

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 cards have dealt during the current turn.

Schwerpunkt

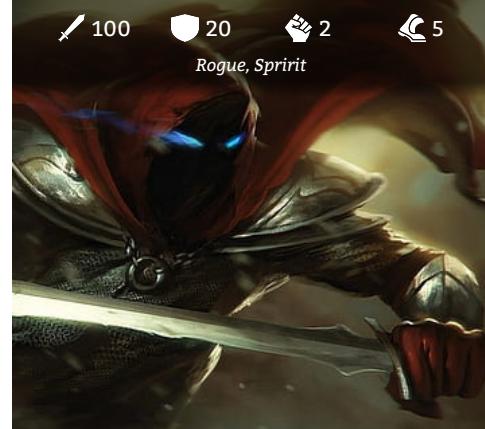
Army, Doctrine, German

»reserve(2)

Whenever an enemy card defends in combat, that card gets -20 Defense for the duration of the combat for each time it has previously defended in combat during the current turn.

Phantom Assassin

Rogue, Spirit



»assassinate(1)

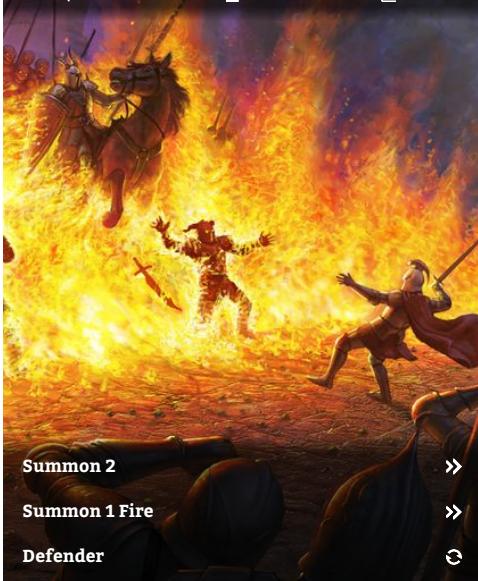
Pay 1, this card gains +20 Defense this turn.

Trap

Pay 12 and move this card to an empty friendly position of your choice.

Flaming Barrier

100 2 0



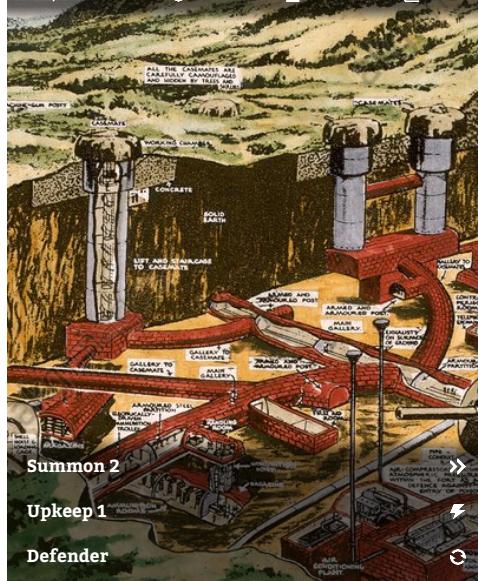
Summon 2

Summon 1 Fire

Defender

Maginot Line

70 140 2 0



Summon 2

Upkeep 1

Defender

Saboteurs

40 40 2 2 0



Summon 6

Steel Golem

60 60 2 0

Earth, Elemental, Magical

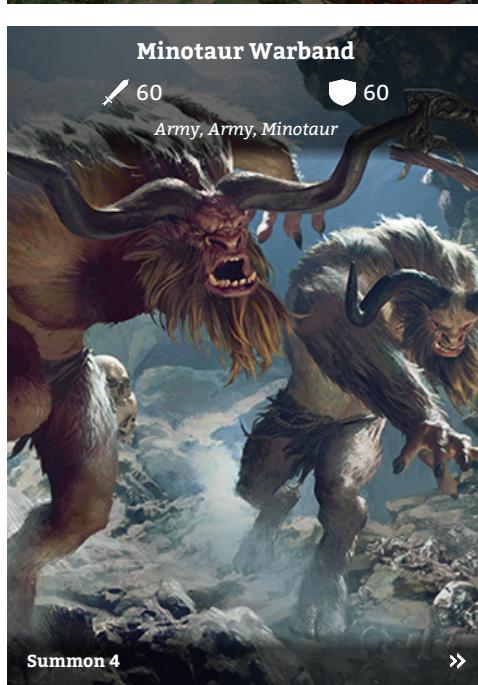


Summon 4

Minotaur Warband

60 60

Army, Army, Minotaur

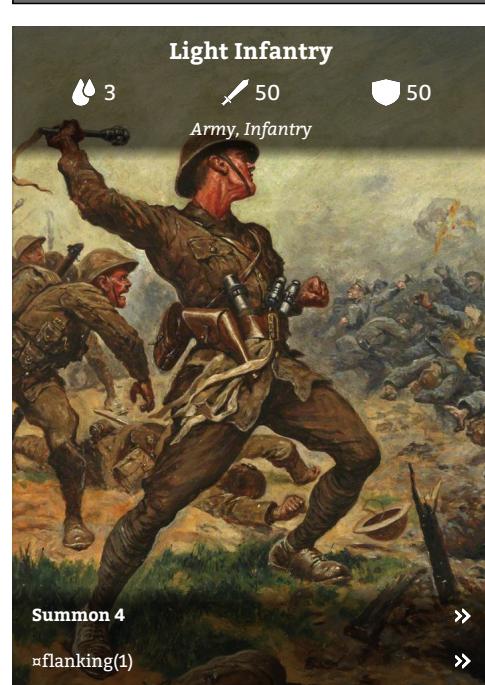


Summon 4

Light Infantry

3 50 50

Army, Infantry



Summon 4

»flanking(1)

