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House of the Golden Or

Golden Knight

When attacking:
Gain 2 authority.

Once during your turn, you may pay 4 authority to retire one attacking unit.

5

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Gain 2 authority.

Once during your turn, you may pay 4 authority to retire one attacking unit.

5

S

House of the Golden Or

Golden Captain

When recruiting:
Gain 3 power.

Discard Golden Captain:
You may retire one unit in your discard pile for free.

6

S

House of the Golden Or

Golden Captain

When recruiting:
Gain 3 power.

Discard Golden Captain:
You may retire one unit in your discard pile for free.

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When recruiting:
Gain 3 power.

Discard Golden Captain:
You may retire one unit in your discard pile for free.

6

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Golden Sentinel

When defending:
At the start of your turn, gain 2x authority.

Once during your turn, you may pay 4 authority to retire one defending unit.

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6 House of the Golden Or



Golden Sentinel

When defending:
At the start of your turn, gain 2x authority.

Once during your turn, you may pay 4 authority to retire one defending unit.

7

6 House of the Golden Or



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Golden Sentinel

When defending:
At the start of your turn, gain 2x authority.

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Merchant

When recruiting:
Any other recruiting unit may recruit an additional time.

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5 House of the Golden Or



Merchant

When recruiting:
Any other recruiting unit may recruit an additional time.

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Merchant

When recruiting:
Any other recruiting unit may recruit an additional time.

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Golden Slayer

When attacking a Monarch:
Gain 10 authority.

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House of the Golden Or



Golden Slayer

When attacking a Monarch:
Gain 10 authority.

10

8
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Golden Slayer

When attacking a Monarch:
Gain 10 authority.

10

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Diplomat - Spy

Spies cannot defend or attack.

When in general zone:
Chose a monarch during your turn, each unit of chosen monarch losses 2 power when recruiting.

Discard this card:
Remove one spy from any General zone

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Diplomat - Spy

Spies cannot defend or attack.

When in general zone:
Chose a monarch during your turn, each unit of chosen monarch losses 2 power when recruiting.

Discard this card:
Remove one spy from any General zone

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Briber

When attacking:

You may pay one defending unit's cost to place it on top of the market deck.

"My money is good,
but so is my sword"

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10 House of the Golden Or



Briber

When attacking:

You may pay one defending unit's cost to place it on top of the market deck.

"My money is good,
but so is my sword"

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Golden Bank

This unit can only defend.

When defending:

Double opponent's authority cost.

At the start of your turn, you gain 1x
authority for each unit in your
opponents' defense

"The bank always collects its debts"

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The Golden Warriors

This unit can only attack.

When attacking:
Gain 6 authority.

You may recruit any defeated unit
with power 10 or below from the
opponents defense, for its cost.

"In gold we trust"

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Retirement Fund

Choose one:

- Gain 20 authority.
- Retire up to 2 units free of
charge from anywhere.

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Golden Estate

**At the start of your turn choose
one:**

- Authority may be used to increase
an attacking unit's damage.
- You may retire one unit from
anywhere free of cost.
- Gain 10 authority.

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