

PRINCE ELIEN BEASTLY RANGE

DECK SUMMARY

Prince Elien

Laleya 6 Archers
Holleas 5 Fencers
Kaeseall 5 Fire Beasts
1 Warrior
1 Guardian

Use the Fire Beasts on the front lines, and the Fencers to clog up wall spaces or occasionally take on other cheap enemy melee Units. Meanwhile, you've got the phoenix elf women in the back keeping the heat up. When Building Magic, aim for 5-6 so you can get any one of the three ladies out.

PRINCE ELIEN TRICKSTER

DECK SUMMARY

Prince Elien

Fire Drake 4x Warriors
Rahlee 4x Archers
Magos 4x Fencers
5x Spear Grounders
1x Guardian

This deck keeps your opponent guessing. How should they place themselves to avoid Fire Drake or the Spear Grounders? Where did Rahlee come from? What 7 cards is he holding onto? Wait, the Phoenix Elves have a zero-coster now?

GROGNACK HIT ABSORBENT

DECK SUMMARY

Grognack

Krung 3x Fighters
Rukar 5x Shaman
Blagog 5x Thwarters
5x Smashers

This one is about calm under pressure. Your Units are tougher than theirs- just wait it out, and then crush them with one or two of your Champions. All three of the Champions in this deck are expensive, so you may have to build one or two of them as Magic to get the other out.

GROGNACK BLUE BLITZ

DECK SUMMARY

Grognack

Gruggar 8x Fighter
Ragnor 4x Shaman
Bragg 5x Charger
1x Smasher

The idea with this one is to apply constant pressure with Fighters and Chargers. A few Shamans and Ragnor help this out too. And just when your opponent thinks it can't get worse, get Bragg out for additional ranged support and enhanced Freeze events.

OLDIN BALLISTA FORCE

DECK SUMMARY

Oldin

Grungor 2x Spearmen
Thorkur 3x Engineer
Tordok 5x Ballistas
8x Defenders

Try to pull off a big Reinforce with two Ballistas. Then destroy their walls. Alternatively, you can engage their units with your own Defenders and then fire upon them from afar with your siege engines. Tordok also has great synergy with both Ballistas and Defenders.

OLDIN REPEL

DECK SUMMARY

Oldin

Halvor 5x Spearmen
Malevolence 1x Engineers
Baldar 5x Guardsmen
7x Defenders

This deck is just tough to fight through. Lock them down, and grind it out. Some tough melee Champions will help finish the job.

SNEEK'S GOBLIN HORDE

DECK SUMMARY

Sneeks

Mook 8x Fighter
Reeker 1x Berserker
Krag 6x Slinger
3x Beast Rider

Unlike the slow Berserkers, the Beast Riders in this deck will help bring the fight to your enemy, but otherwise, this deck is mostly about doing what the Cave Goblins do best: swarm and destroy!

SNEEK'S CIRCUMVENT

DECK SUMMARY

Sneeks

Reeker 1x Berserker
Krag 4x Beast Riders
Scagg 4x Climbers
3x Fighters 4x Vermin
2x Slingers

You'll have to build some of your Events as Magic with this deck, but you may be surprised at the results. When facing enemy factions that have Magic Drain or Reinforcements, try to end your turn with the same number of Units that they have, and learn to use Sneeks proactively.

SERA GOODWIN'S BLADE

DECK SUMMARY

Sera Eldwyn

Leah Goodwin	5x Cavalry Knight
Jacob Eldwyn	1x Stalwart Archer
Kalon Lightbringer	4x Priest
8x Guardian Knight	

Have Leah lead a charge with some Cavalry Knights, building Magic heavily. If and when she falls, there should still be enough magic to summon your heavy hitters. Try A Hero is Born to summon Leah early.

SERA WINGS AND ARROWS

DECK SUMMARY

Sera Eldwyn

Archangel	5x Stalwart Archer
Jacob Eldwyn	1x Priest
Coleen Brighton	5x Angel
3x Guardian Knight	4x Owl Familiar

Coleen is well-suited to protecting Stalwart Archer formations. If your opponent avoids your Hail of Arrows, bring the fight to them with your fliers.

RET-TALUS DARK DISGUISE

DECK SUMMARY

Ret-Talus

Dragos	5x Reaper
Skhull	5x Reaver
Naan-Nashi	2x Skeletal Archer
1x Zombie Warrior	5x Phantom

In this deck, both Naan-nashi and Dragos are Force-Summonable. Use the tough Reapers and Reavers as protectors for Ret-talus as you surprise your opponent with those two champions. Try to steal a champion with your Phantoms if the opportunity presents itself.

MUTUAL DESTRUCTION

DECK SUMMARY

Ret-Talus

Anica	6x Skeletal Archer
Skhull	5x Cultist
Elut Bal	1x Reaper
6x Zombie Warrior	

This is a more aggressive Fallen Kingdom deck that likes to trade Units with your opponent but come out ahead.

VLOX COVER FIRE

DECK SUMMARY

Vlox

The Admiral	2x Scrapper
Violet	4x Thief
Scam	7x Gunner
5x Sniper	

The Admiral protects your precious ranged units while Gunners go on some covert operations to remove key targets.

VLOX HAWK'S STRIKE

DECK SUMMARY

Vlox

Hawk	4x Thief
Dagger	5x Slasher
Sin-Sin	2x Gunner
5x Sniper	2x Scrapper

With Vlox and Hawk launching aerial strikes and Snipers using their superior ranged weaponry, your opponent is sure to bring the fight to you. That's where Dagger, Sin-Sin, and Slashers step in.

ABUA SHI STAMPEDE

DECK SUMMARY

Abua Shi

Miti Mumway	5x Gorilla
Kadara	2x Archer
Grubs	1x Lioneer
5x Elephant	5x Lioness

Miti Mumway and Grubs lead the denizens of the jungle on a spirited charge into enemy territory. Try using Chant of Life to let Grubs off his leash after moving a great distance.

ABUA SHI TARGET PRACTICE

DECK SUMMARY

Abua Shi

Makeinda Ru	1x Lioneer
Kadara	6x Archer
Shikwa	2x Lioness
5x Jungle Guard	4x Stonecloak

This deck leverages the exceptional archery skills of the Jungle Elves like few others can. The hired muscle provides some tough blockers for your Jungle Guards and Archers to fire safely behind.