

ATOMIC BEAR



1



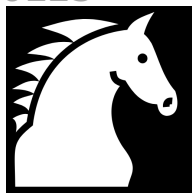
COMMAND

When allied ,
+4 per .

ARMORED MOLES



1



COMMAND

When allied ,
+6 per .

DEMON SUMMONERS



1



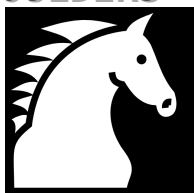
COMMAND

When allied ,
+8 per .

LIVING BOULDERS



1



COMMAND

At end of game, destroy
the with the most
 at .

RAGE COWS



1



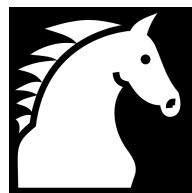
COMMAND

For each on allied
 at , +1 if you
win .

SPEARMEN



1



COMMAND

When allied ,
+1 , and .

SAMURAI



1



SORCERY

Move an allied at
to . +4 and +2 .

TITAN



1



SORCERY

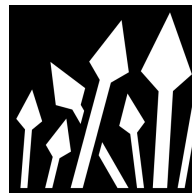
An allied +3 and
+6 .

CULTISTS



6

1



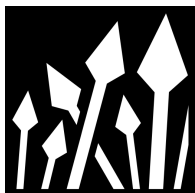
UNIT



VOID FOG



4
1



UNIT

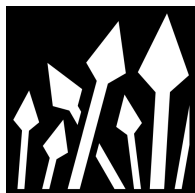


If more  at  than opponent, +2 .

SHARKS



6
1



UNIT

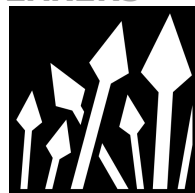


If  has no allied , +2 .

GLORY BEARERS



6
1



UNIT

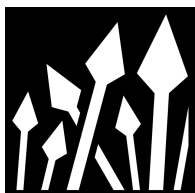


allied  at  +2 .

BERSERKERS



6
1



UNIT

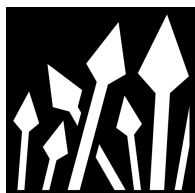


Each other allied  at  +1 .

BASILISKS



4
1



UNIT



ARCHERS



5
1



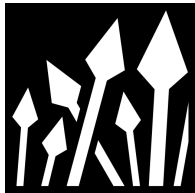
UNIT



SHADOWS



7
1



UNIT

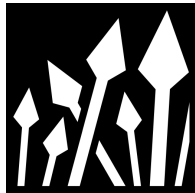


+1  if only  at .

FANGED SKY



8
1



UNIT



+2  if this  has most  at .

SPIES



6
1



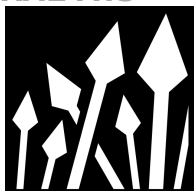
UNIT



LIGHT WRAITHS



6
1



UNIT



+2 if enemy at has more .

SIRENS



4
1



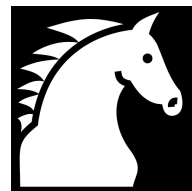
UNIT



ALCHEMISTS



2



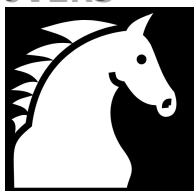
COMMAND

When allied enters +7 .

EARTH MOVERS



2



COMMAND

is worth +4 .

GIANT BATS



2



COMMAND

When you play a at , play it again.

WINGED FOX



2



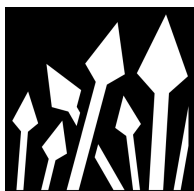
COMMAND

When allied , double its and one of its traits.

GRIFFINS



1
2



UNIT

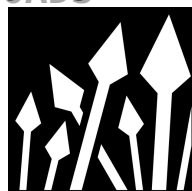


+5 for each on allied at .

DIVING TOADS



1
2



UNIT

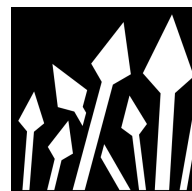


+7 for each on allied at .

METEORS



1
2



UNIT

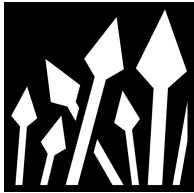


+3 for each on allied at .

ELEPHANTS



1
2



UNIT

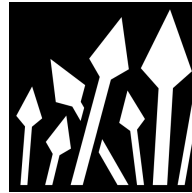


+13 if more than opponent at .

KNIGHTS



1
2



UNIT



+10 if more than opponent at .

LAVA GOLEM



1
2



UNIT

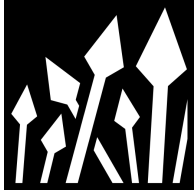


+7 if more than opponent at .

WALKING WHALE



1
2



UNIT

An enemy at lose 2 for each trait they have.

BALLISTAS



1
2



UNIT

Each enemy at loses 1 for each trait they have.

DISSOLVERS



2



SORCERY

Each allied at with 1+ , and +12 .

ICE MAKERS



2



SORCERY

Each allied at with 2+ +6 .

PUFFER GATOR



2



SORCERY

If 5+ at , +18 to an allied .

AURAMANCERS



2



SORCERY

Allied with 3+ , +15 .

LEECH LAUNCHER



2



SORCERY

Each allied unit with 1+ , +5 .

BOMBERS



2



SORCERY

Gain 1  for each  at .





SHIELD THROWERS



2



SORCERY

Move an enemy unit with 2+  at  to . -10 .







CATAPULT



2



SORCERY

Each enemy  at  loses all . +2  to allied  for each  lost this way.