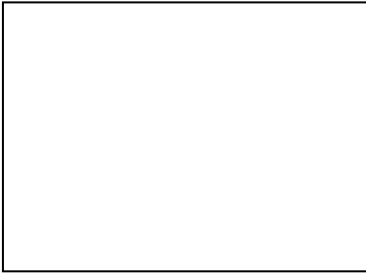


Axe

4



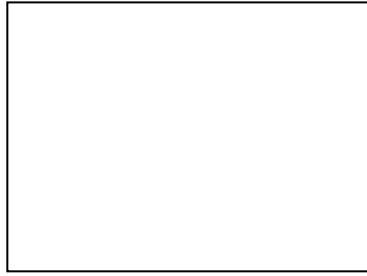
Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Axe

4



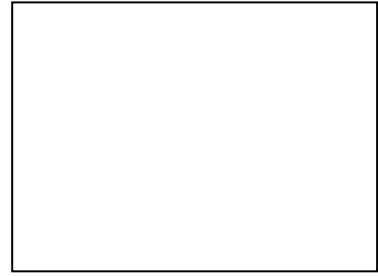
Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Axe

4



Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Axe

4



Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Shield

1



Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Shield

1



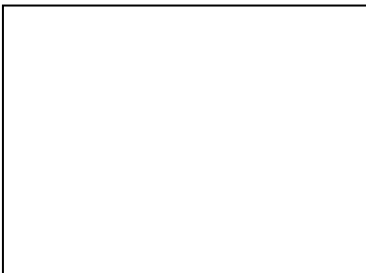
Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Battle Cleric

4



If defeated, you may move a card of value 3 or less from your cemetery to your discard pile.

Dwarf

© Copyright 2015, Foursight Games

Battle Cleric

4



If defeated, you may move a card of value 3 or less from your cemetery to your discard pile.

Dwarf

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Armor

2



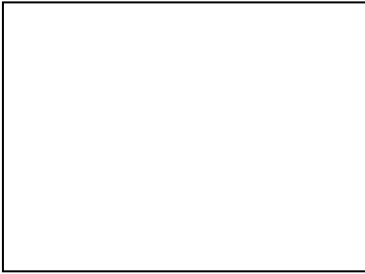
If defeated, place this card in your discard pile instead of the cemetery.

Dwarf

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Hammer

3



Choose an opposing player.
That player is the attacker
next battle.

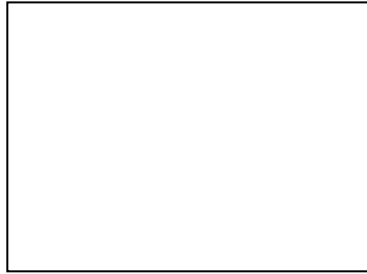
Defense: +2

Dwarf

© Copyright 2015, Foursight Games

Hammer

3



Choose an opposing player.
That player is the attacker
next battle.

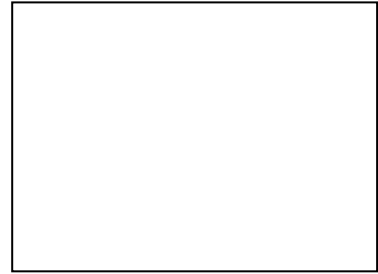
Defense: +2

Dwarf

© Copyright 2015, Foursight Games

Hammer

3



Choose an opposing player.
That player is the attacker
next battle.

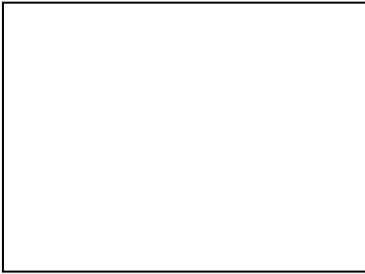
Defense: +2

Dwarf

© Copyright 2015, Foursight Games

Hammer

3



Choose an opposing player.
That player is the attacker
next battle.

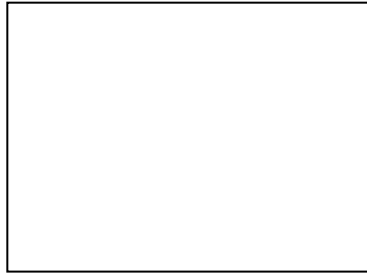
Defense: +2

Dwarf

© Copyright 2015, Foursight Games

Shield

1



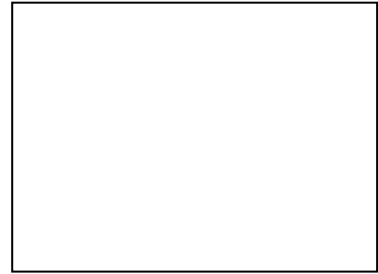
Defense: +1

Dwarf

© Copyright 2015, Foursight Games

Shield

1



Defense: +1

Dwarf

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Tunneler

3



Reduce every opposing card
value by 1.

Dwarf

© Copyright 2015, Foursight Games

Tunneler

3



Reduce every opposing card
value by 1.

