Sun Spirit

60 | 10 | 2

Fire, Spirit

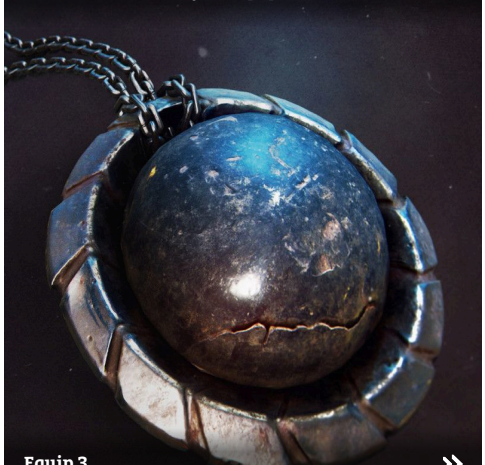
Deploy 2 Fire

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

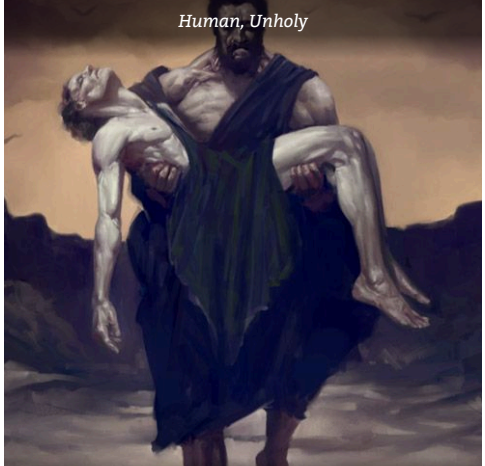
Deploy 6

Susceptible enemy cards within range 2.5 have -30 Defense.

Cain

40 | 60 | 3

Human, Unholy



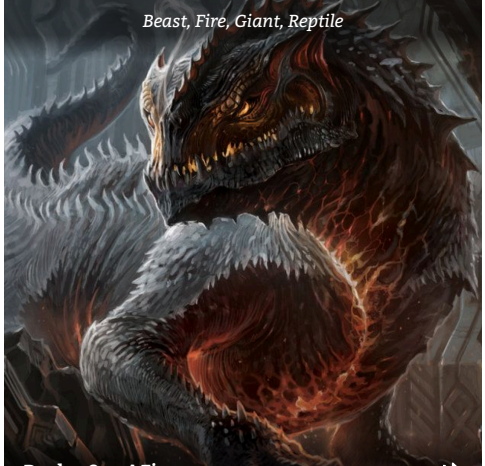
Deploy 4

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



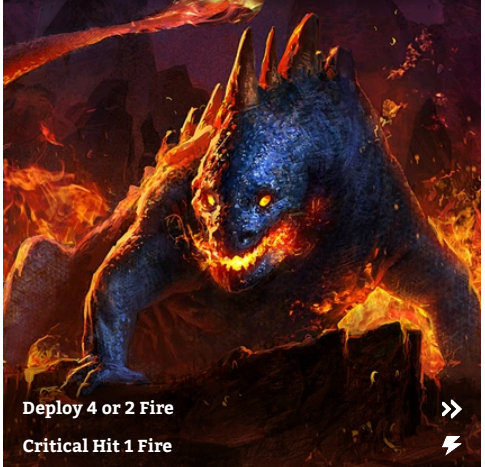
Deploy 8 or 4 Fire

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

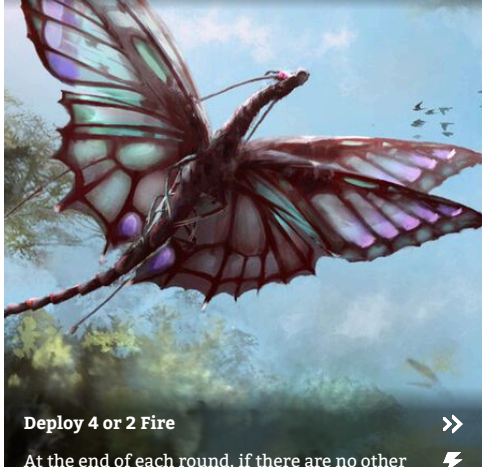
Critical Hit 1 Fire

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.

