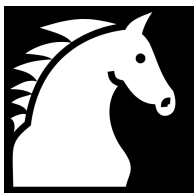


ALCHEMISTS



1



COMMAND

When an allied at +2 .

ARCHERS



1



COMMAND

When an enemy at with -4 .

ARMORED MOLES



1



COMMAND

When you play a at , play it again.

ATOMIC BEAR



1



COMMAND

At end of game, double the strength of the weakest allied at .

AURAMANCERS



1



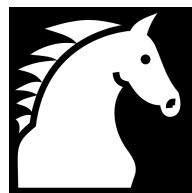
COMMAND

At end of game, destroy the weakest enemy at .

BASILISKS



1



COMMAND

At end of game, destroy the strongest at .

BERSERKERS



1



COMMAND

At end of game, +1 for each allied with 1+ .

CATAPULT



1



COMMAND

The player with the most wins .

CULTISTS



1



COMMAND

When ally without , it gains 1 .

DEMON SUMMONERS



1



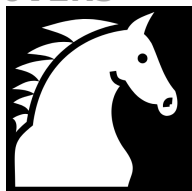
COMMAND

When enemy with 1+ , move it to .

EARTH MOVERS



1



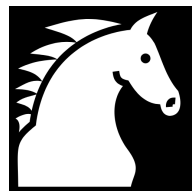
COMMAND

When ally with , +4 .

ELEPHANTS



1



COMMAND

When ally with , +6 .

FANGED SKY



1



COMMAND

When ally with , +8 .

GIANT BATS



1



COMMAND

At the end of the game, gain 1 for each at .

GENERAL1



1



COMMAND

At the end of the game, if you win , gain 6 .

GENERAL2



1



COMMAND

is worth 2 less for each at .

GENERAL3



1



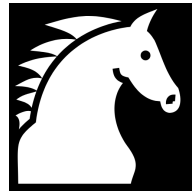
COMMAND

When an allied at and has the lowest strength at, +6 .

GENERAL4



1



COMMAND

At end of game, double the strength of each allied at with +2 .

GENERAL5



1



COMMAND

All allied at have +2 .

GENERAL6



1



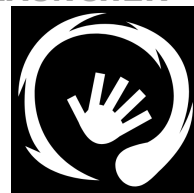
COMMAND

Enemy Sorceries cannot be played at .

LEECH LAUNCHER



1



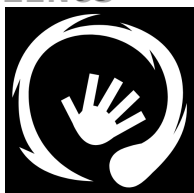
SORCERY

Move an allied unit at with 1+ to and +4 .

MAGNETIC SLINGS



1



SORCERY

An allied gains 2 and +4 at .

SPIES



1



SORCERY

Allied unit -3 . A different allied at this +10 .

TITAN



1



SORCERY

An allied at gains 4 and +2 .

NAME3



4

1



UNIT



Move an allied unit at with 1+ to .

NAME8



7

1



UNIT

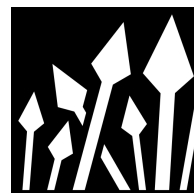


NAME9



7

1



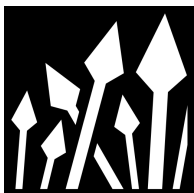
UNIT



NAME10



5
1



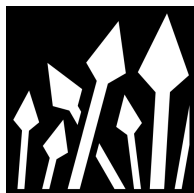
UNIT



NAME11



9
1



UNIT



NAME12



6
1



UNIT



NAME13



7
1



UNIT



NAME14



4
1



UNIT



NAME15



10
1

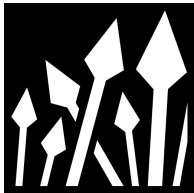


UNIT

NAME22



5
1



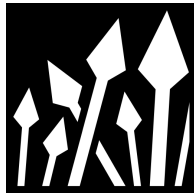
UNIT



NAME23



7
1



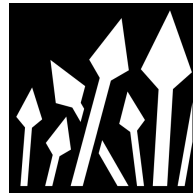
UNIT



NAME24



4
1



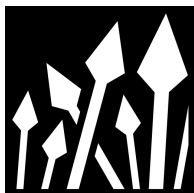
UNIT



NAME25



8
1



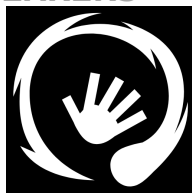
UNIT



GLORY
BEARERS



2



SORCERY

All allied at with
1+ and 1+ +8 .

SIRENS



2



SORCERY

All allied at with
2+ +4 .

GRIFFINS



2



SORCERY

Allied +7 if allied
units have 2+ at .

KNIGHTS



2



SORCERY

Allied +2 for each
 allied units have at
.

LIGHT
WRAITHS



2



SORCERY

Move an allied unit at
 . Each enemy at
 -1 .

LIVING
BOULDERS



2



SORCERY

Gain 1 for each on allies at .

RAGE COWS



2



SORCERY

Gain 5 if 2+ at .

SAMURAI



2



SORCERY

Each enemy loses 1
 at .

SHARKS



2



SORCERY

All enemy units at this
 -2 .

SPEARMEN



2



SORCERY

All friendly units with
 2+ at +6 .

STORMCALLERS



2



SORCERY

+10 if allied units
 have 3+ at .

VOID FOG



2



SORCERY

An allied unit +16 if
 allied units have 3+
 at .

WINGED FOX



2



SORCERY

All friendly units with
 1+ at +5 .

NAME1



3
2



UNIT



+5 if allied units
 have 2+ at .

NAME2



11
2



UNIT

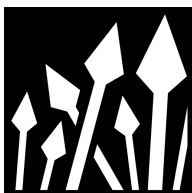


-2 for each allied
 units have at .

NAME4



7
2



UNIT

Move an allied unit at
 with 1+ to .

NAME5



2
2

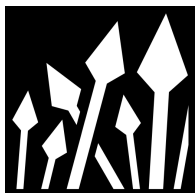


UNIT



Gain 1 for each
 on allies at .

NAME6

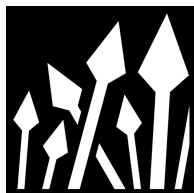
3
2

UNIT






Gain 1  for each  on allied units at .

NAME7

5
2

UNIT



Gain 3  if 2+  at .

NAME16

8
2

UNIT



Gain 1  for each enemy unit at this .

NAME17

6
2

UNIT



All enemy units at this  -1 .

NAME18

4
2

UNIT



All friendly units with 1+  at  +3 .

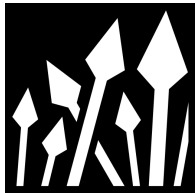
NAME19

8
2

UNIT

Allied unit -5 . This unit +6 .

NAME20

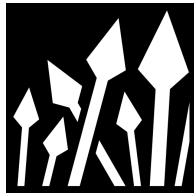
1
2

UNIT



+10  if allied units have 3+  at .

NAME21

2
2

UNIT



Gain 2  for each  on an allied unit at .

LOCATION1



2

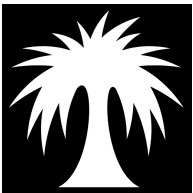


BATTLE

LOCATION2



5



BATTLE

LOCATION3



6

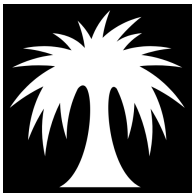


BATTLE

LOCATION4



8



BATTLE