Dwarf

© Copyright 2015, Foursight Games

Tunneler

3



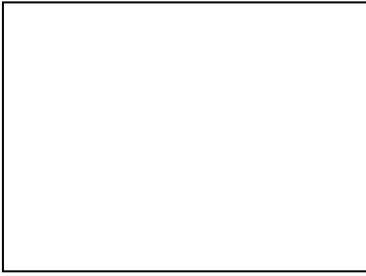
Reduce every opposing card
value by 1.

Dwarf

© Copyright 2015, Foursight Games

Tunneler

3



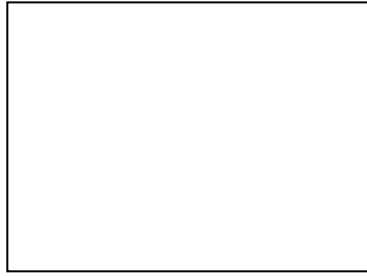
Reduce every opposing card value by 1.

Dwarf

© Copyright 2015, Foursight Games

Archer

2



You may play another card.

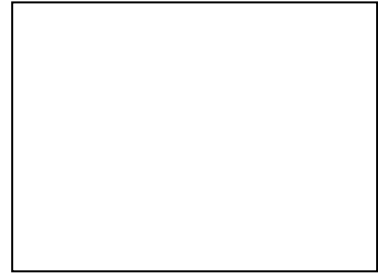
(Range)

Elf

© Copyright 2015, Foursight Games

Archer

2



You may play another card.

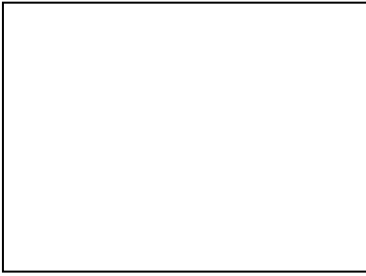
(Range)

Elf

© Copyright 2015, Foursight Games

Archer

2



You may play another card.

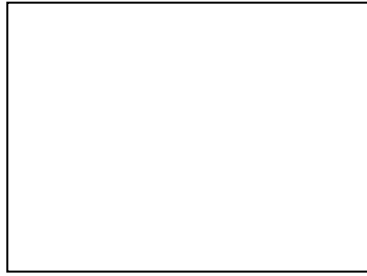
(Range)

Elf

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Commander

6



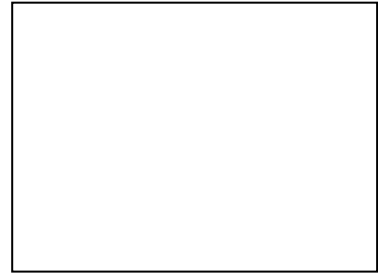
You must draw a card or discard a card.

Elf

© Copyright 2015, Foursight Games

Sylvan

3



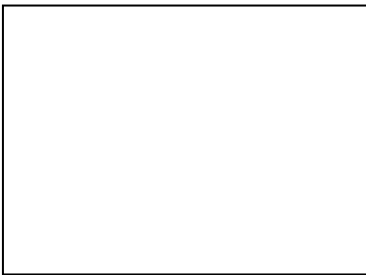
Cemetery: Draw one extra card during reinforcement.

Elf

© Copyright 2015, Foursight Games

Master Summoner

1



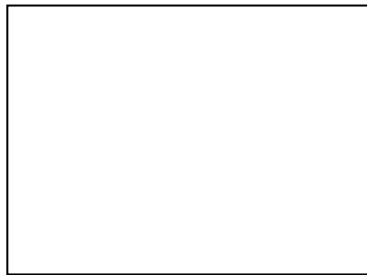
Reveal the top two cards from your deck. If able, play one and discard those not played.

Elf

© Copyright 2015, Foursight Games

Master Swordsman

5



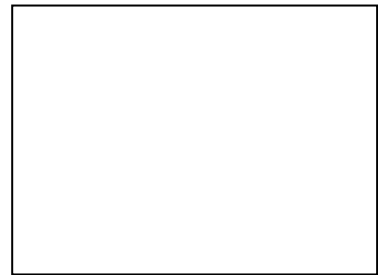
You may discard a card from your hand. If you do, draw a card.

Elf

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Hunter

3



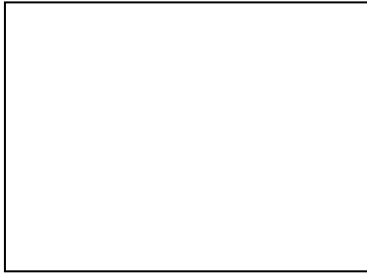
You may draw a card. If you do, discard a card.

Elf

© Copyright 2015, Foursight Games

Hunter

3



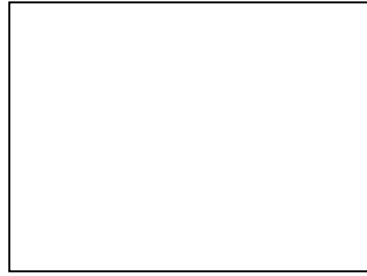
You may draw a card. If you do, discard a card.

Elf

© Copyright 2015, Foursight Games

Hunter

3



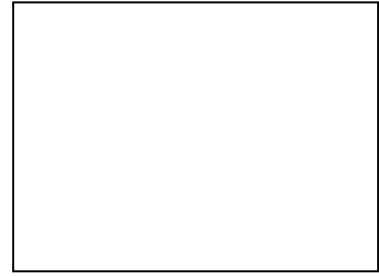
You may draw a card. If you do, discard a card.

Elf

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Seer

1



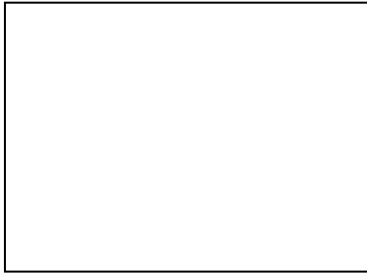
Look at the top card of your deck. Return it to the top of your deck or discard it.

Elf

© Copyright 2015, Foursight Games

Seer

1



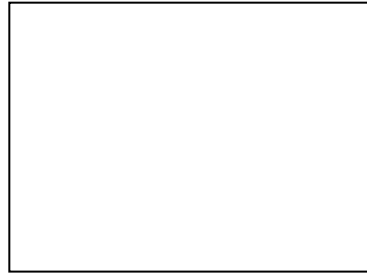
Look at the top card of your deck. Return it to the top of your deck or discard it.

Elf

© Copyright 2015, Foursight Games

Seer

1



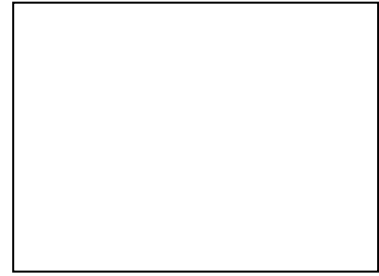
Look at the top card of your deck. Return it to the top of your deck or discard it.

Elf

© Copyright 2015, Foursight Games

Seer

1



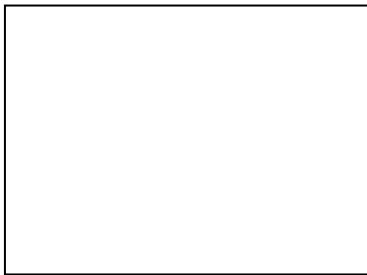
Look at the top card of your deck. Return it to the top of your deck or discard it.

Elf

© Copyright 2015, Foursight Games

Wizard

7

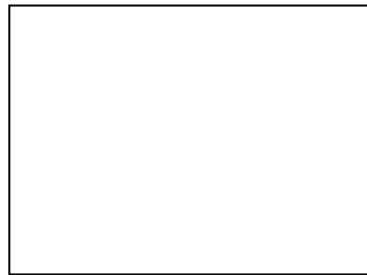


Elf

© Copyright 2015, Foursight Games

Wizard

7

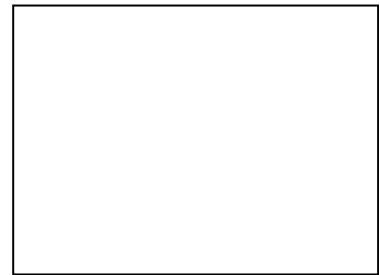


Elf

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Summoner

2

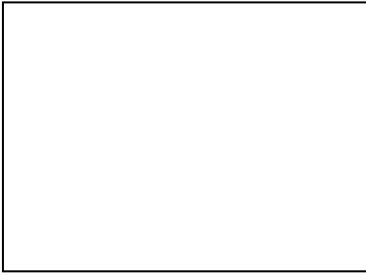


Play the top card of your deck.

Elf

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Sylvan Attendant 3

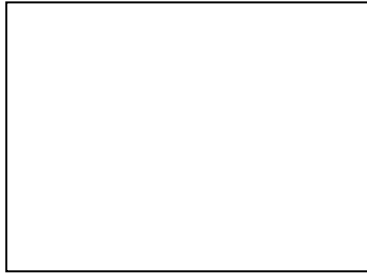


If defeated, you may discard your hand.

Elf

© Copyright 2015, Foursight Games

Sylvan Attendant 3

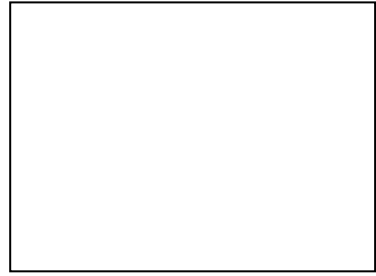


If defeated, you may discard your hand.

Elf

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Sylvan Attendant 3

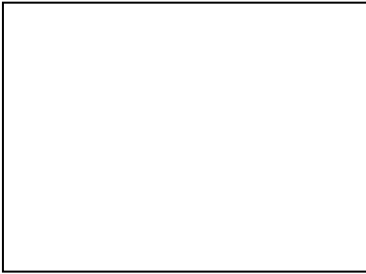


If defeated, you may discard your hand.

Elf

© Copyright 2015, Foursight Games

Sylvan Attendant 3

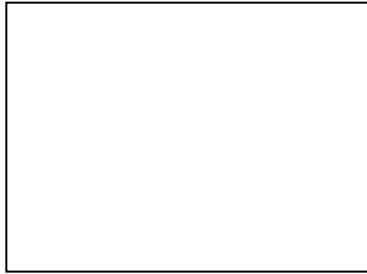


If defeated, you may discard your hand.