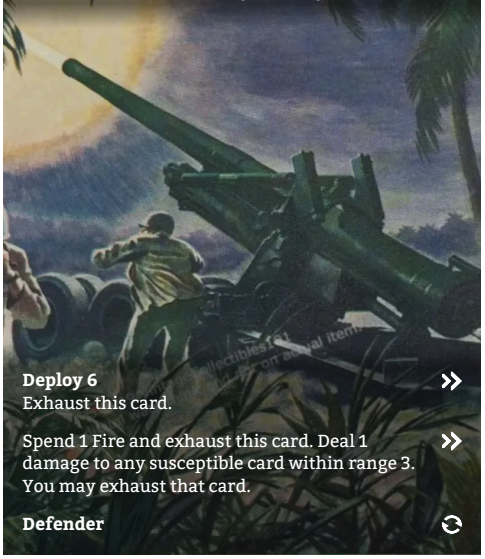
Spend 1 Fire and exhaust this card. Deal 1 damage to any susceptible card within range 2.5. You may exhaust that card.

Defender

M1 Long Tom

20 | 50 | 0.5 | 5

American, Army, Artillery, Fire



Deploy 6
Exhaust this card.

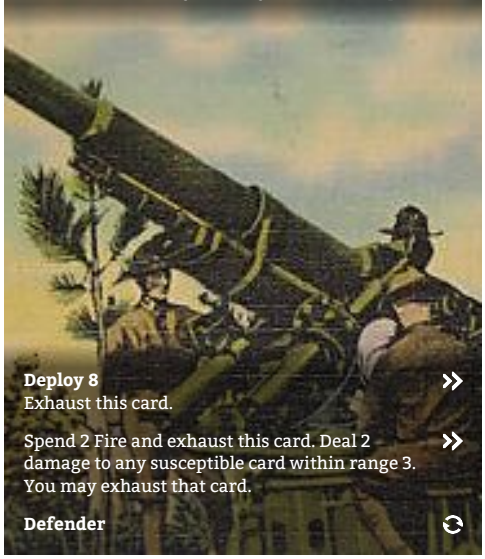
Spend 1 Fire and exhaust this card. Deal 1 damage to any susceptible card within range 3. You may exhaust that card.

Defender

M1 Black Dragon

20 | 60 | 0 | 7

American, Army, Artillery, Fire, Giant, Reptile



Deploy 8
Exhaust this card.

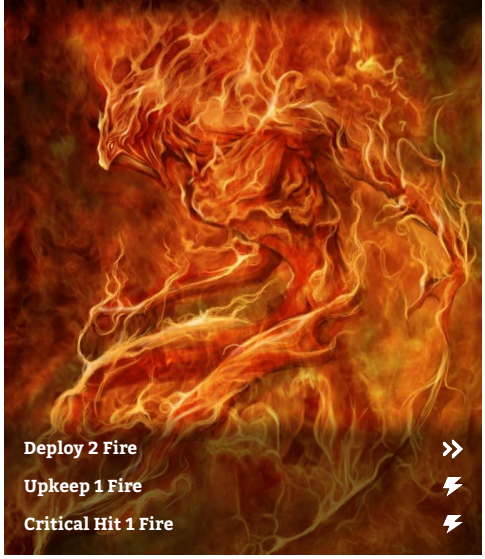
Spend 2 Fire and exhaust this card. Deal 2 damage to any susceptible card within range 3. You may exhaust that card.

