

4 The Iron Wall



Iron Knight

When attacking:
You may place Iron Knight in your defense after dealing damage.

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Captain

When recruiting:
You may immediately place one recruited unit in defence.

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You may immediately place one recruited unit in defence.

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When recruiting:
You may immediately place one recruited unit in defence.

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The Iron Wall

Barracks

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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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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The Iron Wall

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

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The Iron Wall

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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Kingsbane

When attacking a King or Queen:

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

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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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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.



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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.



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Iron Watcher

When defending:
This line can only be targeted by units with power 7 or above.

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Iron Watcher

When defending:
This line can only be targeted by units with power 7 or above.

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Fort

This unit can only defend.

When defending:
One attacking unit may be placed in defense after dealing damage.

An additional unit can be placed on the row of the Fort.

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Legion

This unit can only attack.

When attacking:
On opponent's next turn, he/she can only place units with power 8 or above in defence.

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Mobile Artillery

Place on any defending unit:
At the start of your turn Mobile Artillery deals 6 damage to target King or Queen.

During your turn you may move Mobile Artillery to any other defending unit.

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The Iron Wall



Iron Trebuchet

At the start of your turn:
The Iron Trebuchet deals 5 damage to target King.

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