Elf

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Swordsman 5

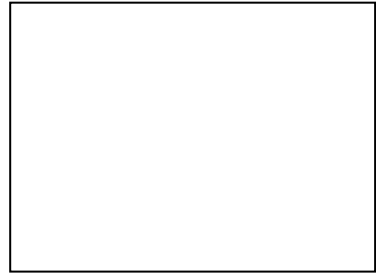


You may discard a card of value 3 or higher from your hand to draw a card.

Elf

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Swordsman 5



You may discard a card of value 3 or higher from your hand to draw a card.

Elf

© Copyright 2015, Foursight Games

Swordsman 5



You may discard a card of value 3 or higher from your hand to draw a card.

Elf

© Copyright 2015, Foursight Games

Swordsman 5



You may discard a card of value 3 or higher from your hand to draw a card.

Elf

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Summoner 2



Play the top card of your deck.

Elf

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Scout

2



Attack: After all cards are played, you may discard Scout and play again.

Elf

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Scout

2



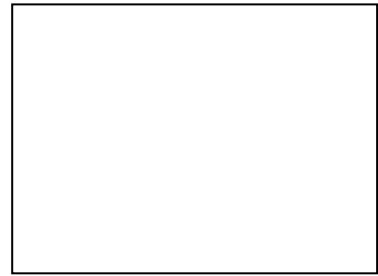
Attack: After all cards are played, you may discard Scout and play again.

Elf

© Copyright 2015, Foursight Games

Bone Thrower

1



You may play another card.

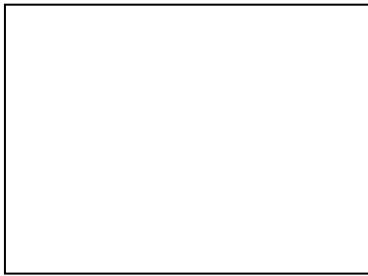
(Range)

Undead

© Copyright 2015, Foursight Games

Bone Thrower

1



You may play another card.

(Range)

Undead

© Copyright 2015, Foursight Games

Vampire

5



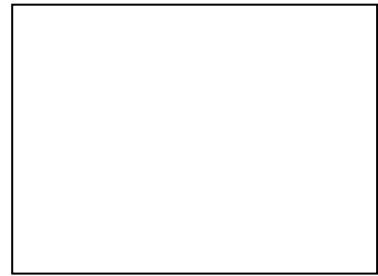
Choose an opponent. That player discards a card at random from their hand.

Undead

© Copyright 2015, Foursight Games

Vampire

5



Choose an opponent. That player discards a card at random from their hand.

Undead

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Necromancer

2



You may choose one card of value 3 or less in your cemetery and play it or move it to your discard pile.

Undead

© Copyright 2015, Foursight Games

Ghoul

5



Attack: Each opponent can play only one card.

Undead

© Copyright 2015, Foursight Games

Ghoul

5



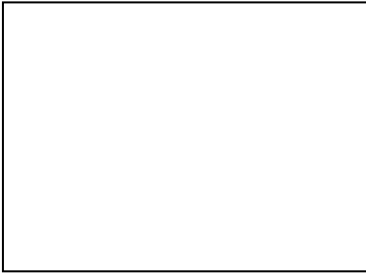
Attack: Each opponent can play only one card.

Undead

© Copyright 2015, Foursight Games

Skeleton

1



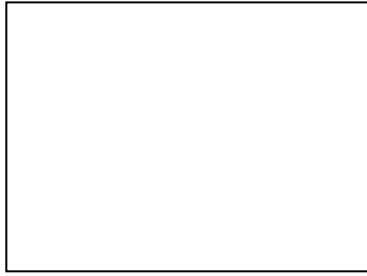
You may play a Skeleton from your cemetery.

Undead

© Copyright 2015, Foursight Games

Skeleton

1



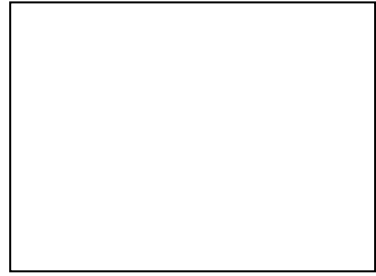
You may play a Skeleton from your cemetery.

Undead

© Copyright 2015, Foursight Games

Skeleton

1



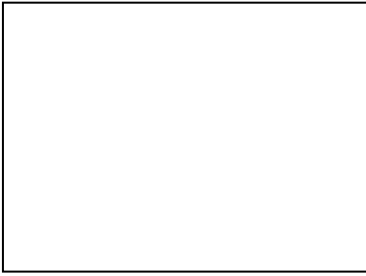
You may play a Skeleton from your cemetery.

Undead

© Copyright 2015, Foursight Games

Skeleton

1



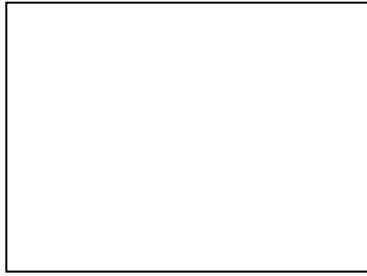
You may play a Skeleton from your cemetery.

