

## 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



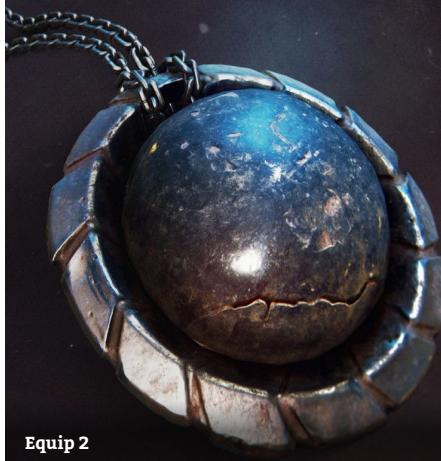
### Summon 4

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



## Amulet of +20

Artifact, Equipment



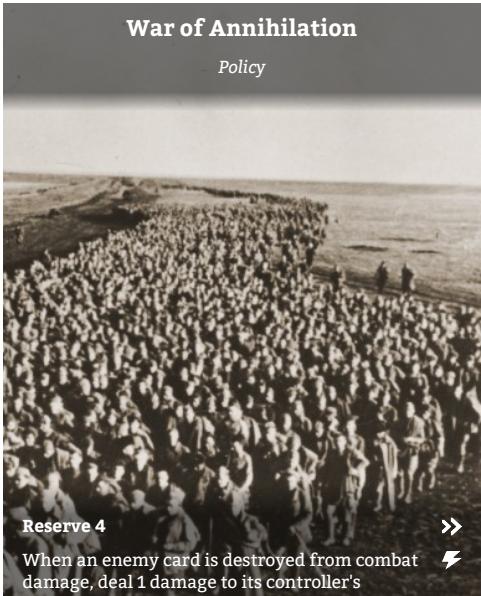
### Equip 2

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



## War of Annihilation

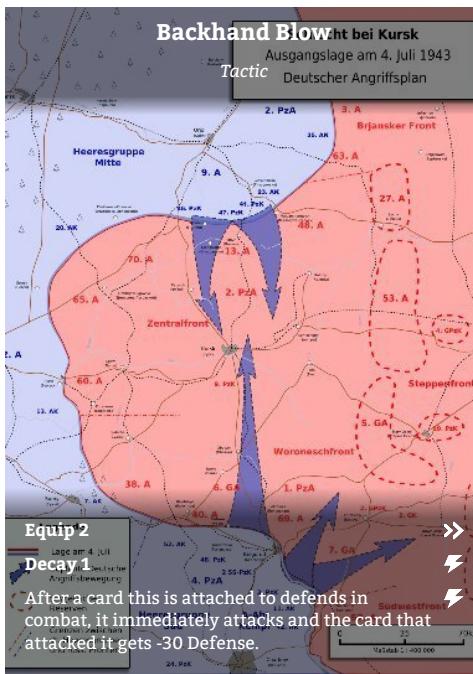
Policy



### 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

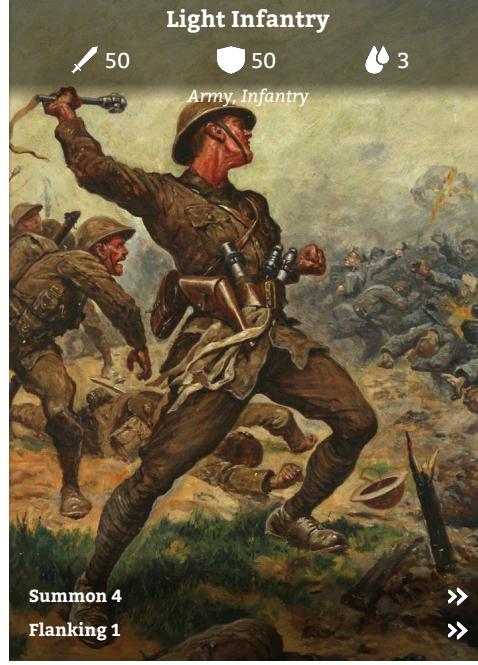
After a card this is attached to defends in combat, it immediately attacks and the card that attacked it gets -30 Defense.



## Light Infantry

Army, Infantry

3



Summon 4

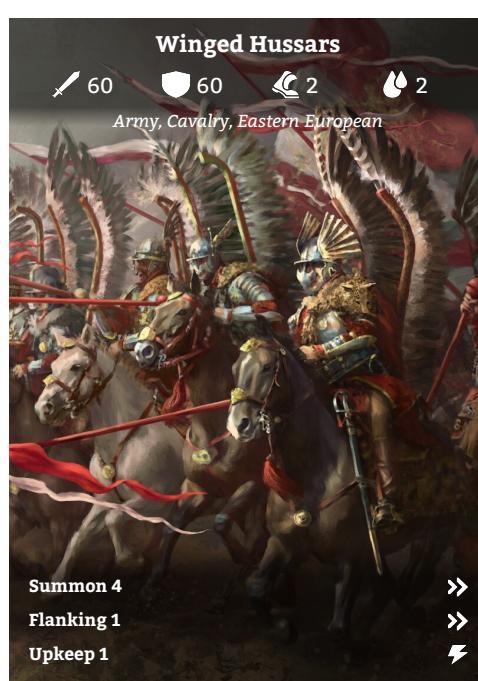
Flanking 1



## Winged Hussars

60 60 2 2

Army, Cavalry, Eastern European



Summon 4

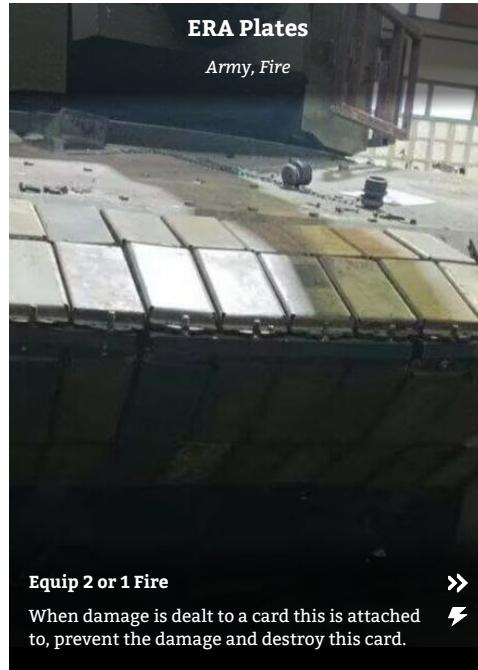
Flanking 1

Upkeep 1



## 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

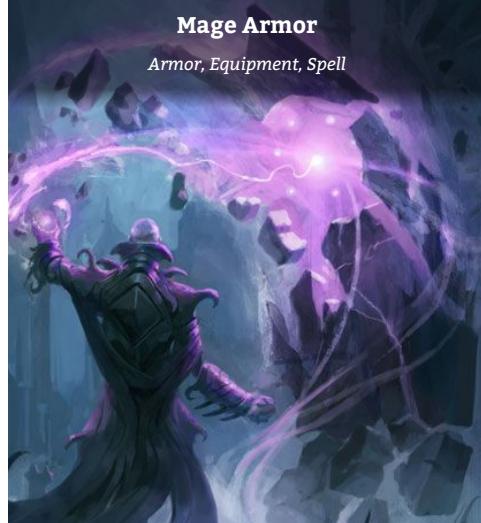
Decay 1

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



### Mage Armor

*Armor, Equipment, Spell*

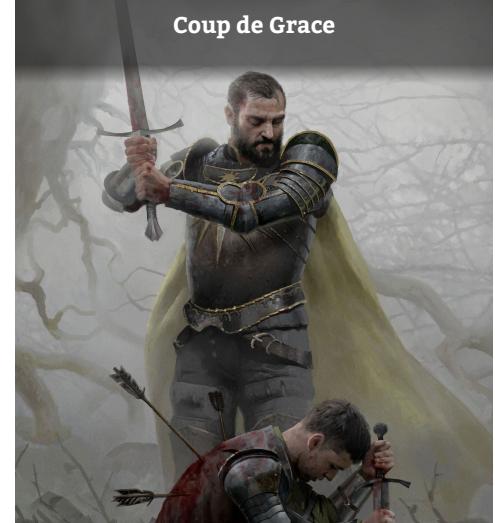


Equip 2

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.

