

SAGA






CARD GUIDE

-Intro to the Cards-

Every card in SAGA represents either a troop or a spell. Isolated troop cards can be amassed into 'units.' This guide explains the difference between the units in detail. The statistics presented here are for Level 1 units, and are current as of the build at the top of this page.

Each troop's card will be presented with information similar to this:

| | | | | | | | | |
|-----------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|-----------------|---------|--------|--------|-----|--|-------------------------------------------------------------------------------------|
| COMMON | | "Human Archers" | | | | | |  |
| Infantry Ranged | CP | 1 | DMG | 5 - 15 | Morale | 45 | | |
| | AR | 18 | Range | 65 | S/A | 1 | | |
| | DR | 16 | Stamina | 75 | Att/S | 0.5 | | |
| | HP | 250 | Speed | 6 | Res | 10 | | |
| | "(passive) Human Archers have a +75% AR and +100% damage against flying units." | | | | | | | |
|  |  | | | | | | | |
| Bow | Leather | | | | | | | |

Rarity - All cards have a 'rarity', that is to say, how frequently you will come across them in booster packs (common, uncommon and rare).

Class(es) - Troops can have various classes: Infantry, Ranged, Mounted, Siege and Flying. Some troops have bonuses against certain classes. The Human Archers, for example, gain a bonus when fighting flying units.

Equipment - These icons tell you what kinds of items a troop can use.

CP - Command Points: How many CP are used per troop. A unit may only have up to 30 CP total, and creating the unit itself costs 5 CP. If a troop has 1 CP, you will be able to fit 25 of them in a single unit.

AR - Attack Rating: Determines the likelihood of each attack the troop makes successfully hitting its target.

DR - Defense Rating: Determines the likelihood of a troop successfully defending against an attack. In battle, you will see DR(m) and DR(r) for defense against Melee and Ranged attacks, respectively.

HP - Hit Points: The amount of life a troop has. More HP means a troop can take more damage before either being wounded or dying.

DMG - Damage: The range of damage in hit points that a successful attack will inflict.

Range: The maximum distance at which a ranged unit is able to attack in game meters.

Stamina: Determines how long a troop can run or fight without slowing.

Speed: Determines the speed at which the troop moves.

Morale: Determines the likelihood of a troop fleeing battle, beyond a commander's control (See Morale).


S/A - Strikes per Attack: Number of targets potentially affected by each attack the troop makes.

Att/S - Attacks per Second: Describes the frequency of attack for the troop.

Res - Resurrection cost: The amount of god favor you would spend to resurrect the unit from your graveyard when it is dead.

Special - Each unit also possesses its own special abilities. Some units have passive abilities, which always influence their stats in battle. Otherwise, units' abilities take effect only when activated in battle.

Each spell's card will be presented with information similar to this:

|  | Rank | CP | "Die" | Rare | GF Cost: 30 | Warm | Cool |
|---------------------------------------------------------------------------------------|------|----|-----------------------------------------------------------------------|------|-------------|------|------|
| | 1 | 20 | "Targeted unfriendly enemy unit suffers 200-400 points of damage." | | | 90 | 120 |
| | 2 | 25 | "Targeted unfriendly enemy unit suffers 220-450 points of damage." | | | 90 | 110 |
| | 3 | 30 | "Enemy units in target radius (15m) suffer 200-400 points of damage." | | | 75 | 120 |
| | - | - | | | | - | - |
| | - | - | | | | - | - |
| | - | - | | | | - | - |

Rank: For each copy of the card you have, you can stack them into a higher ranked spell.

CP: The amount of CP the spell costs to deploy at each specific rank.

Effect: The effect of the spell at each specific rank.

GF Cost: The amount of God Favor it costs each time the spell is used.

Warm: The amount of time you must wait between deploying the spell and casting it.

Cool: The amount of time you must wait after casting the spell to cast it again.



Neutral Cards



"Armored Behemoth" Uncommon
Mounted

| | | | | | | | |
|----|------|---------|---------|--------|-----|-------|------|
| CP | 15 | DMG | 20 - 70 | Morale | 80 | | |
| AR | 20 | Range | 3 | S/A | 4 | | |
| DR | 36 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 4200 | Speed | 9 | Res | 225 | Charm | Ward |

"(passive) Armored Behemoths have a +100% AR, +100% damage, and +15% DR bonus vs. machines."



"Ballista" Uncommon
Ranged
Machine

| | | | | | | | |
|----|------|---------|-----------|--------|------|------------|---------|
| CP | 13 | DMG | 300 - 500 | Morale | 60 | | |
| AR | 22 | Range | 120 | S/A | 1 | | |
| DR | 28 | Stamina | 100 | Att/S | 0.25 | | |
| HP | 1625 | Speed | 4 | Res | 200 | Siege Gear | Plating |

"Gore - Units in target radius (10m) suffer -50% movement speed for 20 seconds. Cooldown: 30 seconds."



"Behemoth" Uncommon
Mounted

| | | | | | | | |
|----|------|---------|---------|--------|-----|-------|------|
| CP | 15 | DMG | 20 - 70 | Morale | 80 | | |
| AR | 22 | Range | 3 | S/A | 4 | | |
| DR | 34 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 3500 | Speed | 11 | Res | 225 | Charm | Ward |

"Crushing Feet - Nearby enemy units(10m) suffer 25-50 damage and -30 moral. Cooldown: 45 Seconds"



"Catapult" Uncommon
Ranged
Machine

| | | | | | | | |
|----|------|---------|-----------|--------|------|------------|---------|
| CP | 13 | DMG | 125 - 175 | Morale | 55 | | |
| AR | 18 | Range | 80 | S/A | 3 | | |
| DR | 28 | Stamina | 100 | Att/S | 0.25 | | |
| HP | 1875 | Speed | 4 | Res | 200 | Siege Gear | Plating |

"(passive) Catapults have +750% AR and do +75% damage against walls and buildings."

| Rank | CP | "Charge" | Uncommon | Cost | Warm |
|------|-----|--------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Units in target radius (10m) gain +25% movement and +25% AR for 50 seconds." | | 26 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Units in target radius (30m) gain +25% movement and +40% AR for 140 seconds." | | 164 | 0 |



"Covered Ram" Uncommon
Machine

| | | | | | | | |
|----|------|---------|----------|--------|------|------------|---------|
| CP | 13 | DMG | 35 - 125 | Morale | 80 | | |
| AR | 10 | Range | 1 | S/A | 1 | | |
| DR | 33 | Stamina | 100 | Att/S | 0.25 | | |
| HP | 3500 | Speed | 5 | Res | 200 | Siege Gear | Plating |

"(passive) Covered Rams have +600% AR, +250% DR and do +500% damage against walls and buildings."



"Drake" Uncommon
Ranged
Flying

| | | | | | | | |
|----|-----|---------|---------|--------|------|-------|------|
| CP | 3 | DMG | 18 - 26 | Morale | 85 | | |
| AR | 24 | Range | 15 | S/A | 3 | | |
| DR | 25 | Stamina | 115 | Att/S | 0.25 | | |
| HP | 700 | Speed | 12 | Res | 40 | Charm | Ward |

"(passive) Drakes have +50% AR, +50% DR, and +100% damage against special units."



| Rank | CP | "Fireball" | Rare | Cost | Warm |
|------|-----|----------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Units in target radius (15m) suffer 100-150 damage and -5 morale." | | 65 | 10 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (25m) suffer 300-350 damage and -15 morale." | | 144 | 50 |



| Rank | CP | "Fleet Foot" | Uncommon | Cost | Warm |
|------|-----|--------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Targeted friendly unit moves +110% faster for 90 seconds." | | 27 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Targeted friendly unit moves +200% faster for 135 seconds." | | 74 | 0 |



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"Great Dragon" Rare

| | | | | | | | |
|----|------|---------|-----------|--------|------|--------|------|
| CP | 25 | DMG | 305 - 465 | Morale | 135 | | |
| AR | 34 | Range | 20 | S/A | 2 | Ranged | |
| DR | 32 | Stamina | 115 | Att/S | 0.25 | Flying | |
| HP | 4200 | Speed | 11 | Res | 475 | Charm | Ward |

"Incinerate - Units in target area (30m) suffer 35-165 damage, -25 morale and -20% DR for 30 seconds. Cooldown: 120 seconds."



