



You may place Iron Knight in your

defense after dealing damage.







one recruited unit in defence.









When defending:
Place any unit from your hand
on top of "Barracks".
Both cards only occupy one spot
and have shared power.

When defending alone:
Gain x power.

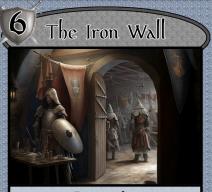


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Barracks

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Barracks

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Both cards only occupy one spot
and have shared power.

When defending alone: Gain x power.





Shieldbearer

You may replace any of your defending units with Shieldbearer, place that unit in your discard pile.

When defending:
All defending units have an additional 2 power.





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Kingsbane

When attacking a King or Queen:

Put the top unit of your deck in your defense if able.

"I call on you to defend our King!"





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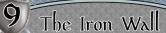
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Put the top unit of your deck in your defense if able.

"I call on you to defend our King!"







Informant - Spy

Spies cannot defend or attack.

When in general zone: Chose a monarch during your turn, all units of chosen monarch have 2 power less when attacking you.

Discard this card: Remove one spy from any General zone.



The Iron Wall



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Discard this card: Remove one spy from any General zone.



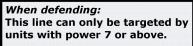






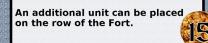






The Iron Wall





One attacking unit may be place in defense after dealing damage.

When defending:



