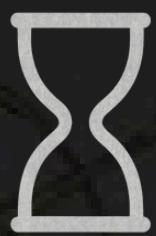


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PRIORITY DECIDES WHO STRIKES FIRST

The higher the priority, the earlier your unit activates in the round.

In ties, players alternate activations.

UNIT NAME AND ARMY POINTS

The card name defines your unit. Its cost tells you how many points it adds to your 20 point army limit when building your forces.





At
4

De
4+

AP
1

Ar
5+

HP
4

Da
1

Hybrid Water-Fire (Passive).

Range 2 (Active).

Mold the Elements (Active): Heal 1 on an allied elemental unit for each different unit wounded by this card.

ABILITIES: ACTIVE AND PASSIVE POWERS

Active abilities are triggered during the card's activation (sometimes requiring the card to be tapped and thus not attacking).

Passive abilities are always in play, such as Aura, Guardian, among others.



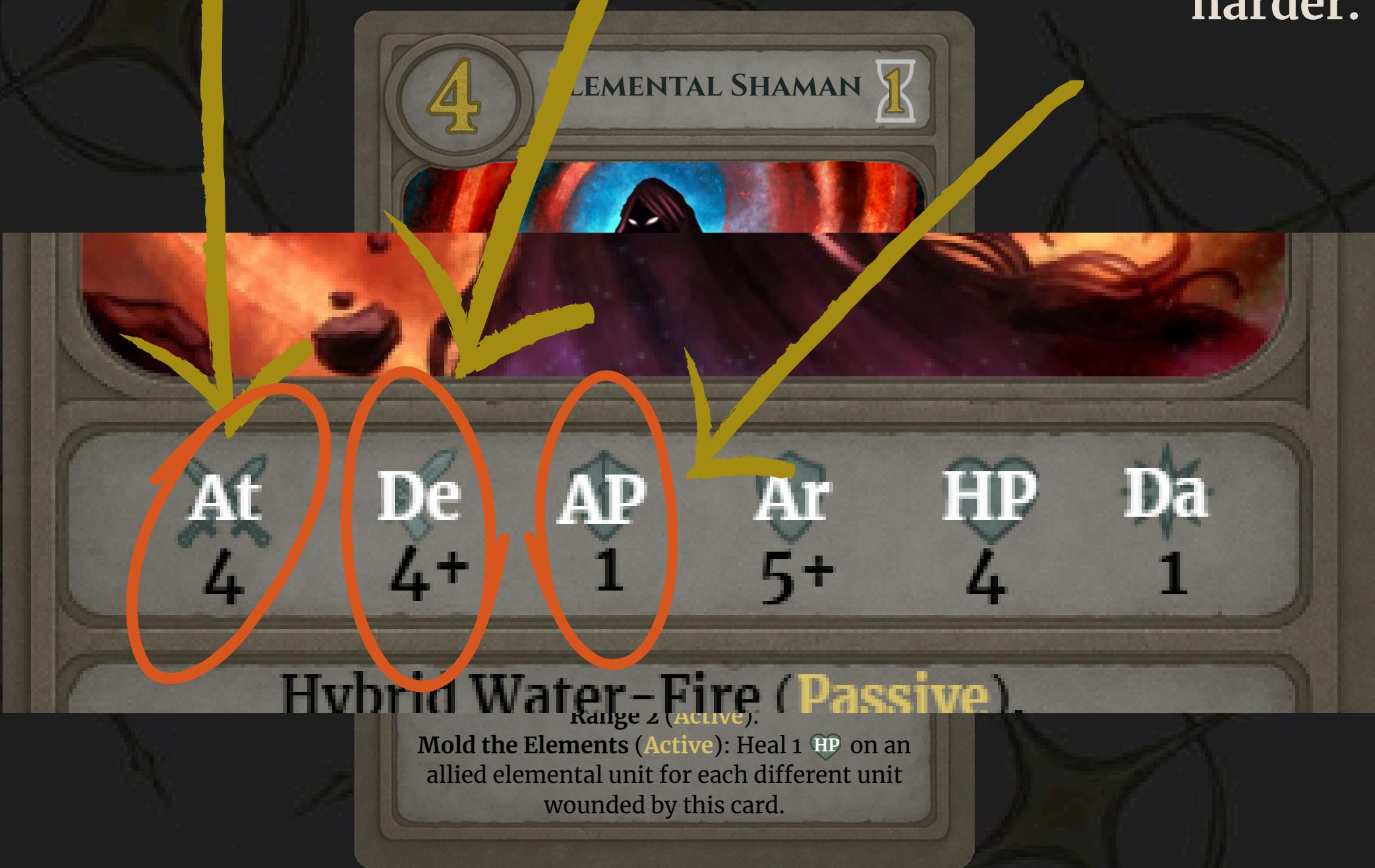
Attacks (At): Number of D6 dice rolled when this unit strikes.



Dexterity (De):
The score needed
on each dice to hit.



Armour Perforation
(AP): Lowers the
defender's effective
Armour, making defense
harder.





At
4

De
4+

AP
1

Ar
5+

HP
4

Da
1

Hybrid Water-Fire (Passive).

Mold the Elements (Active): Heal 1 HP on an allied elemental unit for each different unit wounded by this card.



Armour (AR): Roll dice equal to incoming hits; each result at or above AR cancels ones.



Damage (Da): Health lost per successful, uncancelled hit.



Hit Points (HP): The unit's total health. At 0, it is destroyed.

MASTER THE CARDS, MASTER THE WAR



PARIAH

4

ELEMENTAL SHAMAN

1

At
4De
4+AP
1Ar
5+HP
4Da
1

Hybrid Water-Fire (Passive).

Range 2 (Active).

Mold the Elements (Active): Heal 1 on an allied elemental unit for each different unit wounded by this card.

FINAL PRODUCT

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