"Heal" Uncommon

| | | | |
|------|-----|------|------|
| Rank | CP | Cost | Warm |
| 1 | 5 | 60 | 0 |
| ... | ... | ... | ... |
| 10 | 14 | 204 | 0 |

"Each troop in targeted, friendly unit heals 100-300 hit points."
"Each troop in targeted radius (30m) heals 500-700 hit points."



"Hold Fast" Rare

| | | | |
|------|-----|------|------|
| Rank | CP | Cost | Warm |
| 1 | 5 | 64 | 25 |
| ... | ... | ... | ... |
| 5 | 9 | 115 | 45 |

"Target friendly unit is immobile and gains +1000% DR for 25 sec."
"Target friendly unit is immobile, gains +1000% DR for 45 sec."



"Human Archers" Common

| | | | | | | | |
|----|-----|---------|--------|--------|-----|----------|---------|
| CP | 1 | DMG | 5 - 15 | Morale | 45 | Ranged | |
| AR | 18 | Range | 65 | S/A | 1 | Infantry | |
| DR | 16 | Stamina | 75 | Att/S | 0.5 | | |
| HP | 250 | Speed | 6 | Res | 10 | Bow | Leather |

"(passive) Human Archers have a +75% AR and +100% damage against flying units."



"Human Cavalry Archers" Common

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|-------|
| CP | 2 | DMG | 10 - 25 | Morale | 55 | Ranged | |
| AR | 26 | Range | 50 | S/A | 1 | Mounted | |
| DR | 25 | Stamina | 110 | Att/S | 0.5 | | |
| HP | 400 | Speed | 13 | Res | 10 | Bow | Chain |

"Evasion - Unit gains +25% DR and +50% movement speed for 15 seconds. Cooldown: 120 seconds."

Neutral Cards

"Human Crossbowmen" Common

| | | | | | | | |
|----|-----|---------|---------|--------|------|----------|---------|
| CP | 1 | DMG | 10 - 30 | Morale | 55 | Ranged | |
| AR | 22 | Range | 60 | S/A | 1 | Infantry | |
| DR | 19 | Stamina | 65 | Att/S | 0.25 | | |
| HP | 250 | Speed | 6 | Res | 10 | Crossbow | Leather |

"Long Flight - Unit gains +100% range and -10% AR for 30 seconds. Cooldown: 60 seconds."



"Human Heavy Cavalry" Common

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|-------|
| CP | 2 | DMG | 15 - 21 | Morale | 70 | Mounted | |
| AR | 23 | Range | 1 | S/A | 1 | | |
| DR | 28 | Stamina | 120 | Att/S | 0.5 | | |
| HP | 415 | Speed | 10 | Res | 10 | Sword | Plate |

"(passive) Heavy Cavalry have a +100% AR, +25% DR, and +100% damage against ranged units."



"Human Heavy Infantry" Common

| | | | | | | | |
|----|-----|---------|--------|--------|-----|----------|-------|
| CP | 1 | DMG | 5 - 16 | Morale | 70 | Infantry | |
| AR | 17 | Range | 1 | S/A | 1 | | |
| DR | 24 | Stamina | 140 | Att/S | 0.5 | | |
| HP | 300 | Speed | 5 | Res | 10 | Mace | Chain |

"(passive) Heavy Infantry have a +100% AR, +25% DR, and +100% damage against machine units."



"Human Javelineers" Common

| | | | | | | | |
|----|-----|---------|---------|--------|------|----------|---------|
| CP | 1 | DMG | 13 - 30 | Morale | 60 | Ranged | |
| AR | 20 | Range | 45 | S/A | 1 | Infantry | |
| DR | 19 | Stamina | 100 | Att/S | 0.25 | | |
| HP | 300 | Speed | 7 | Res | 10 | Spear | Leather |

"Disperse - Unit has +100% AR, +100% damage, and +50% DR against mounted units for 30 seconds. 60 second cooldown."



"Human Light Cavalry" Common

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|---------|
| CP | 2 | DMG | 10 - 25 | Morale | 60 | Mounted | |
| AR | 25 | Range | 1 | S/A | 1 | | |
| DR | 22 | Stamina | 160 | Att/S | 0.5 | | |
| HP | 450 | Speed | 15 | Res | 10 | Sword | Leather |

"Determination - Unit gains +50% AR, +100% damage vs. ranged units for 30 seconds. Cooldown: 90 seconds."



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"Human Light Infantry" Common Infantry

| | | | | | | | |
|----|-----|---------|--------|--------|-----|------|---------|
| CP | 1 | DMG | 7 - 17 | Morale | 65 | | |
| AR | 17 | Range | 1 | S/A | 1 | | |
| DR | 21 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 285 | Speed | 7 | Res | 10 | Mace | Leather |

"Hold the Line - Friendly units in target radius (20m) gain +2% DR per Light Infantry for 30 seconds. Cooldown: 90 seconds."



"Human Mercenaries" Common Infantry

| | | | | | | | |
|----|-----|---------|--------|--------|-----|-----|-------|
| CP | 1 | DMG | 7 - 15 | Morale | 65 | | |
| AR | 22 | Range | 1 | S/A | 1 | | |
| DR | 22 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 280 | Speed | 6 | Res | 10 | Axe | Chain |

"Fightin' Dirty - Target enemy unit suffers -2% attack speed, -2% damage, and -2% AR per Mercenary for 30 seconds. Cooldown: 45 seconds."



"Human Pikemen" Common Infantry

| | | | | | | | |
|----|-----|---------|--------|--------|-----|---------|---------|
| CP | 1 | DMG | 5 - 17 | Morale | 60 | | |
| AR | 18 | Range | 2 | S/A | 1 | | |
| DR | 19 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 280 | Speed | 6 | Res | 10 | Polearm | Leather |

"(passive) Pikemen have a +100% AR, +100% damage, and +75% DR against mounted units."



"Human Spearmen" Common Ranged Infantry

| | | | | | | | |
|----|-----|---------|--------|--------|-----|-------|---------|
| CP | 1 | DMG | 5 - 17 | Morale | 60 | | |
| AR | 23 | Range | 35 | S/A | 1 | | |
| DR | 19 | Stamina | 130 | Att/S | 0.5 | | |
| HP | 275 | Speed | 7 | Res | 10 | Spear | Leather |

"Confusion - Ranged units in target radius(10m) suffer -2% AR, DR, and movement speed per Spearman for 30 seconds. Cooldown: 90 seconds."



"Ice Drake" Uncommon Ranged Flying

| | | | | | | | |
|----|------|---------|---------|--------|------|-------|------|
| CP | 13 | DMG | 32 - 45 | Morale | 105 | | |
| AR | 28 | Range | 15 | S/A | 4 | | |
| DR | 25 | Stamina | 110 | Att/S | 0.75 | | |
| HP | 2900 | Speed | 9 | Res | 200 | Charm | Ward |

"(passive) Ice Drakes have +50% AR, +125% DR, and +25% damage against flying units."

Neutral Cards

| Rank | CP | "Growth" | Common | Cost | Warm |
|------|-----|--------------------------------------------------------------------------|--------|------|------|
| 1 | 5 | "Units in target radius (10m) grow and gain +5% Damage for 30 seconds." | | 10 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Units in target radius (10m) grow and gain +23% Damage for 75 seconds." | | 29 | 0 |



| Rank | CP | "Let Fly" | Rare | Cost | Warm |
|------|-----|-----------------------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Friendly, ranged units in target radius (15m) gain +25% attack speed for 120 seconds." | | 74 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Friendly, ranged units in target radius (35m) gain +40% attack speed for 120 seconds." | | 158 | 0 |



| Rank | CP | "Rally" | Uncommon | Cost | Warm |
|------|-----|------------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Friendly units in target radius (5m) gain +45% DR and 50 morale for 50 seconds." | | 28 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly units in target radius (50m) gain +45% DR and 70 morale for 95 seconds." | | 185 | 0 |



| Rank | CP | "Shrink" | Common | Cost | Warm |
|------|-----|------------------------------------------------------------------------------|--------|------|------|
| 1 | 5 | "Units in target radius (10m) shrink and suffer -5% Damage for 30 seconds." | | 10 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Units in target radius (10m) shrink and suffer -23% Damage for 75 seconds." | | 29 | 0 |



| Rank | CP | "Take Aim" | Uncommon | Cost | Warm |
|------|-----|-----------------------------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Targeted friendly range unit gains +75% AR, +5% range and suffers -50% movement for 110 seconds." | | 27 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Targeted friendly range unit gains +120% AR, +50% range and suffers -5% movement for 200 seconds." | | 132 | 0 |





"Rhyax"

Promotional

| | | | | | | | |
|----|------|---------|----------|--------|------|-------|------|
| CP | 15 | DMG | 70 - 180 | Morale | 70 | | |
| AR | 25 | Range | 1 | S/A | 4 | | |
| DR | 30 | Stamina | 180 | Att/S | 0.25 | | |
| HP | 3800 | Speed | 8 | Res | 225 | Charm | Ward |

"Armor Shell (passive) - Rhyax has +300% DR against Flying units."