Undead

© Copyright 2015, Foursight Games

Ghost

3



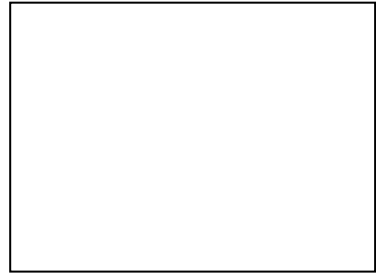
You may play this card from your hand to your cemetery. If you do, play a card of value 3 or less from your cemetery.

Undead

© Copyright 2015, Foursight Games

Ghost

3



You may play this card from your hand to your cemetery. If you do, play a card of value 3 or less from your cemetery.

Undead

© Copyright 2015, Foursight Games

Ghost

3



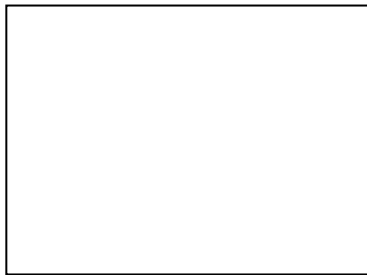
You may play this card from your hand to your cemetery. If you do, play a card of value 3 or less from your cemetery.

Undead

© Copyright 2015, Foursight Games

Ghost

3



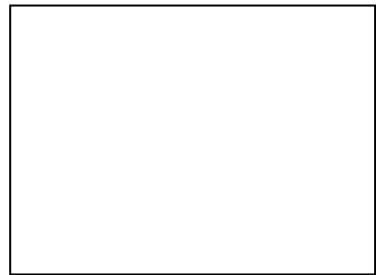
You may play this card from your hand to your cemetery. If you do, play a card of value 3 or less from your cemetery.

Undead

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Death Knight

5



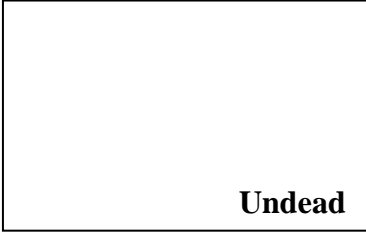
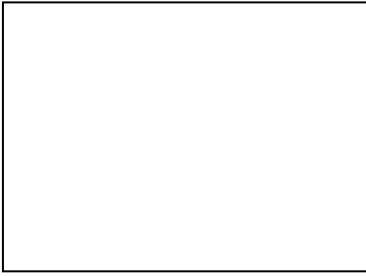
After all cards are played, you may play a card of value 3 or less from your cemetery. If you do, choose an opponent. That player may play a card.

Undead

© Copyright 2015, Foursight Games

Lich

7

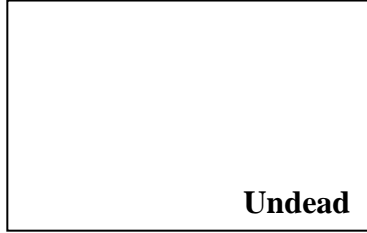
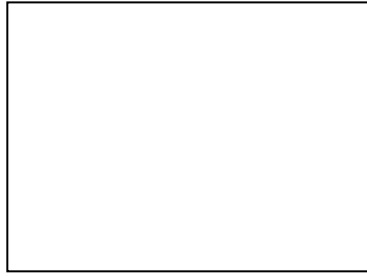


Undead

© Copyright 2015, Foursight Games

Lich

7

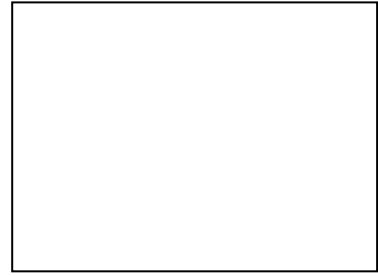


Undead

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Mummy

3



Mummy wins ties.
Battlefield: +1

Undead

© Copyright 2015, Foursight Games

Mummy

3



Mummy wins ties.
Battlefield: +1

Undead

© Copyright 2015, Foursight Games

Mummy

3



Mummy wins ties.
Battlefield: +1

Undead

© Copyright 2015, Foursight Games

Mummy

3



Mummy wins ties.
Battlefield: +1

Undead

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Zombie

2



You may move one Zombie
from your cemetery to your
discard pile.

Undead

© Copyright 2015, Foursight Games

Zombie

2



You may move one Zombie
from your cemetery to your
discard pile.

Undead

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Grave Robber

2

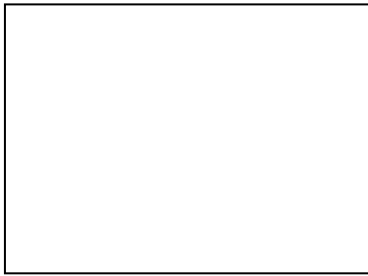


You may move a card of
value 3 or less from any
cemetery to out of play.

