Sun Spirit

30 | 20 | 2

Fire, Spirit

Summon 2 Fire

Summon 2
Deal 1 damage to this card.

Amulet of +20

Artifact, Equipment

Equip 2

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

Reaper

60 | 3 | 6

Spirit, Undead, Unholy

Summon 8

Onslaught

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

Witch of Salem

30 | 50 | 2 | 100 | 4

Mage, Unholy

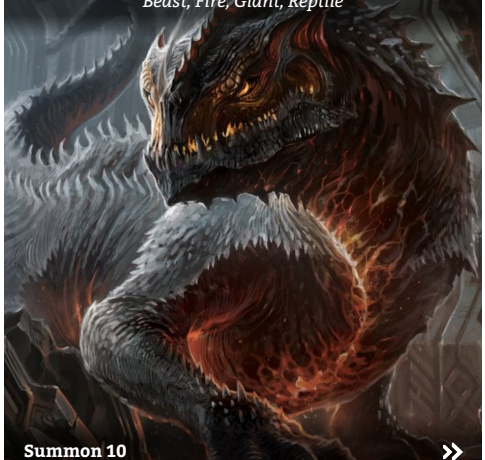
Summon 6

Susceptible enemy cards within range 2.5 have -30 Defense.

Giant Salamander

80 | 40 | 3 | 60

Beast, Fire, Giant, Reptile



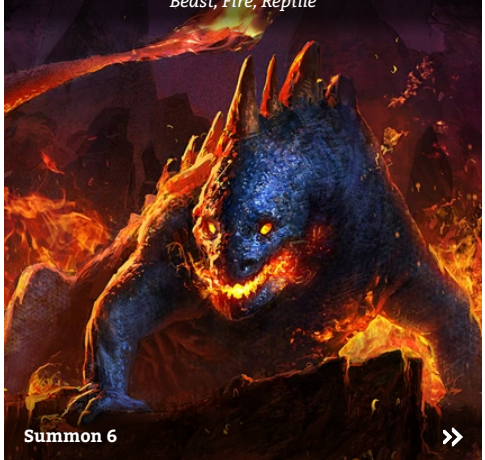
Summon 10

After this card deals combat damage to a card, you may spend 1 Fire. If you do, deal 1 damage to all a susceptible cards within range 1 of that card.