"Trebuchet"

Uncommon

| | | | | | | | |
|----|------|---------|-----------|--------|------|------------|---------|
| CP | 17 | DMG | 225 - 400 | Morale | 55 | | |
| AR | 10 | Range | 120 | S/A | 1 | | |
| DR | 28 | Stamina | 100 | Att/S | 0.25 | | |
| HP | 2000 | Speed | 3 | Res | 275 | Siege Gear | Plating |

"(passive) Trebuchets have +1500% AR and do +225% damage against walls and buildings."



Light Cards



"Arthis Maker" Rare

| | | | | | | | |
|----|------|---------|-----------|--------|-----|------|-------|
| CP | 20 | DMG | 100 - 120 | Morale | 100 | | |
| AR | 30 | Range | 1 | S/A | 3 | | |
| DR | 34 | Stamina | 160 | Att/S | 0.5 | | Hero |
| HP | 3200 | Speed | 8 | Res | 400 | Mace | Plate |

"Heroic Aura - Increases DR by 15%. Hostile Takeover - Instantly captures an enemy building."



| | | | | | |
|------|-----|-----------------------------------------------------------------------------------------------------|----------|------|------|
| Rank | CP | "Back You Devils" | Uncommon | Cost | Warm |
| 1 | 5 | "Unfriendly units in target radius (5m) suffer -75% movement speed and -2 morale for 30 seconds." | | 11 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Unfriendly units in target radius (50m) suffer -75% movement speed and -20 morale for 75 seconds." | | 129 | 0 |



| | | | | | |
|------|-----|--------------------------------------------------------------------------------------|----------|------|------|
| Rank | CP | "Bless" | Uncommon | Cost | Warm |
| 1 | 5 | "Friendly units in target radius (10m) gain +50% DR and +5 morale for 40 seconds." | | 29 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly units in target radius (40m) gain +50% DR and +50 morale for 100 seconds." | | 167 | 0 |



| | | | | | |
|------|-----|-------------------------------------------------------------------------|------|------|------|
| Rank | CP | "Convert or Die" | Rare | Cost | Warm |
| 1 | 5 | "Unfriendly units in target radius (15m) gain -35% DR for 60 seconds." | | 37 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Unfriendly units in target radius (35m) gain -35% DR for 100 seconds." | | 120 | 0 |

| | | | | | |
|------|-----|---------------------------------------------------------------------------------------------------------|------|------|------|
| Rank | CP | "Divine Retribution" | Rare | Cost | Warm |
| 1 | 5 | "Units in target radius (15m) burst into flame and suffer 6-12 damage every 5 seconds for 90 seconds." | | 62 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (15m) burst into flame and suffer 18-22 damage every 5 seconds for 90 seconds." | | 122 | 0 |



| | | | | | |
|----|-----|-----------------------|----------|---------|-----|
| | | "Giant Bowmen" | Uncommon | | |
| CP | 3 | DMG | 10 - 45 | Morale | 65 |
| AR | 23 | Range | 70 | S/A | 1 |
| DR | 25 | Stamina | 100 | Att/S | 0.5 |
| HP | 625 | Speed | 7 | Res | 40 |
| | | Bow | | Leather | |

"Defensive Fire - Target friendly unit gains +4% DR per Giant Bowman for 30 seconds. Cooldown: 90 seconds."



| | | | | | |
|----|-----|----------------------|----------|--------|-----|
| | | "Giant Magus" | Uncommon | | |
| CP | 3 | DMG | 8 - 26 | Morale | 75 |
| AR | 24 | Range | 30 | S/A | 2 |
| DR | 27 | Stamina | 100 | Att/S | 0.5 |
| HP | 650 | Speed | 8 | Res | 40 |
| | | Staff | | Cloth | |

"Magus Glare(passive) - Enemy units in 20 yard range take -1% DR every 3 seconds. Void(active) - Enemy units in target range are sucked into the center of the Target."



| | | | | | |
|----|-----|-------------------------|----------|--------|-----|
| | | "Giant Spearmen" | Uncommon | | |
| CP | 3 | DMG | 20 - 45 | Morale | 70 |
| AR | 20 | Range | 35 | S/A | 1 |
| DR | 25 | Stamina | 100 | Att/S | 0.5 |
| HP | 650 | Speed | 7 | Res | 40 |
| | | Spear | | Plate | |

"Rain of Spears - Unit attacks 50% faster for 30 seconds. Cooldown: 90 seconds."



| | | | | | |
|----|-----|-------------------------|----------|--------|-----|
| | | "Giant Warriors" | Uncommon | | |
| CP | 3 | DMG | 15 - 40 | Morale | 75 |
| AR | 25 | Range | 1 | S/A | 2 |
| DR | 28 | Stamina | 165 | Att/S | 0.5 |
| HP | 750 | Speed | 7 | Res | 40 |
| | | Sword | | Plate | |

"Sunder Armor - Target enemy unit suffers -7% DR per Giant Warrior for 30 seconds. Cooldown: 60 seconds."



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Light Cards



"Gold Dragon" Rare

| | | | | | | | | |
|----|------|---------|----------|--------|------|-------|--|--------|
| CP | 25 | DMG | 65 - 105 | Morale | 100 | | | Ranged |
| AR | 25 | Range | 15 | S/A | 8 | | | Flying |
| DR | 31 | Stamina | 100 | Att/S | 0.25 | | | |
| HP | 3400 | Speed | 8 | Res | 375 | Charm | | Ward |

"Thunder's Voice - Nearby enemies (25m) suffer 125-200 damage and -25% attack speed for 15 seconds. Cooldown: 120 seconds."



"Gryphon Riders" Uncommon

| | | | | | | | | |
|----|------|---------|---------|--------|-----|----------|--|---------|
| CP | 6 | DMG | 15 - 40 | Morale | 65 | | | Ranged |
| AR | 29 | Range | 50 | S/A | 2 | | | Flying |
| DR | 30 | Stamina | 115 | Att/S | 0.5 | | | Mounted |
| HP | 1200 | Speed | 8 | Res | 80 | Crossbow | | Chain |

"Gryphon Call - Target enemy unit suffers 40-75 damage and -20 moral per Griffin Rider. Cooldown: 180 seconds."



"Heavy Lancers" Uncommon

| | | | | | | | | |
|----|-----|---------|---------|--------|-----|-------|--|---------|
| CP | 2 | DMG | 15 - 30 | Morale | 75 | | | Mounted |
| AR | 21 | Range | 1 | S/A | 1 | | | |
| DR | 27 | Stamina | 140 | Att/S | 0.5 | | | |
| HP | 500 | Speed | 9 | Res | 25 | Lance | | Plate |

"Trample (passive) - Unit attacks enemy infantry with a +75% AR and does an additional +150% damage."



| | | | | | |
|------|-----|-----------------------------------------------------------------|------|------|------|
| Rank | CP | "Holy Light" | Rare | Cost | Warm |
| 1 | 5 | "Unfriendly target unit cannot move or attack for 60 seconds." | | 55 | 60 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Unfriendly target unit cannot move or attack for 100 seconds." | | 95 | 100 |



"Human Chariot Archers" Uncommon

| | | | | | | | | |
|----|------|---------|---------|--------|-----|-----|--|---------|
| CP | 6 | DMG | 45 - 60 | Morale | 65 | | | Ranged |
| AR | 25 | Range | 40 | S/A | 1 | | | Mounted |
| DR | 27 | Stamina | 95 | Att/S | 0.5 | | | |
| HP | 1000 | Speed | 11 | Res | 80 | Bow | | Plate |

"Glory to Ari-Alia. Target unit gains +7% DR and +25-40 HP per Chariot Archer for 30 seconds. Cooldown: 60 seconds."



