and +10 Defense for each enemy card within range 1.5.

Sickle Cut

Tactic

Equip 0

Any German card this is attached to has '**Breakthrough 2** and '**Flanking 2**'

Giant Minotaur

60 60 3

Giant, Minotaur

Deploy 8

Critical Hit 2

Coup de Grace

Equip 0

upkeep(2)

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

One Man Army

Equip 1

Upkeep 2

Any Army card this is attached to has +10 Offense and +10 Defense for each enemy card within range 1.5.

Kriegsglück

German

Equip 2

Upkeep 2

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