King Salamander

40 | 40 | 2

Beast, Fire, Reptile



Summon 6

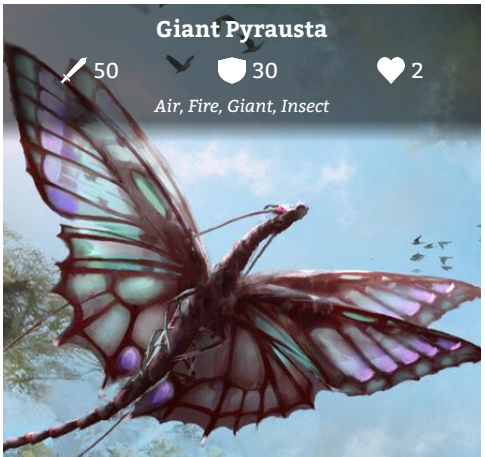
Critical Hit 1 Fire

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

Giant Pyrausta

50 | 30 | 2

Air, Fire, Giant, Insect



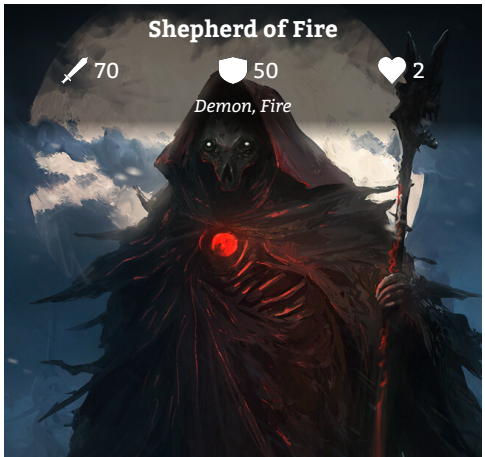
Summon 4 or 2 Fire

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 | 50 | 2

Demon, Fire



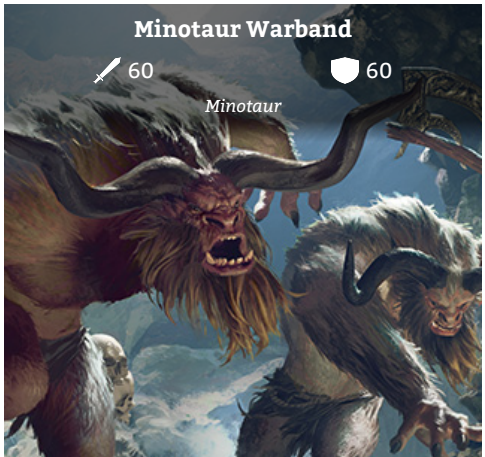
Summon 8

All friendly Fire cards have +1 Speed.

Minotaur Warband

60 | 60

Minotaur

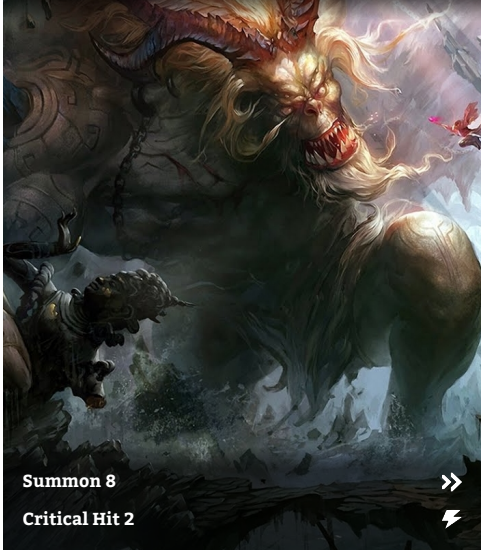


Summon 4

Giant Minotaur

60 | 60 | 3

Giant, Minotaur



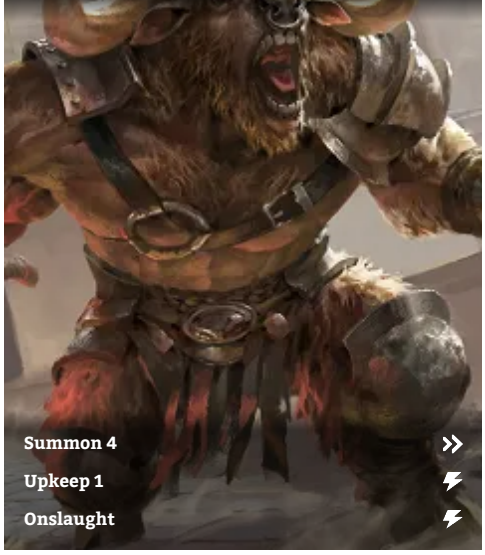
Summon 8

Critical Hit 2

Minotaur Berserker

60 | 60 | 2

Minotaur



Summon 4

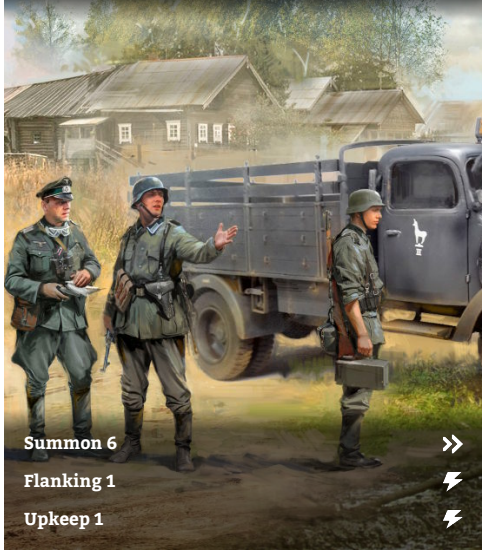
Upkeep 1

Onslaught

Semi-Motorized Infantry

40 | 80 | 2 | 1.5 | 4

Army, Infantry, Motorized



Summon 6

Flanking 1

Upkeep 1

Cerberus

60 | 20 | 2 | 4 | 60

Canine, Fire, Greek

Summon 12

Upkeep 2 Fire

Bloodthirst
You may choose any number of susceptible enemy cards. Spend 1 Fire for each card chosen and deal 1 damage to each of them.