Undead

© Copyright 2015, Foursight Games

Grave Robber 2

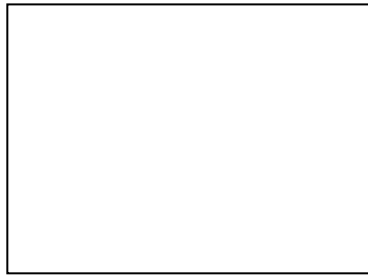


You may move a card of value 3 or less from any cemetery to out of play.

Undead

© Copyright 2015, Foursight Games

Wight 5

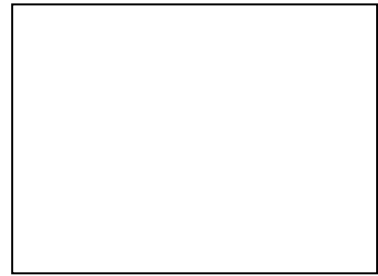


+1 for each card in opponent's cemetery with the same card name as any card on their battlefield.

Undead

© Copyright 2015, Foursight Games

Wight 5

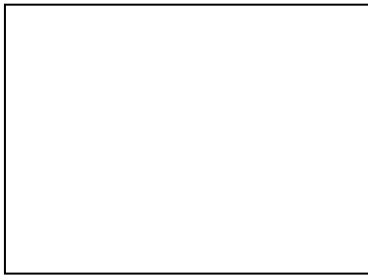


+1 for each card in opponent's cemetery with the same card name as any card on their battlefield.

Undead

© Copyright 2015, Foursight Games

Club 3



Attack: +2

Orc

© Copyright 2015, Foursight Games

Club 3



Attack: +2

Orc

© Copyright 2015, Foursight Games

Club 3



Attack: +2

Orc

© Copyright 2015, Foursight Games

Club 3



Attack: +2

Orc

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Spear 2



You may play another card.

(Range)

Orc

© Copyright 2015, Foursight Games

Spear 2



You may play another card.

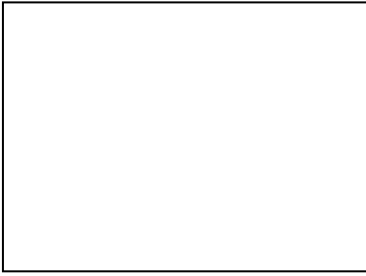
(Range)

Orc

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Goblin

1



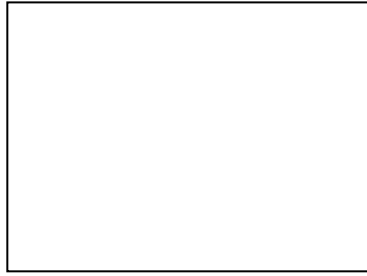
You may play a Goblin or
Hobgoblin.
Attack: +1

Orc

© Copyright 2015, Foursight Games

Goblin

1



You may play a Goblin or
Hobgoblin.
Attack: +1

Orc

© Copyright 2015, Foursight Games

Goblin

1



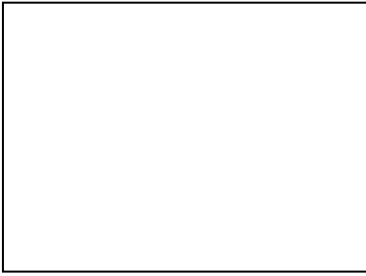
You may play a Goblin or
Hobgoblin.
Attack: +1

Orc

© Copyright 2015, Foursight Games

Goblin

1



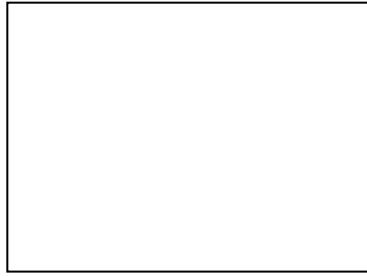
You may play a Goblin or
Hobgoblin.
Attack: +1

Orc

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Hobgoblin

3



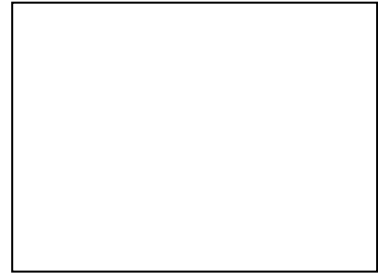
You may discard a card.
Attack: +1

Orc

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Hobgoblin

3



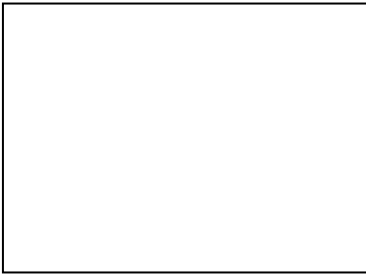
You may discard a card.
Attack: +1

Orc

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Hobgoblin

3



You may discard a card.
Attack: +1

Orc

© Copyright 2015, Foursight Games

Hobgoblin

3



You may discard a card.
Attack: +1

Orc

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Chieftain

5



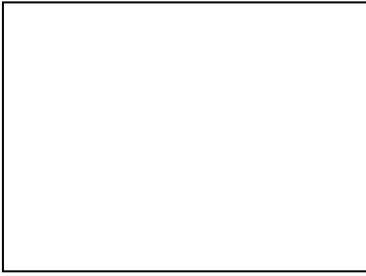
After all cards are played, you
may play a card from your
discard pile.
After the battle put that card
in your cemetery.

