

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



Keeper of the Flame

40 20 2

Cleric, Fire, Human



Summon 4

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



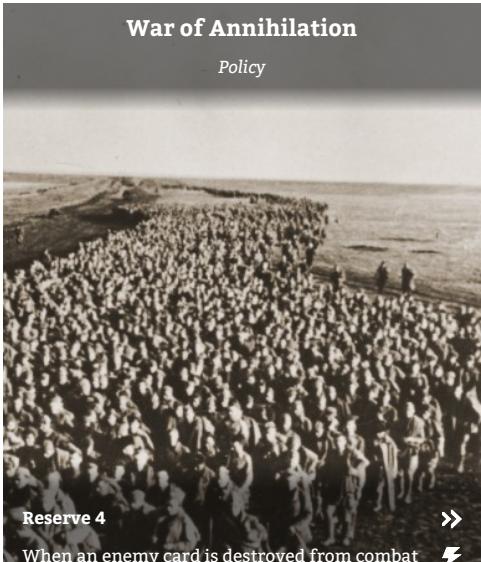
Equip 2



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

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.

0 30 60 120 Kilometer

Steel Golem

40 70 2 0

Earth, Elemental, Spell

Summon 4

Light Infantry

50 50 3

Army, Infantry

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Summon 4
Flanking 1



Amulet of +20

Artifact, Equipment



Equip 2



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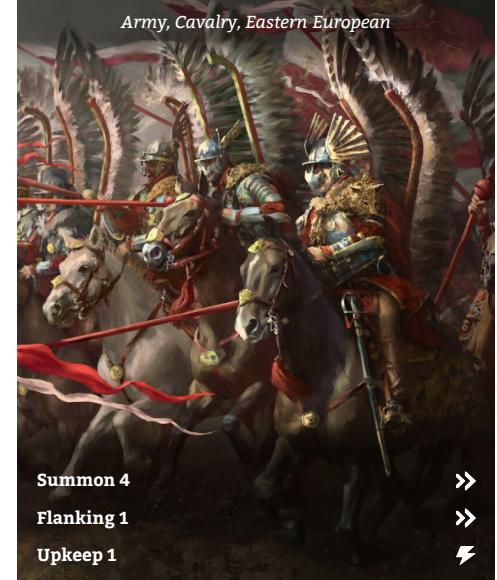
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Summon 4
Flanking 1
Upkeep 1

Winged Hussars

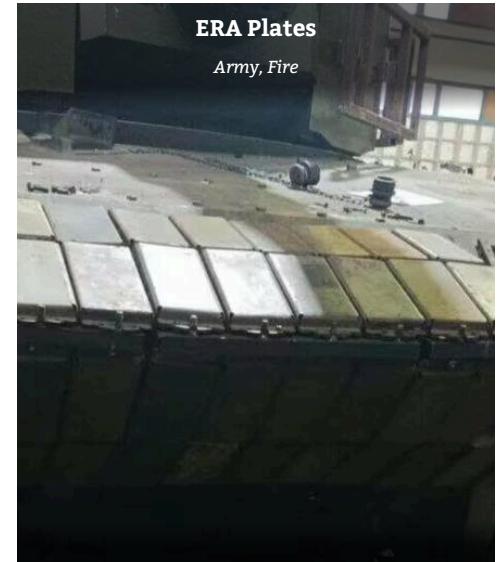
60 60 2 2

Army, Cavalry, Eastern European



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

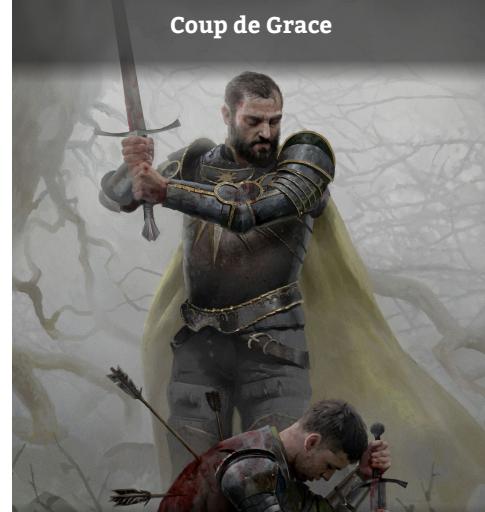


Equip 2

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**.