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

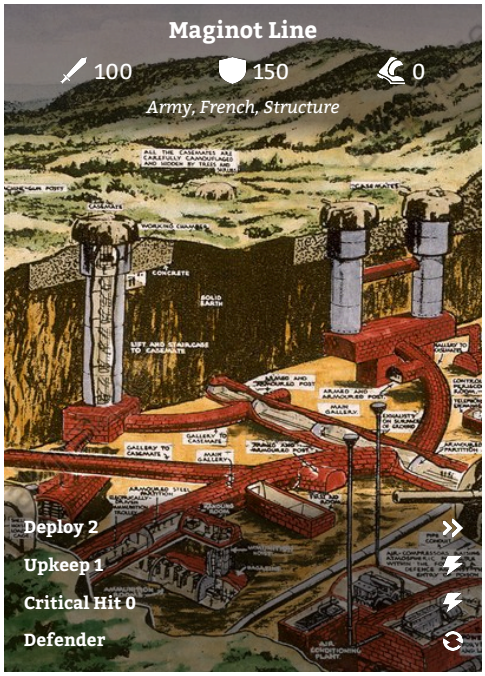
Critical Hit 1 Fire

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

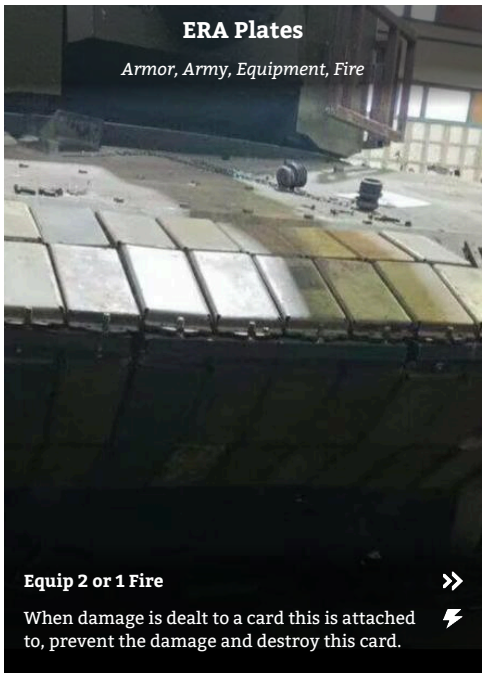
Deploy 2

Flanking 1

Upkeep 1

ERA Plates

Armor, Army, Equipment, Fire

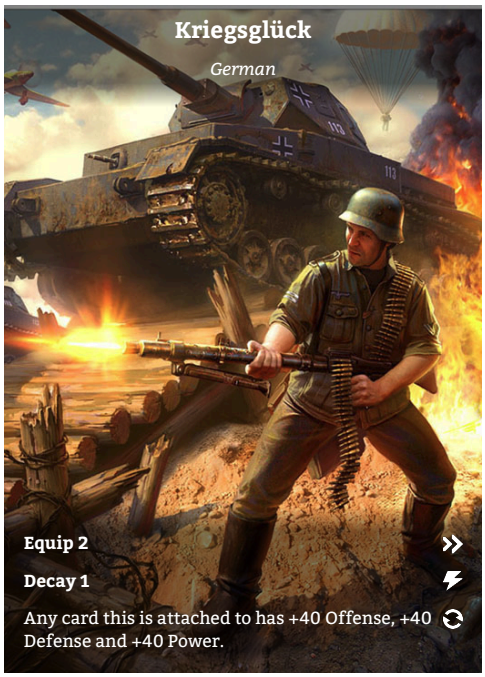


Equip 2 or 1 Fire

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

Kriegsglück

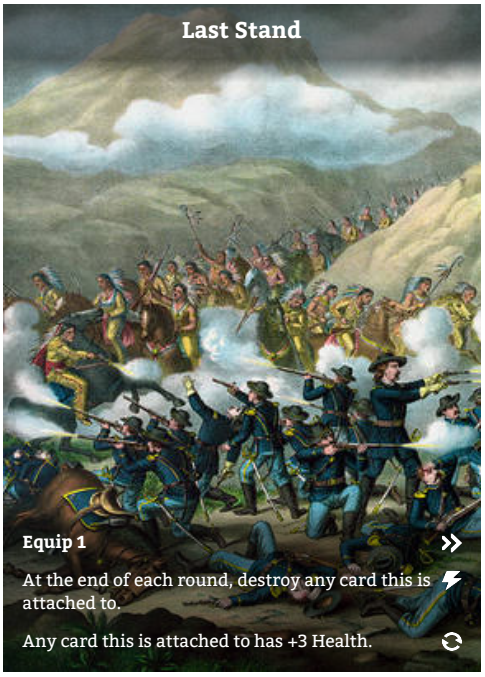
German

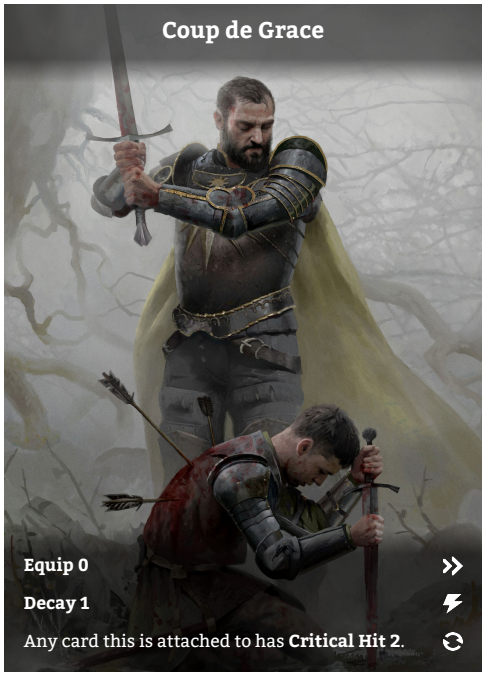