Orc

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Kobold

0



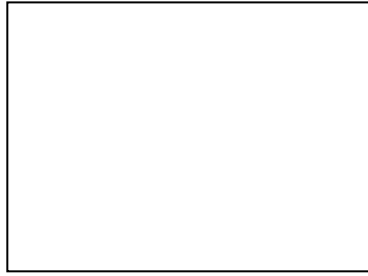
If defeated, you may choose yourself to be the attacker next battle.

Orc

© Copyright 2015, Foursight Games

Kobold

0



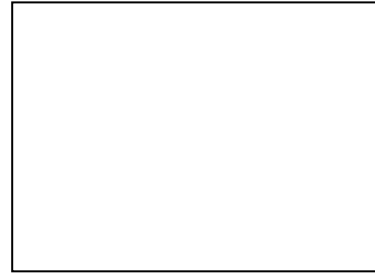
If defeated, you may choose yourself to be the attacker next battle.

Orc

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Kobold

0



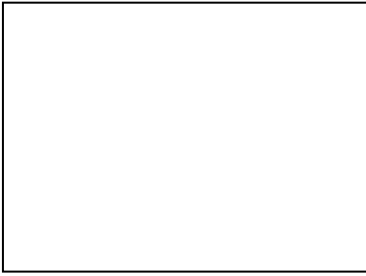
If defeated, you may choose yourself to be the attacker next battle.

Orc

© Copyright 2015, Foursight Games

Kobold

0



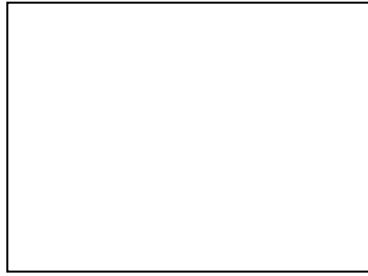
If defeated, you may choose yourself to be the attacker next battle.

Orc

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Berserker

5



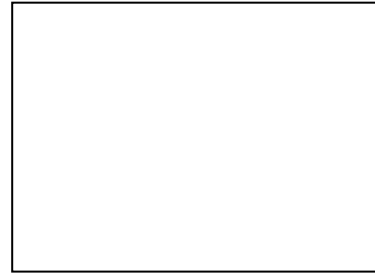
Attack: +1 for each opposing card on the battlefield beyond the first.

Orc

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Berserker

5



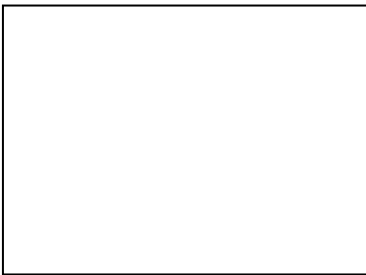
Attack: +1 for each opposing card on the battlefield beyond the first.

Orc

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Berserker

5



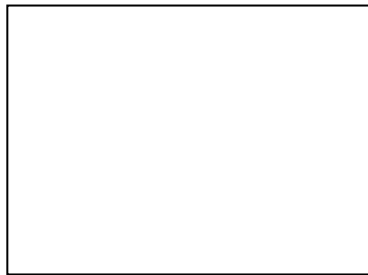
Attack: +1 for each opposing card on the battlefield beyond the first.

Orc

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Berserker

5



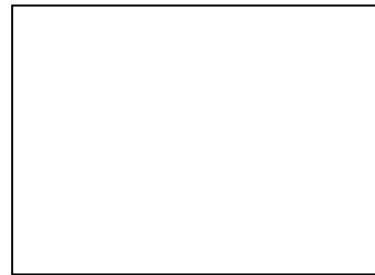
Attack: +1 for each opposing card on the battlefield beyond the first.

Orc

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Battering Ram

6



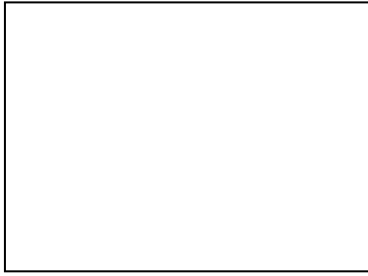
Defense: -2

Orc

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Ogre

8

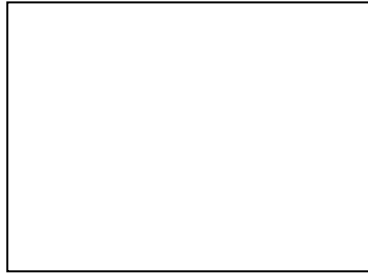


Orc

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Ogre

8

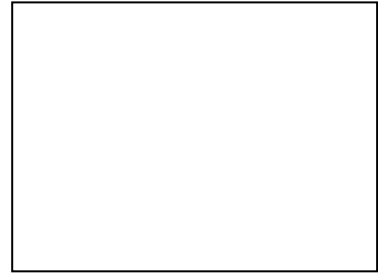


Orc

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Explosives Expert

4



After all cards are played, you may choose all cards in this battle to be defeated.