Cacus

100 | 40 | 3 | 30

Artillery, Fire, Giant, Italian

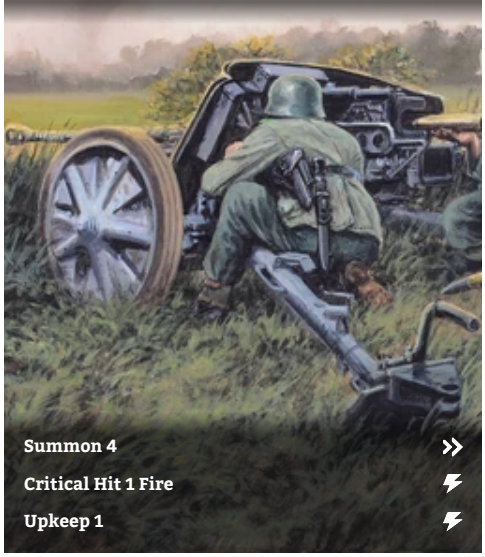
Summon 8

Spend 1 Fire and exhaust any susceptible card within range 2.

PaK 38

100 | 50 | 0.5 | 3

Army, Artillery, German



Summon 4

Critical Hit 1 Fire

Upkeep 1

French 75

20 | 40 | 0.5 | 1

American, Army, Artillery, Fire, French

Summon 2

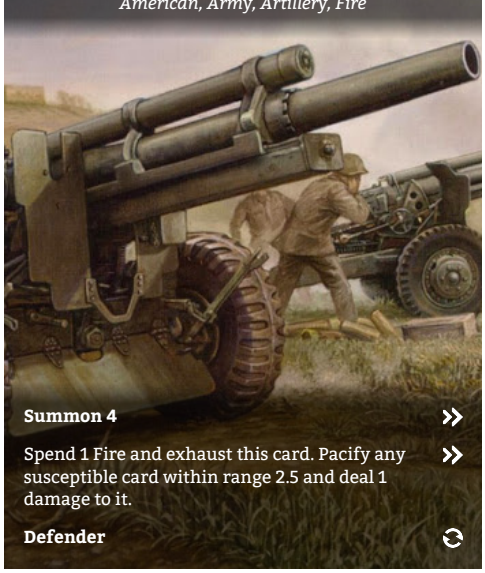
Spend 1 and exhaust this card. Pacify any susceptible card within range 2.

Defender

M101 Howitzer

20 | 60 | 0.5 | 3

American, Army, Artillery, Fire



Summon 4

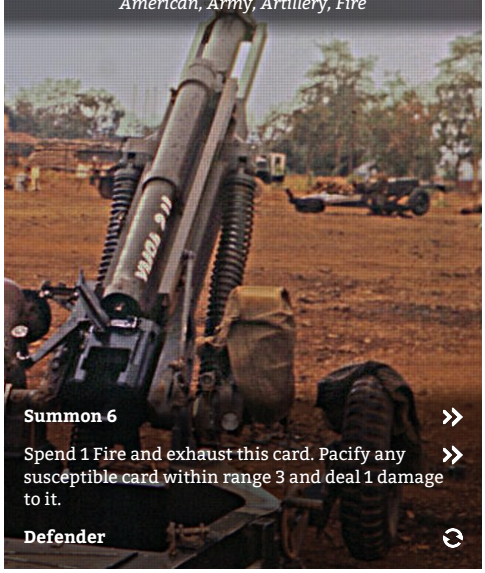
Spend 1 Fire and exhaust this card. Pacify any susceptible card within range 2.5 and deal 1 damage to it.

Defender

M102 Howitzer

20 | 60 | 0.5 | 4

American, Army, Artillery, Fire



Summon 6

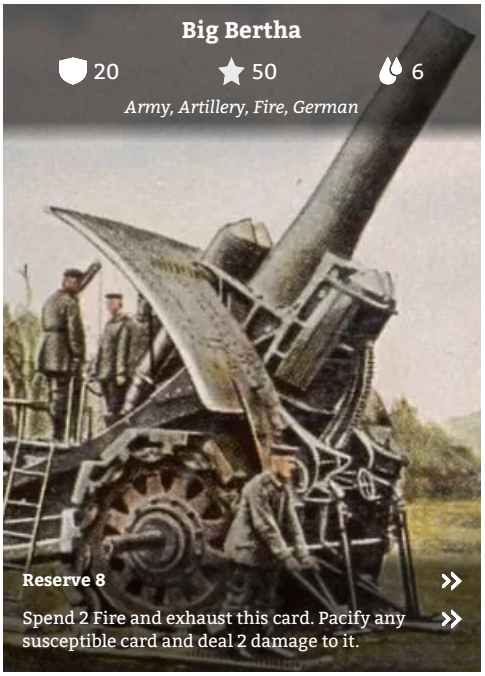
Spend 1 Fire and exhaust this card. Pacify any susceptible card within range 3 and deal 1 damage to it.

Defender

Big Bertha

20 | 50 | 6

Army, Artillery, Fire, German



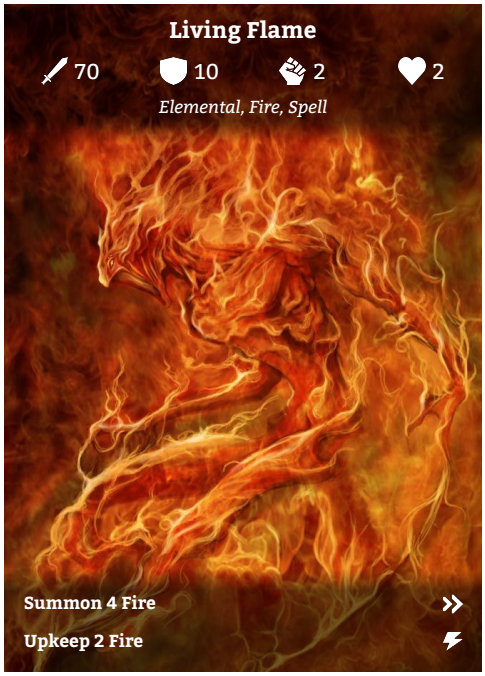
Reserve 8

Spend 2 Fire and exhaust this card. Pacify any susceptible card and deal 2 damage to it.

Living Flame

70 | 10 | 2 | 2

Elemental, Fire, Spell



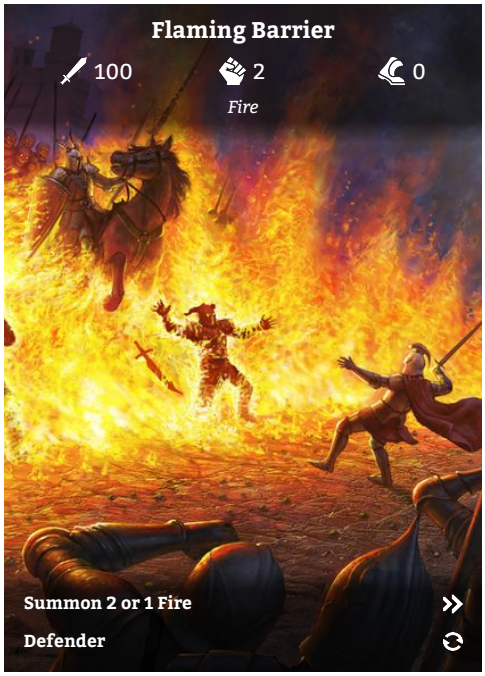
Summon 4 Fire

Upkeep 2 Fire

Flaming Barrier

100 | 2 | 0

Fire



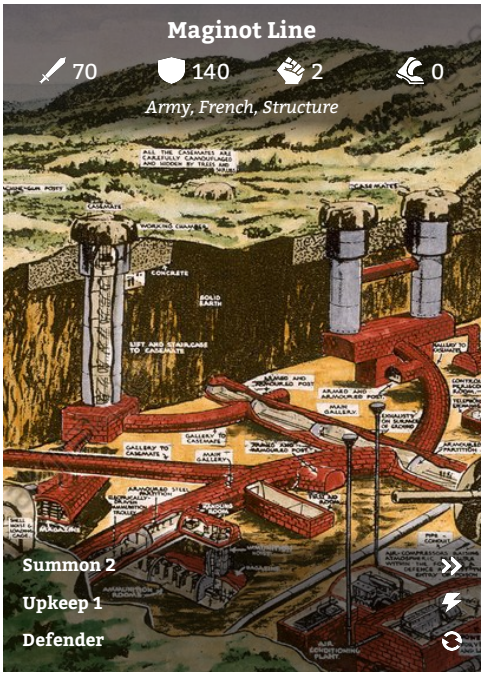
Summon 2 or 1 Fire

Defender

Maginot Line

70 | 140 | 2 | 0

Army, French, Structure



Summon 2

Upkeep 1

Defender

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.

Steel Golem

40 | 70 | 2 | 0

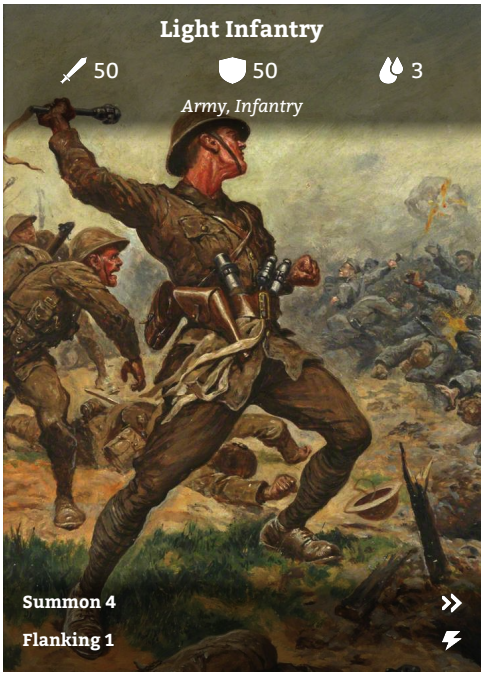
Earth, Elemental, Spell

Summon 4

Light Infantry

50 | 50 | 3

Army, Infantry



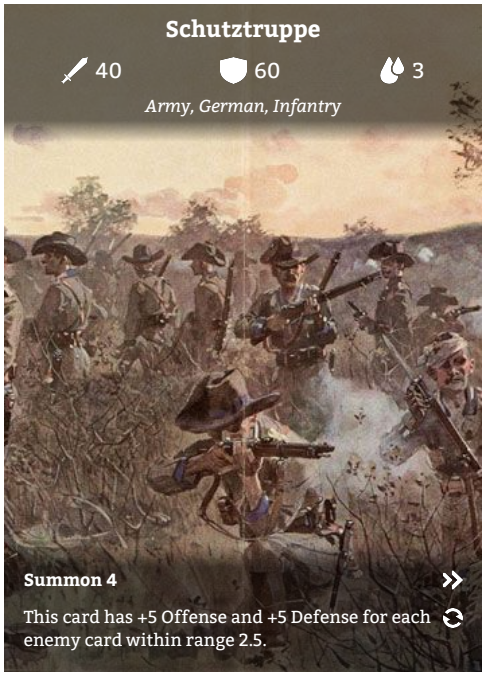
Summon 4

Flanking 1

Schutztruppe

40 | 60 | 3

Army, German, Infantry



Summon 4

This card has +5 Offense and +5 Defense for each enemy card within range 2.5.

Keeper of the Flame

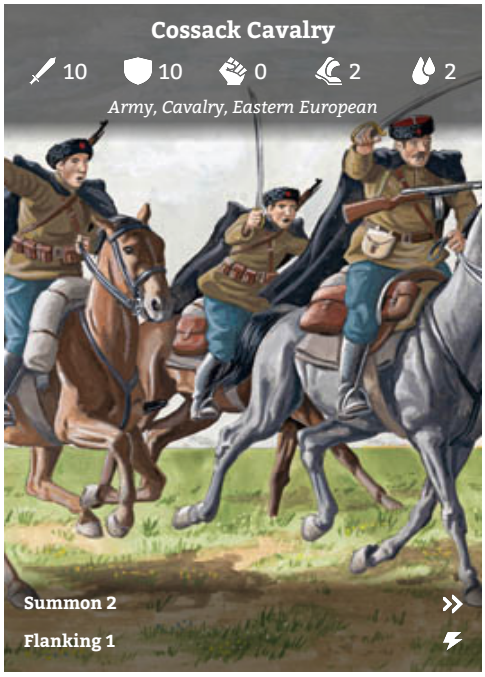
40 | 20 | 2

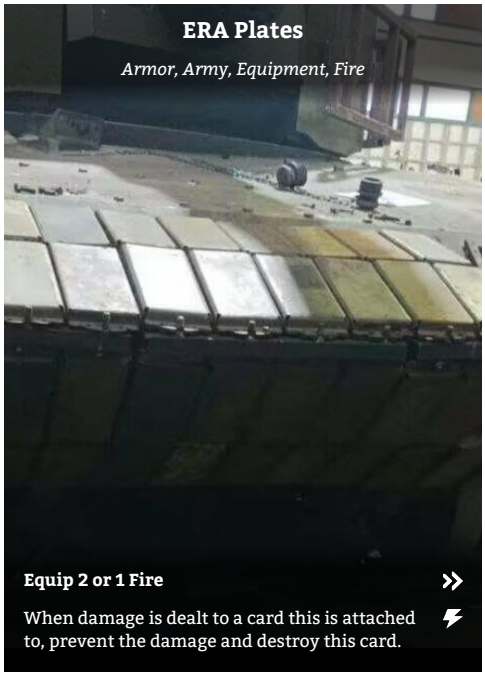
Cleric, Fire, Human

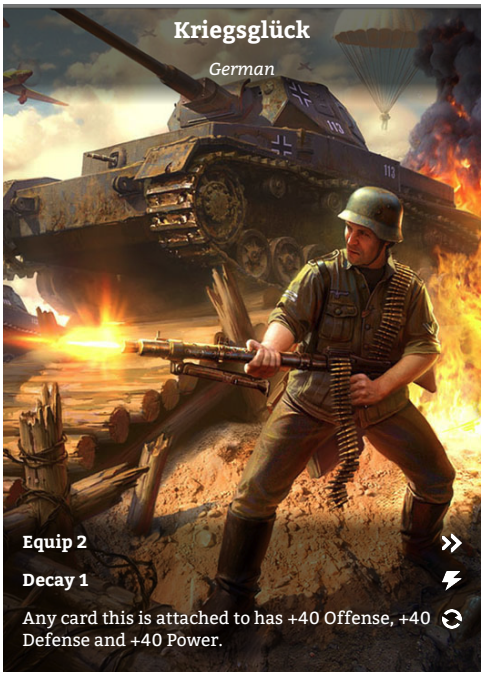
Summon 4

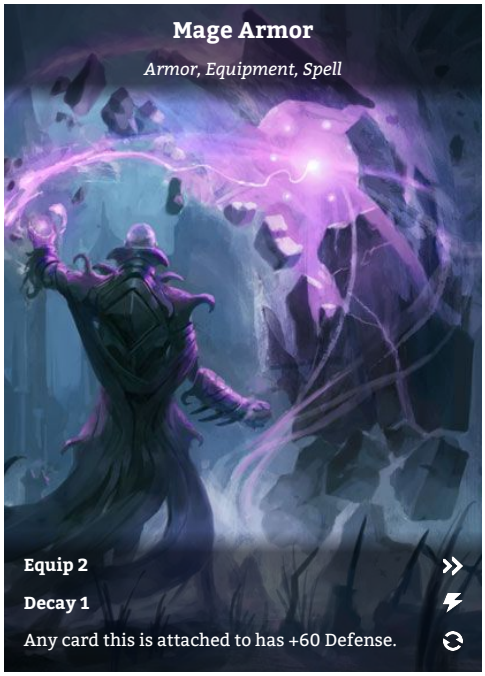
Spend 1 Fire, exhaust this card and give all cards within range 1.5 +40 Offense and +40 Power.

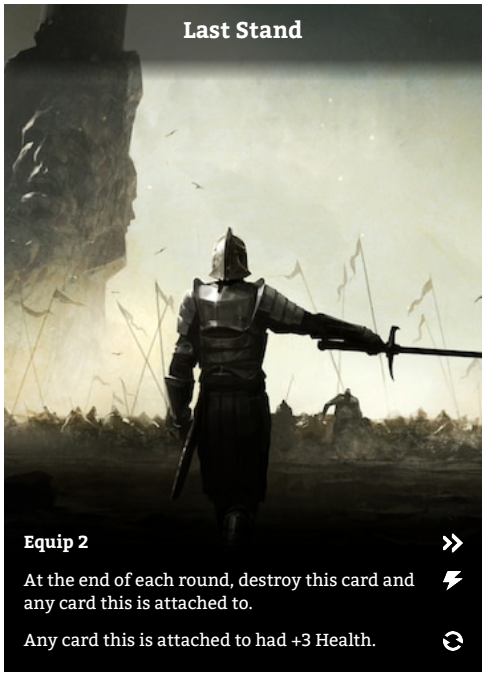
Winged Hussars
30
40
2
2
Army, Cavalry, Eastern European
Summon 2
Flanking 1
Upkeep 1

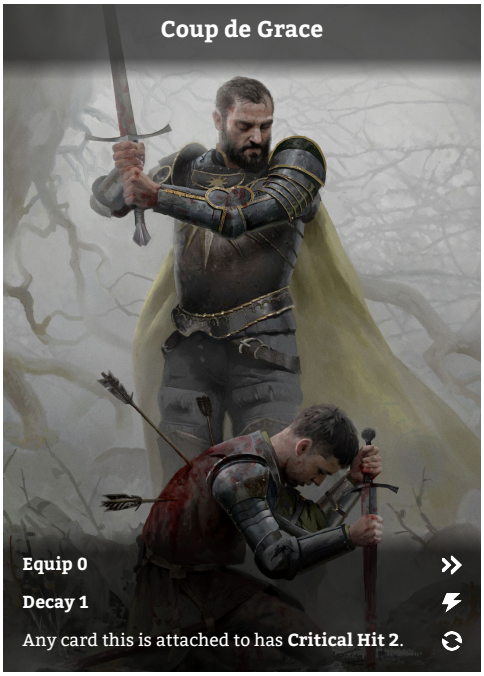

Cossack Cavalry
10
10
0
2
2
Army, Cavalry, Eastern European
Summon 2
Flanking 1


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.


Mage Armor
Armor, Equipment, Spell
Equip 2
Decay 1
Any card this is attached to has +60 Defense.


Last Stand
Equip 2
At the end of each round, destroy this card and any card this is attached to.
Any card this is attached to had +3 Health.


Coup de Grace
Equip 0
Decay 1
Any card this is attached to has Critical Hit 2.