"Human Charioteers" Uncommon

| | | | | | | | | |
|----|------|---------|---------|--------|------|-------|--|---------|
| CP | 6 | DMG | 30 - 50 | Morale | 60 | | | Ranged |
| AR | 27 | Range | 35 | S/A | 1 | | | Mounted |
| DR | 28 | Stamina | 90 | Att/S | 0.75 | | | |
| HP | 1000 | Speed | 11 | Res | 80 | Spear | | Plate |

"Divine Rage - Unit does an additional +300% damage for 15 seconds. Cooldown: 90 seconds."



"Human Clerics" Uncommon

| | | | | | | | | |
|----|-----|---------|---------|--------|-----|------|--|----------|
| CP | 2 | DMG | 15 - 30 | Morale | 65 | | | Infantry |
| AR | 28 | Range | 1 | S/A | 1 | | | |
| DR | 25 | Stamina | 170 | Att/S | 0.5 | | | |
| HP | 375 | Speed | 6 | Res | 25 | Mace | | Chain |

"Healing Aura - Friendly troops in target radius (20m) heal 40-60 hit point per cleric in unit. Cooldown: 90 seconds."



"Human Knights" Uncommon

| | | | | | | | | |
|----|-----|---------|---------|--------|-----|-------|--|---------|
| CP | 2 | DMG | 10 - 33 | Morale | 70 | | | Mounted |
| AR | 22 | Range | 1 | S/A | 1 | | | |
| DR | 28 | Stamina | 140 | Att/S | 0.5 | | | |
| HP | 425 | Speed | 11 | Res | 25 | Sword | | Plate |

"For Glory - Unit gains +500% DR for 20 seconds. Cooldown: 60 seconds."



"Human Light Lancers" Uncommon

| | | | | | | | | |
|----|-----|---------|---------|--------|-----|-------|--|---------|
| CP | 2 | DMG | 15 - 30 | Morale | 60 | | | Mounted |
| AR | 25 | Range | 1 | S/A | 1 | | | |
| DR | 24 | Stamina | 155 | Att/S | 0.5 | | | |
| HP | 450 | Speed | 13 | Res | 20 | Lance | | Chain |

"Thundering Hooves - Unit gains +25% AR, +30% movement speed, and does +100% damage for 30 seconds. Cooldown: 90 seconds."



"Human Paladins" Uncommon

| | | | | | | | | |
|----|-----|---------|---------|--------|-----|-------|--|----------|
| CP | 2 | DMG | 15 - 30 | Morale | 85 | | | Infantry |
| AR | 25 | Range | 1 | S/A | 1 | | | |
| DR | 29 | Stamina | 165 | Att/S | 0.5 | | | |
| HP | 400 | Speed | 6 | Res | 25 | Sword | | Plate |

"Violence is Golden - Unit gains +100% attack speed, +50% movement speed, and +25% damage for 30 seconds. Cooldown: 120 seconds."

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"Human Priestess" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 2 | DMG | 15 - 30 | Morale | 60 | | |
| AR | 25 | Range | 35 | S/A | 1 | Ranged | |
| DR | 24 | Stamina | 100 | Att/S | 0.5 | Infantry | |
| HP | 325 | Speed | 6 | Res | 25 | Charm | Cloth |

"Ring of Fire - Target enemy unit suffers 15-20 damage and -3% DR for 30 seconds per Priestess. Cooldown: 120 seconds."



"Human Swordmaidens" Common

| | | | | | | | |
|----|-----|---------|--------|--------|-----|----------|-------|
| CP | 1 | DMG | 7 - 13 | Morale | 65 | Infantry | |
| AR | 22 | Range | 1 | S/A | 1 | | |
| DR | 25 | Stamina | 145 | Att/S | 0.5 | | |
| HP | 275 | Speed | 7 | Res | 15 | Sword | Chain |

"Guiding Blade - Target enemy unit is stunned 1 second per sword maiden. Cooldown: 120 seconds."



| Rank | CP | "Make Haste" | Uncommon | Cost | Warm |
|------|-----|----------------------------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Friendly units in target radius (10m) gain +50% movement and +5% attack speed for 60 seconds." | | 28 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly units in target radius (15m) gain +100% movement and +30% attack speed for 140 seconds." | | 130 | 0 |



"Paladin Giants" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 3 | DMG | 15 - 30 | Morale | 75 | Infantry | |
| AR | 25 | Range | 1 | S/A | 2 | | |
| DR | 32 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 750 | Speed | 6 | Res | 40 | Sword | Plate |

"Regal Aura - Nearby enemy units (30m) suffer -5% attack speed per Giant for 30 seconds. Cooldown: 90 seconds."



"Phoenix" Uncommon

| | | | | | | | |
|----|------|---------|----------|--------|------|--------|------|
| CP | 6 | DMG | 70 - 120 | Morale | 70 | Ranged | |
| AR | 24 | Range | 25 | S/A | 1 | Flying | |
| DR | 31 | Stamina | 100 | Att/S | 0.25 | | |
| HP | 1100 | Speed | 9 | Res | 80 | Charm | Ward |

"Ignite - Nearby troops (25m) are engulfed in flame taking 30-60 damage per Phoenix. Cooldown: 120 seconds."

Light Cards

| Rank | CP | "Righteous Indignation" | Uncommon | Cost | Warm |
|------|-----|---------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Friendly unit gains +50% damage per attack for 80 seconds." | | 26 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly unit gains +90% damage per attack for 240 seconds." | | 143 | 0 |



"Siege Giants" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 3 | DMG | 15 - 30 | Morale | 90 | Infantry | |
| AR | 25 | Range | 1 | S/A | 2 | | |
| DR | 28 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 700 | Speed | 7 | Res | 40 | Mace | Chain |

"(passive) Unit has +100% AR, +25% DR, and does an additional +75% damage against walls, structures, and machines."



| Rank | CP | "Unstable Footing" | Uncommon | Cost | Warm |
|------|-----|------------------------------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Unfriendly units in target radius (15m) suffer -30% movement for 25 seconds." | | 13 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Unfriendly units in target radius (15m) suffer -75% movement and -45% attack speed for 70 seconds." | | 66 | 0 |



"White Dragon" Rare

| | | | | | | | |
|----|------|---------|---------|--------|------|--------|------|
| CP | 15 | DMG | 45 - 85 | Morale | 80 | Ranged | |
| AR | 23 | Range | 15 | S/A | 6 | Flying | |
| DR | 29 | Stamina | 135 | Att/S | 0.25 | | |
| HP | 3200 | Speed | 12 | Res | 225 | Charm | Ward |

"Teleport - White Dragon may teleport up to 250 meters away. Cooldown: 45 seconds."





Machines Cards



"Automatic Ballista" Rare

| | | | | | | |
|----|------|---------|----------|--------|-----|--------------------|
| CP | 15 | DMG | 35 - 100 | Morale | 65 | Ranged |
| AR | 23 | Range | 90 | S/A | 3 | Machine |
| DR | 27 | Stamina | 190 | Att/S | 0.5 | |
| HP | 2000 | Speed | 5 | Res | 225 | Siege Gear Plating |

"Siege (passive) - Automatic Ballista has a +150% AR and does an additional +50% damage against infantry."



"Cannon" Uncommon

| | | | | | | |
|----|------|---------|---------|--------|------|--------------------|
| CP | 6 | DMG | 30 - 70 | Morale | 65 | Ranged |
| AR | 25 | Range | 65 | S/A | 3 | Machine |
| DR | 25 | Stamina | 120 | Att/S | 0.25 | |
| HP | 1000 | Speed | 5 | Res | 80 | Siege Gear Plating |

"Sonic Charges - Infantry in target radius(15m) are stunned for 4 seconds per Cannon. Cooldown: 120 seconds."



| | | | | | |
|------|-----|----------------------------------------------------------|----------|------|------|
| Rank | CP | "Death From Above" | Uncommon | Cost | Warm |
| 1 | 5 | "All of your flying units gain +15% AR for 30 seconds." | | 30 | 30 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "All of your flying units gain +105% AR for 75 seconds." | | 101 | 75 |



"Dragon Slayers" Rare

| | | | | | | |
|----|------|---------|----------|--------|------|--------------------|
| CP | 15 | DMG | 75 - 110 | Morale | 65 | Ranged |
| AR | 19 | Range | 90 | S/A | 3 | Machine |
| DR | 25 | Stamina | 190 | Att/S | 0.25 | |
| HP | 2500 | Speed | 5 | Res | 225 | Siege Gear Plating |

"Dragon Slaying (passive) - Unit attacks with a +300% AR, +100% DR, and does an additional +125% damage against flying troops."