Orc

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Explosives Expert

4



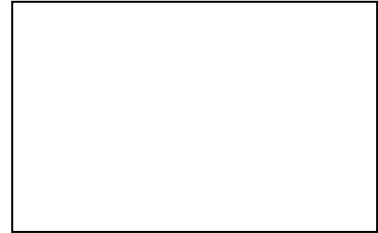
After all cards are played, you may choose all cards in this battle to be defeated.

Orc

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**First
Attacker**

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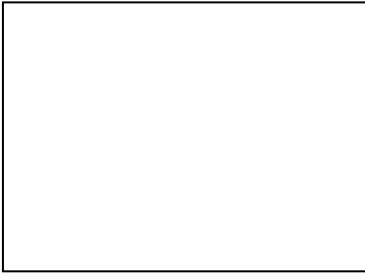
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War Priest

5



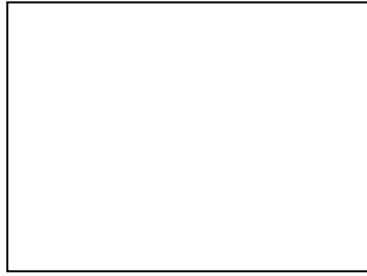
Defense: Choose an opponent. You may have that player discard their battlefield cards and play again.

Dwarf

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Horns of War

2



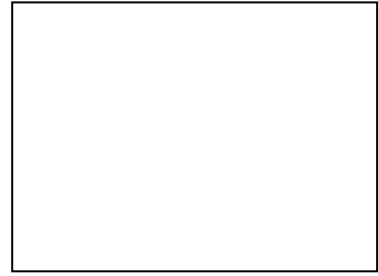
You may play one card of value 3 or less from your discard pile to the battlefield.

Dwarf

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Tactician

5



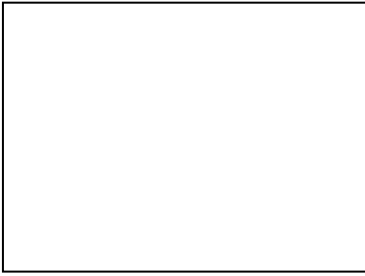
Ignore text on each opponent's cards on the battlefield including choices and pending effects.

Dwarf

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Entrenched

3



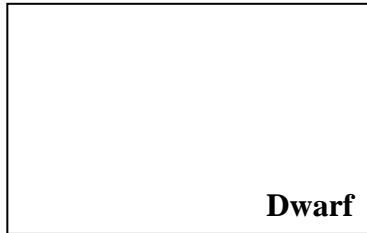
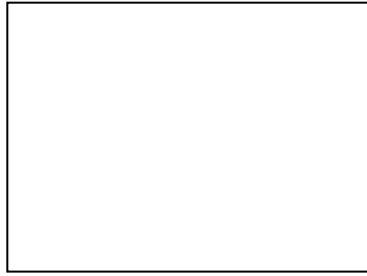
Defense: Each opponent must choose one of their battlefield cards and then discard the rest.

Dwarf

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Champion

8

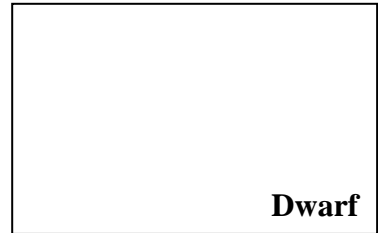
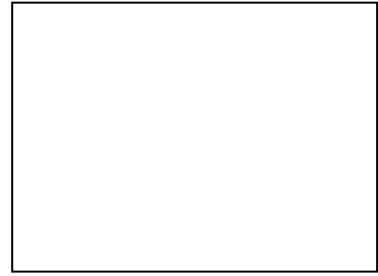


Dwarf

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Champion

8

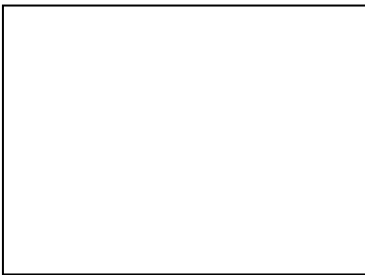


Dwarf

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Crossbow

1



You may play another card.

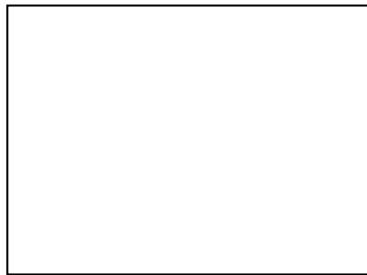
(Range)

Dwarf

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Crossbow

1



You may play another card.

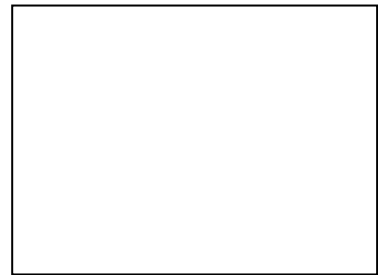
(Range)

Dwarf

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Armor

2



If defeated, place this card in your discard pile instead of the cemetery.

Dwarf

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