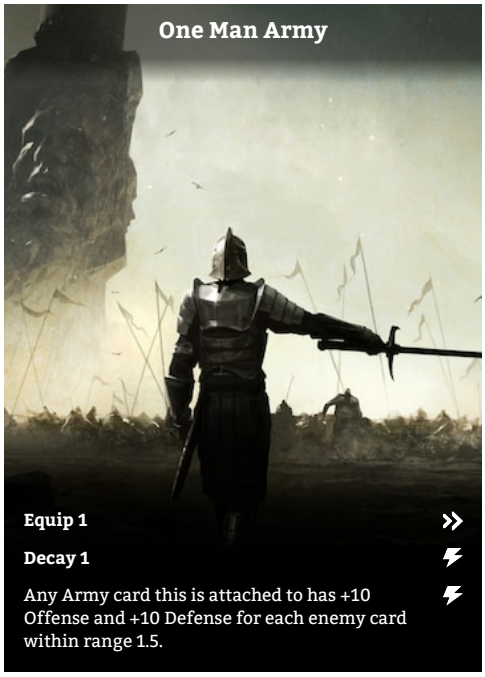
Equip 2

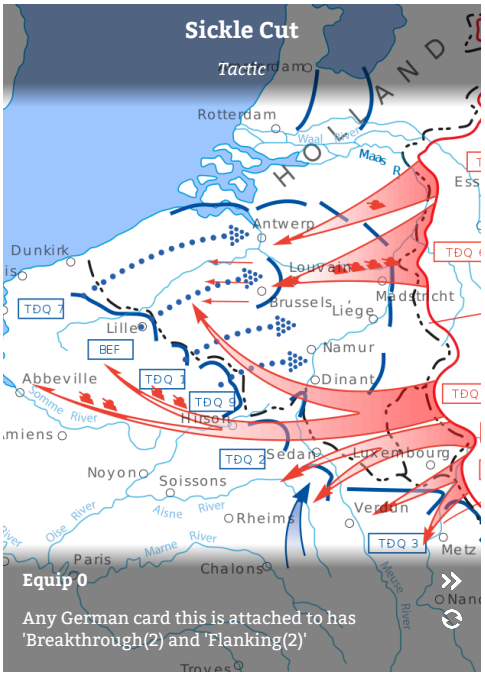
Decay 1

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
Rotterdam
Waal
Maas R
Antwerp
Dunkirk
Louvain
Brussels
Liege
Maastricht
Lille
BEF
Namur
Abbeville
Dinant
Somme River
Hirson
Sedan
Luxembourg
Noyon
Soissons
Aisne River
Rheims
Verdun
Oise River
Marne River
Paris
Chalons
Metz
Meuse River
Troyes
Equip 0
Any German card this is attached to has 'Breakthrough(2) and 'Flanking(2)'