"Dwarven Axemen" Common

| | | | | | | |
|----|-----|---------|--------|--------|-----|-----------|
| CP | 1 | DMG | 5 - 16 | Morale | 70 | Infantry |
| AR | 23 | Range | 1 | S/A | 1 | |
| DR | 24 | Stamina | 175 | Att/S | 0.5 | |
| HP | 325 | Speed | 7 | Res | 20 | Axe Chain |

"Hardiness (passive) - +25% AR and +65% DR against ranged attackers."



"Dwarven Balloonists" Uncommon

| | | | | | | |
|----|------|---------|---------|--------|-----|-----------------|
| CP | 6 | DMG | 45 - 65 | Morale | 65 | Ranged |
| AR | 28 | Range | 45 | S/A | 1 | Flying |
| DR | 30 | Stamina | 105 | Att/S | 0.5 | |
| HP | 1000 | Speed | 8 | Res | 80 | Firearm Leather |

"Gas bomb - Nearby units (25m) suffer -25% movement speed and -50% attack speed for 30 seconds. Cooldown: 60 seconds."



"Dwarven Bombardiers" Uncommon

| | | | | | | |
|----|-----|---------|---------|--------|------|--------------------|
| CP | 2 | DMG | 35 - 65 | Morale | 70 | Ranged |
| AR | 23 | Range | 85 | S/A | 1 | Infantry |
| DR | 25 | Stamina | 90 | Att/S | 0.25 | |
| HP | 425 | Speed | 5 | Res | 35 | Siege Gear Leather |

"Fire Powder - Attacks do an additional +75% damage for 15 seconds. Cooldown: 60 seconds."



"Dwarven Crossbowmen" Uncommon

| | | | | | | |
|----|-----|---------|---------|--------|------|----------------|
| CP | 2 | DMG | 35 - 55 | Morale | 65 | Ranged |
| AR | 22 | Range | 50 | S/A | 1 | Infantry |
| DR | 24 | Stamina | 110 | Att/S | 0.25 | |
| HP | 425 | Speed | 5 | Res | 35 | Crossbow Chain |

"Dwarven Chant - Friendly units in target radius (30m) gain +2 morale and heal 35-45 hitpoints per Crossbowman. Cooldown: 120 seconds."



"Dwarven Flamethrowers" Uncommon

| | | | | | | |
|----|-----|---------|---------|--------|------|--------------------|
| CP | 2 | DMG | 25 - 35 | Morale | 70 | Ranged |
| AR | 21 | Range | 15 | S/A | 2 | Infantry |
| DR | 26 | Stamina | 135 | Att/S | 0.25 | |
| HP | 425 | Speed | 6 | Res | 35 | Siege Gear Leather |

"Inferno Burst - +50% AR, +400% damage for 5 seconds. Cooldown: 45 seconds."



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"Dwarven Hand Cannoneers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|---------|----------|
| CP | 2 | DMG | 30 - 50 | Morale | 65 | | Ranged |
| AR | 23 | Range | 45 | S/A | 1 | | Infantry |
| DR | 26 | Stamina | 130 | Att/S | 0.25 | | |
| HP | 375 | Speed | 7 | Res | 25 | Firearm | Leather |

"Frag Rounds - Units in target radius (10m) suffer -3% movement speed and -2% attack speed per Cannoneer for 20 seconds. Cooldown: 30 seconds."



"Dwarven Hunters" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|----------|
| CP | 2 | DMG | 15 - 30 | Morale | 65 | | Ranged |
| AR | 24 | Range | 65 | S/A | 1 | | Infantry |
| DR | 24 | Stamina | 110 | Att/S | 0.5 | | |
| HP | 425 | Speed | 6 | Res | 35 | Firearm | Chain |

"Beast Hunter (passive) - Unit gains +100% AR and do +80% damage against mounted units."



"Dwarven Mechanists" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|------------|----------|
| CP | 2 | DMG | 20 - 30 | Morale | 75 | | Ranged |
| AR | 21 | Range | 15 | S/A | 1 | | Infantry |
| DR | 26 | Stamina | 135 | Att/S | 0.5 | | |
| HP | 400 | Speed | 6 | Res | 25 | Siege Gear | Leather |

"Field Repairs - Heal all nearby machines for 130-200 hit points per Mechanist. Cooldown: 60 seconds."



"Dwarven Munitions Experts" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|------|----------|
| CP | 2 | DMG | 15 - 32 | Morale | 90 | | Infantry |
| AR | 23 | Range | 1 | S/A | 1 | | |
| DR | 27 | Stamina | 175 | Att/S | 0.5 | | |
| HP | 475 | Speed | 7 | Res | 35 | Mace | Leather |

"Detonate - Unit uses explosive charges which cause 75-150 damage per Dwarf to nearby structures and machines (25m). Cooldown: 50 seconds."



"Dwarven Rocketeers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|------|----------|
| CP | 2 | DMG | 25 - 30 | Morale | 70 | | Infantry |
| AR | 29 | Range | 1 | S/A | 1 | | |
| DR | 26 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 450 | Speed | 6 | Res | 35 | Mace | Leather |

"Launch - Dwarves fly up to 100 meters away with a small chance of a mid-flight explosion. Cooldown: 60 seconds."

Machines Cards

"Dwarven Zeppelin" Rare

| | | | | | | | |
|----|------|---------|---------|--------|------|------------|---------|
| CP | 13 | DMG | 30 - 50 | Morale | 75 | | Ranged |
| AR | 24 | Range | 60 | S/A | 8 | | Flying |
| DR | 30 | Stamina | 190 | Att/S | 0.25 | | Machine |
| HP | 3250 | Speed | 9 | Res | 200 | Siege Gear | Plating |

"Motherlode - Nearby units (30m) suffer 80-175 damage. Cooldown: 90 seconds."



"Flying Fortress" Rare

| | | | | | | | |
|----|------|---------|---------|--------|------|------------|---------|
| CP | 25 | DMG | 25 - 45 | Morale | 110 | | Ranged |
| AR | 28 | Range | 30 | S/A | 4 | | Flying |
| DR | 36 | Stamina | 190 | Att/S | 0.75 | | Machine |
| HP | 4400 | Speed | 7 | Res | 200 | Siege Gear | Plating |

"Paratroopers - Drops Hand Cannoneers or Hunters (25m) on to the battlefield for 120 seconds. Cooldown: 240 seconds."



"Ivan Brindlekit" Rare

| | | | | | | | |
|----|------|---------|-----------|--------|------|------|---------|
| CP | 20 | DMG | 110 - 135 | Morale | 90 | | |
| AR | 35 | Range | 1 | S/A | 2 | | |
| DR | 29 | Stamina | 180 | Att/S | 0.75 | | Hero |
| HP | 3500 | Speed | 8 | Res | 400 | Mace | Leather |

"Heroic Aura - Increases infantry movement speed by 15%. Airdrop - Launches Ivan to the target destination, doing 200 damage to enemies in a 15m radius upon landing."



"Iron Tank" Rare

| | | | | | | | |
|----|------|---------|----------|--------|------|------------|---------|
| CP | 25 | DMG | 70 - 125 | Morale | 80 | | Ranged |
| AR | 35 | Range | 60 | S/A | 5 | | Machine |
| DR | 34 | Stamina | 190 | Att/S | 0.25 | | |
| HP | 3800 | Speed | 5 | Res | 275 | Siege Gear | Plating |

"Explosive Shot - Unit does an additional +100% damage for 25 seconds. Cooldown: 90 seconds."



| | | | | | |
|------|-----|----------------------------------------------------------------------|------|------|------|
| Rank | CP | "Let Them Burn" | Rare | Cost | Warm |
| 1 | 5 | "Units in target radius (30m) suffer 50-100 damage and -5 morale." | | 76 | 90 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (50m) suffer 150-500 damage and -25 morale." | | 187 | 70 |



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"Mech Giant" Rare Machine

| | | | | | | | |
|----|------|---------|-----------|--------|------|------------|---------|
| CP | 25 | DMG | 130 - 175 | Morale | 95 | | |
| AR | 25 | Range | 1 | S/A | 4 | | |
| DR | 34 | Stamina | 200 | Att/S | 0.25 | | |
| HP | 4800 | Speed | 7 | Res | 375 | Siege Gear | Plating |

"Heat Expulsion - Nearby units (15m) take 110-175 damage and suffer -25% movement speed for 15 seconds. Cooldown: 90 seconds."



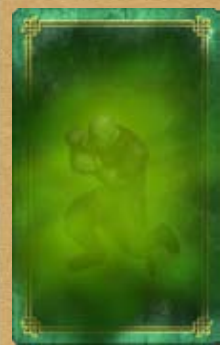
| Rank | CP | "Scorched Earth" | Rare | Cost | Warm |
|------|-----|----------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Units in target radius (15m) suffer 2 damage every second for 60 seconds" | | 49 | 70 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (35m) suffer 6 damage every second for 60 seconds" | | 139 | 30 |



"Siege Drill" Rare Machine

| | | | | | | | |
|----|------|---------|----------|--------|-----|------------|---------|
| CP | 13 | DMG | 80 - 150 | Morale | 100 | | |
| AR | 28 | Range | 1 | S/A | 1 | | |
| DR | 34 | Stamina | 190 | Att/S | 0.5 | | |
| HP | 4500 | Speed | 6 | Res | 200 | Siege Gear | Plating |

"(passive) Unit has +500% AR, +250% DR, and does an additional +175% damage against walls, buildings, and machines."



| Rank | CP | "Smog" | Rare | Cost | Warm |
|------|-----|--------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Targeted enemy unit suffers 1-3 damage every 2 seconds for 240 seconds" | | 72 | 90 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Targeted enemy unit suffers 5-7 damage every 2 seconds for 240 seconds" | | 216 | 50 |



| Rank | CP | "Stoke the Fire" | Rare | Cost | Warm |
|------|-----|---------------------------------------------------------------|------|------|------|
| 1 | 5 | "All of your machinery gains +100% movement for 55 seconds." | | 64 | 30 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "All of your machinery gains +100% movement for 115 seconds." | | 134 | 50 |

Machines Cards

"Wooden Tank" Uncommon Ranged Machine

| | | | | | | | |
|----|------|---------|---------|--------|------|------------|---------|
| CP | 6 | DMG | 30 - 55 | Morale | 70 | | |
| AR | 22 | Range | 65 | S/A | 3 | | |
| DR | 29 | Stamina | 190 | Att/S | 0.25 | | |
| HP | 1100 | Speed | 8 | Res | 80 | Siege Gear | Plating |

"Supercharge - Unit gains +100% movement speed, +25% attack speed, and +25% damage for 30 seconds. Cooldown: 90 seconds."





Magic Cards



"Ankhir Fellhand" Rare

| | | | | | | | |
|----|------|---------|---------|--------|-----|-------|-------|
| CP | 20 | DMG | 80 - 90 | Morale | 90 | | |
| AR | 30 | Range | 1 | S/A | 3 | | |
| DR | 30 | Stamina | 150 | Att/S | 1 | | Hero |
| HP | 3000 | Speed | 8 | Res | 400 | Sword | Chain |

"Heroic Aura - Increases melee attack speed by 30%. Disarm - Decreases enemy targets range by 95%."



"Black Dragon" Rare

| | | | | | | | |
|----|------|---------|----------|--------|------|-------|--------|
| CP | 25 | DMG | 60 - 100 | Morale | 100 | | Ranged |
| AR | 32 | Range | 15 | S/A | 6 | | Flying |
| DR | 28 | Stamina | 105 | Att/S | 0.25 | | |
| HP | 3300 | Speed | 8 | Res | 375 | Charm | Ward |

"Disease - Enemy units within target radius (30m) suffer 75-190 damage -20% attack speed, and -50% movement speed for 30 seconds. Cooldown: 120 seconds."



"Blindness" Uncommon

| Rank | CP | | Cost | Warm |
|------|-----|------------------------------------------------------------------------------------------|------|------|
| 1 | 5 | "Unfriendly units in target radius (20m) suffer -40% AR for 30 seconds." | 24 | 0 |
| ... | ... | ... | ... | ... |
| 10 | 14 | "Unfriendly units in target radius (20m) suffer -85% AR and -45 morale for 120 seconds." | 122 | 0 |



"Blood Storm" Rare

| Rank | CP | | Cost | Warm |
|------|-----|------------------------------------------------------------------------------------|------|------|
| 1 | 5 | "Units in target radius (10m) suffer 5-10 damage every 3 seconds for 60 seconds." | 54 | 0 |
| ... | ... | ... | ... | ... |
| 5 | 9 | "Units in target radius (30m) suffer 25-30 damage every 3 seconds for 60 seconds." | 192 | 0 |

"Bone Golem" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|-------|------|
| CP | 6 | DMG | 20 - 50 | Morale | 150 | | |
| AR | 23 | Range | 1 | S/A | 4 | | |
| DR | 30 | Stamina | 155 | Att/S | 0.25 | | |
| HP | 950 | Speed | 6 | Res | 80 | Charm | Ward |

"Bone Shards - Nearby targeted enemies (15m) suffer 15-32 damage and -2 morale per Golem. Cooldown: 30 seconds."



"Bronze Golem" Uncommon

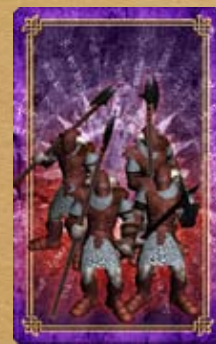
| | | | | | | | |
|----|------|---------|---------|--------|------|-------|------|
| CP | 6 | DMG | 20 - 60 | Morale | 150 | | |
| AR | 23 | Range | 1 | S/A | 4 | | |
| DR | 33 | Stamina | 160 | Att/S | 0.25 | | |
| HP | 1500 | Speed | 5 | Res | 80 | Charm | Ward |

"Maim - Golem does an additional +250% damage for 30 seconds. Cooldown: 90."



"Call the Horde" Rare

| Rank | CP | | Cost | Warm |
|------|-----|-----------------------------------------------------------------------------------|------|------|
| 1 | 5 | "Summon a random unit of level 2 orcs which last for 120 seconds or until dead." | 40 | 30 |
| ... | ... | ... | ... | ... |
| 5 | 9 | "Summon a random unit of level 10 orcs which last for 200 seconds or until dead." | 120 | 70 |



"Curse" Uncommon

| Rank | CP | | Cost | Warm |
|------|-----|-----------------------------------------------------------------------------------------------|------|------|
| 1 | 5 | "Unfriendly units in target radius (15m) gain -35% DR for 40 seconds." | 24 | 0 |
| ... | ... | ... | ... | ... |
| 10 | 14 | "Unfriendly units in target radius (15m) gain -80% DR for 130 seconds and suffer -18 morale." | 95 | 0 |



"Daemon" Rare

| | | | | | | | |
|----|------|---------|---------|--------|------|-------|------|
| CP | 22 | DMG | 30 - 65 | Morale | 100 | | |
| AR | 28 | Range | 1 | S/A | 4 | | |
| DR | 34 | Stamina | 195 | Att/S | 0.75 | | |
| HP | 4400 | Speed | 8 | Res | 350 | Charm | Ward |

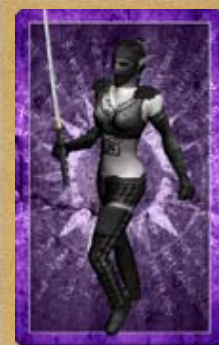
"Purge - Enemy troops in target radius (30m) take 80-160 damage and suffer -25 morale for 10 seconds. Cooldown: 150 seconds."



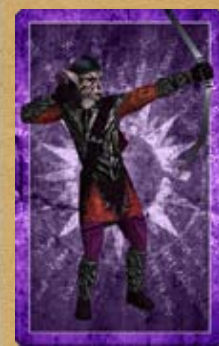
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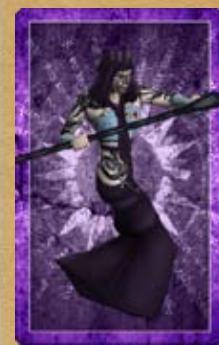
| Rank | CP | "Daemon Lord" | Rare | Cost | Warm |
|------|-----|------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Summon a level 2 Daemon which lasts for 120 seconds or until death." | | 40 | 30 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Summon a level 10 Daemon which lasts for 200 seconds or until death." | | 120 | 70 |



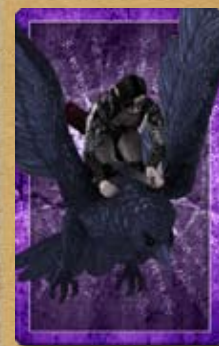
| "Dark Elf Assassin" | | | | | | Uncommon | |
|----------------------------------------------------------------------------------------------------------------------|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 25 - 42 | Morale | 85 | Infantry | |
| AR | 32 | Range | 1 | S/A | 1 | | |
| DR | 25 | Stamina | 85 | Att/S | 0.5 | | |
| HP | 400 | Speed | 8 | Res | 25 | Sword | Leather |
| "Stealth - Assassins are invisible, movement -50%. First attack guaranteed hit at 200% damage Cooldown: 60 seconds." | | | | | | | |



| "Dark Elf Bowmen" | | | | | | Uncommon | |
|---------------------------------------------------------------------------------------------------|-----|---------|--------|--------|------|----------|---------|
| CP | 2 | DMG | 8 - 14 | Morale | 55 | Ranged | |
| AR | 23 | Range | 65 | S/A | 1 | Infantry | |
| DR | 24 | Stamina | 80 | Att/S | 0.75 | | |
| HP | 400 | Speed | 7 | Res | 25 | Bow | Leather |
| "Raven's Claws - For 15 seconds all attacks do an additional +300% damage. Cooldown: 60 seconds." | | | | | | | |



| "Dark Elf Magi" | | | | | | Common | |
|--------------------------------------------------------------------------------------------------------------------------|-----|---------|--------|--------|-----|----------|-------|
| CP | 1 | DMG | 7 - 12 | Morale | 50 | Ranged | |
| AR | 25 | Range | 35 | S/A | 1 | Infantry | |
| DR | 20 | Stamina | 70 | Att/S | 0.5 | | |
| HP | 300 | Speed | 6 | Res | 15 | Staff | Cloth |
| "Dark Aura - Enemies in target radius (15m) suffer 4-6 damage and are stunned 1 second per Magi. Cooldown: 120 seconds." | | | | | | | |



| "Dark Elf Raven Riders" | | | | | | Uncommon | |
|------------------------------------------------------------------------------------------------------|------|---------|---------|--------|------|----------|-------|
| CP | 6 | DMG | 13 - 25 | Morale | 55 | Ranged | |
| AR | 27 | Range | 45 | S/A | 2 | Flying | |
| DR | 25 | Stamina | 90 | Att/S | 0.75 | Mounted | |
| HP | 1000 | Speed | 11 | Res | 80 | Bow | Chain |
| "Flaming Arrows - For 30 seconds each attack does an additional +100% damage. Cooldown: 60 seconds." | | | | | | | |

Magic Cards

| "Dark Elf Shaman" | | | | | | Uncommon | |
|-----------------------------------------------------------------------------------------------------------|-----|---------|--------|--------|------|----------|-------|
| CP | 2 | DMG | 5 - 20 | Morale | 55 | Ranged | |
| AR | 23 | Range | 30 | S/A | 1 | Infantry | |
| DR | 24 | Stamina | 75 | Att/S | 0.75 | | |
| HP | 400 | Speed | 7 | Res | 25 | Staff | Cloth |
| "Spirit Communion - Units in target radius (15m) heal 35-65 hit points per Shaman. Cooldown: 90 seconds." | | | | | | | |



| "Dark Elf Summoners" | | | | | | Uncommon | |
|--------------------------------------------------------------------------------------------------------------------|-----|---------|---------|--------|-----|----------|-------|
| CP | 6 | DMG | 45 - 75 | Morale | 45 | Ranged | |
| AR | 28 | Range | 35 | S/A | 1 | Infantry | |
| DR | 24 | Stamina | 120 | Att/S | 0.5 | | |
| HP | 550 | Speed | 7 | Res | 80 | Staff | Cloth |
| "Summon - Each troop summons a Daemon or Minor Daemon which remains for up to 120 seconds. Cooldown: 300 seconds." | | | | | | | |



| "Dark Elf Swordsmen" | | | | | | Uncommon | |
|---------------------------------------------------------------------------------------------------------------------------------------------|-----|---------|---------|--------|-----|----------|-------|
| CP | 2 | DMG | 15 - 25 | Morale | 60 | Infantry | |
| AR | 26 | Range | 1 | S/A | 1 | | |
| DR | 27 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 400 | Speed | 7 | Res | 25 | Sword | Chain |
| "Dark Covenant - Dark Elf Swordsmen gain +50% AR and +50% movement speed for 30 seconds and heal 125-200 hit points. Cooldown: 90 seconds." | | | | | | | |



| Rank | CP | "Death Ray" | Rare | Cost | Warm |
|------|-----|-------------------------------------------------------|------|------|------|
| 1 | 5 | "Units in target radius (30m) suffer 50-70 damage." | | 45 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (30m) suffer 250-270 damage." | | 105 | 40 |



| Rank | CP | "Die" | Rare | Cost | Warm |
|------|-----|--------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Targeted unfriendly enemy unit suffers 100-150 points of damage." | | 37 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Targeted unfriendly enemy unit suffers 300-350 points of damage." | | 97 | 40 |



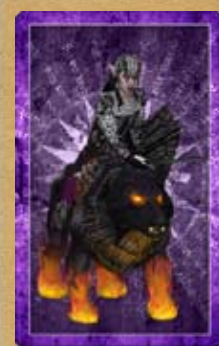
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| Rank | CP | "Dragon Master" | Rare | Cost | Warm |
|------|-----|---------------------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Summon a random level 2 Brotherhood dragon which lasts 120 seconds or until death." | | 40 | 30 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Summon a random level 10 Brotherhood dragon which lasts 200 seconds or until death." | | 120 | 70 |



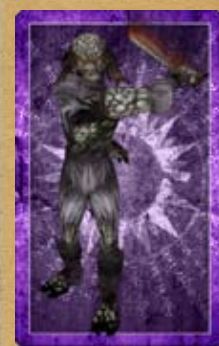
| Rank | CP | "Force Field" | Uncommon | Cost | Warm |
|------|-----|-----------------------------------------------|----------|------|------|
| 1 | 5 | "Target unit gains +1000% DR for 10 seconds." | | 28 | 10 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Target unit gains +1000% DR for 55 seconds." | | 154 | 55 |



| "Hell Hound Riders" | | | | | | Uncommon |
|------------------------------------------------------------------------------------------------------|-----|---------|--------|--------|------|-------------|
| CP | 2 | DMG | 5 - 25 | Morale | 65 | Mounted |
| AR | 22 | Range | 1 | S/A | 1 | |
| DR | 26 | Stamina | 175 | Att/S | 0.75 | |
| HP | 475 | Speed | 12 | Res | 25 | Sword Chain |
| "Flaming Breath - Nearby enemy units (15m) suffer 8-15 damage per Hell Hound. Cooldown: 90 seconds." | | | | | | |



| Rank | CP | "Magic Armor" | Uncommon | Cost | Warm |
|------|-----|-----------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Friendly units in target radius (10m) gain +50% DR for 40 seconds" | | 29 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly units in target radius (10m) gain +140% DR for 76 seconds." | | 198 | 0 |



| "Minor Daemon" | | | | | | Uncommon |
|----------------------------------------------------------------------------------------------------------|------|---------|---------|--------|------|------------|
| CP | 6 | DMG | 10 - 40 | Morale | 75 | |
| AR | 23 | Range | 1 | S/A | 2 | |
| DR | 31 | Stamina | 165 | Att/S | 0.75 | |
| HP | 1000 | Speed | 7 | Res | 80 | Charm Ward |
| "Shadow Flight - Unit gains +200% speed, +35% damage, and +50% AR for 30 seconds. Cooldown: 90 seconds." | | | | | | |

Magic Cards

| "Ogre Magi" | | | | | | Uncommon |
|----------------------------------------------------------------------------------------------------------------------------------------|-----|---------|---------|--------|-----|-------------|
| CP | 3 | DMG | 10 - 22 | Morale | 60 | Ranged |
| AR | 31 | Range | 30 | S/A | 2 | Infantry |
| DR | 23 | Stamina | 95 | Att/S | 0.5 | |
| HP | 550 | Speed | 6 | Res | 40 | Staff Cloth |
| "Sunder - Units in target radius (15m) suffer 9-14 damage and -10% movement speed per Ogre Magi for 15 seconds. Cooldown: 60 seconds." | | | | | | |



| Rank | CP | "Paralysis" | Uncommon | Cost | Warm |
|------|-----|-------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Enemy units in target radius (10m) are unable to move for 20 seconds." | | 11 | 20 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Enemy units in target radius (10m) are unable to move for 65 seconds." | | 37 | 65 |



| Rank | CP | "Release the Hounds" | Rare | Cost | Warm |
|------|-----|-----------------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Summon a unit of level 2 hell hounds which last for 120 seconds or until dead." | | 40 | 30 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Summon a unit of level 10 hell hounds which last for 200 seconds or until dead." | | 120 | 70 |



| "Stone Golem" | | | | | | Uncommon |
|--------------------------------------------------------------------------------------------------------------------------------|------|---------|---------|--------|------|------------|
| CP | 6 | DMG | 40 - 65 | Morale | 150 | |
| AR | 23 | Range | 1 | S/A | 3 | |
| DR | 29 | Stamina | 165 | Att/S | 0.25 | |
| HP | 1600 | Speed | 7 | Res | 80 | Charm Ward |
| "Rock Shards - Golems gain +500% Damage and +50% DR for 10 seconds at the cost of 175-250 hp per Golem. Cooldown: 30 seconds." | | | | | | |



| Rank | CP | "Wizard Blast" | Uncommon | Cost | Warm |
|------|-----|-----------------------------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Unfriendly target unit cannot move or attack for 25 seconds." | | 23 | 25 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Unfriendly target unit cannot move or attack for 70 seconds and each troops suffers 65-90 damage." | | 89 | 70 |





"Wood Spriggans"

Common

| | | | | | | | |
|----|-----|---------|---------|--------|-----|-------|------|
| CP | 1 | DMG | 10 - 15 | Morale | 40 | | |
| AR | 30 | Range | 1 | S/A | 1 | | |
| DR | 22 | Stamina | 200 | Att/S | 0.5 | | |
| HP | 225 | Speed | 8 | Res | 15 | Charm | Ward |

"Thorns - Wood Spriggans sprout thorns which do an additional +75% damage for 30 seconds. Cooldown: 60 seconds."



Nature Cards

"Chersus"

Rare

| | | | | | | | |
|----|------|---------|--------|--------|-----|-----|--------|
| CP | 15 | DMG | 6 - 16 | Morale | 100 | | Ranged |
| AR | 30 | Range | 40 | S/A | 8 | | |
| DR | 34 | Stamina | 100 | Att/S | 1 | | |
| HP | 4500 | Speed | 4 | Res | 225 | Bow | Ward |

"Gaia's Call - Nearby friendly units (30m) gain +15% AR, Damage, and Attack Speed for 30 seconds. Cooldown: 120 seconds."



"Doba Malkin"

Rare Ranged

| | | | | | | | |
|----|------|---------|---------|--------|-----|-----|---------|
| CP | 20 | DMG | 60 - 80 | Morale | 80 | | |
| AR | 33 | Range | 60 | S/A | 1 | | |
| DR | 26 | Stamina | 110 | Att/S | 1 | | Hero |
| HP | 4000 | Speed | 12 | Res | 400 | Bow | Leather |

"Heroic Aura - Increases ranged units range by 15%. Stun Shot - Next successful attack stuns target for 5 seconds."



| Rank | CP | "Earthquake" | Rare | Cost | Warm |
|------|-----|-------------------------------------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Units in target radius (20m) suffer 100-120 damage, -20% movement speed, and -25 morale for 30 sec." | | 71 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (60m) suffer 140-160 damage, -40% movement speed, and -25 morale for 30 sec." | | 157 | 0 |



"Earth Elementals"

Uncommon

| | | | | | | | |
|----|------|---------|---------|--------|-----|-------|------|
| CP | 6 | DMG | 20 - 50 | Morale | 100 | | |
| AR | 24 | Range | 1 | S/A | 2 | | |
| DR | 30 | Stamina | 160 | Att/S | 0.5 | | |
| HP | 1450 | Speed | 7 | Res | 80 | Charm | Ward |

"Bludgeon - Unit does an additional +200% damage for 30 seconds. Cooldown: 60 seconds."



SAGA Card Guide

Nature Cards



"Elven Archers" Common

| | | | | | | | |
|----|-----|---------|--------|--------|-----|----------|---------|
| CP | 1 | DMG | 7 - 14 | Morale | 55 | | |
| AR | 28 | Range | 65 | S/A | 1 | Ranged | |
| DR | 20 | Stamina | 75 | Att/S | 0.5 | Infantry | |
| HP | 225 | Speed | 9 | Res | 20 | Bow | Leather |

"Adrenaline - Unit gains +100% movement and +15% attack speed for 15 seconds. Cooldown: 45 seconds."



"Elven Bear Riders" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|-------|
| CP | 2 | DMG | 10 - 40 | Morale | 60 | Mounted | |
| AR | 25 | Range | 1 | S/A | 1 | | |
| DR | 26 | Stamina | 145 | Att/S | 0.5 | | |
| HP | 500 | Speed | 9 | Res | 35 | Sword | Chain |

"Fury - Unit gains +75% AR and does an additional +50% damage for 30 seconds. Cooldown: 60 seconds."



"Elven Druids" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 3 | DMG | 10 - 25 | Morale | 55 | Ranged | |
| AR | 23 | Range | 35 | S/A | 2 | Infantry | |
| DR | 25 | Stamina | 95 | Att/S | 0.5 | | |
| HP | 575 | Speed | 9 | Res | 60 | Charm | Cloth |

"Refreshing Aura - Friendly troops in target radius (20m) heal 55-95 hit points and +2 morale per druid in unit. Cooldown: 90 seconds."



"Eagle Riders" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|-------|
| CP | 6 | DMG | 35 - 55 | Morale | 55 | Ranged | |
| AR | 38 | Range | 55 | S/A | 1 | Flying | |
| DR | 26 | Stamina | 90 | Att/S | 0.5 | Mounted | |
| HP | 850 | Speed | 13 | Res | 80 | Bow | Cloth |

"Eagle's Cry - Nearby friendly units (30m) gain +5% AR and +10 morale per Eagle Rider for 30 seconds. Cooldown: 180 seconds."



"Elven Longbowmen" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 2 | DMG | 13 - 20 | Morale | 55 | Ranged | |
| AR | 37 | Range | 80 | S/A | 1 | Infantry | |
| DR | 23 | Stamina | 95 | Att/S | 0.5 | | |
| HP | 350 | Speed | 8 | Res | 35 | Bow | Chain |

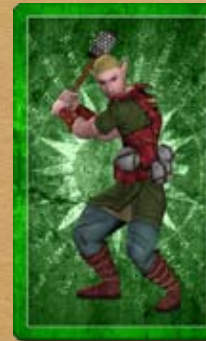
"Sure Shot - Unit has +150% AR and does +35% damage for 30 seconds. Cooldown: 60 seconds."



"Elven Sabertooth Riders" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|---------|---------|
| CP | 2 | DMG | 10 - 22 | Morale | 55 | Mounted | |
| AR | 25 | Range | 1 | S/A | 1 | | |
| DR | 24 | Stamina | 165 | Att/S | 0.75 | | |
| HP | 450 | Speed | 14 | Res | 35 | Spear | Leather |

"Scent of Blood - Unit gains 50% movement speed and +25% AR for 30 seconds. Cooldown: 90 seconds."



"Elven Saboteurs" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 20 - 35 | Morale | 60 | Infantry | |
| AR | 20 | Range | 1 | S/A | 1 | | |
| DR | 27 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 400 | Speed | 8 | Res | 35 | