

4

Bloodrunners



Barbarian

**When attacking:**  
Barbarian gain 1 power for each attacking unit.

5

4

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5

Bloodrunners



Wise one

**When recruiting:**  
One recruited unit may attack with 4 less power during this turn.  
The unit's ability won't trigger.

"The call for blood waits for no one"

6

5

Bloodrunners



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6 Bloodrunners

Sentinel

*When defending:*  
This unit may leave your defence and attack.

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Sentinel

*When defending:*  
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7

5 Bloodrunners

Bannerman

*When attacking:*  
Any other target unit may deal damage an additional time.  
The units ability won't trigger an additional time.

9

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Bannerman

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Any other target unit may deal damage an additional time.  
The units ability won't trigger an additional time.

9

8 Bloodrunners

Kingslayer

*When attacking a King or Queen:*  
Gain 5 power.

"Fuck the King"

10

8

Bloodrunners

Kingslayer

When attacking a King or Queen:  
Gain 5 power.

"Fuck the King"

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Kingslayer

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Gain 5 power.

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9

Bloodrunners

Infiltrator - Spy

Spies cannot defend or attack.

Place in General zone:  
Chose a monarch during your turn, all  
defending units of chosen monarch  
losses 2 power during your turn.

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

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Bloodrunners

Infiltrator - Spy

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Chose a monarch during your turn, all  
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losses 2 power during your turn.

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

12



10 Bloodrunners



Berserker

**When attacking:**  
All attacking units gain 2 power.

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10 Bloodrunners



Berserker

**When attacking:**  
All attacking units gain 2 power.

13

11 Bloodrunners



Bloodcaller

This unit can only defend.

**When defending:**  
At the start of your turn, one unit from your defense may leave your defense and attack.

Damage may carry over from opponents defense rows.

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12 Bloodrunners



The Horde

This unit can only attack.

**When attacking:**  
All target opponent's, defending units loses 3 power until end of turn.

"Give them nothing and take from them, EVERYTHING!"

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Bloodrunners



Blood Plague

Kill all opponent's defending units.

"Even the strongest crumble under the weight of sickness."

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Bloodrunners



Clan Leader

All attacking units gain 3 power.

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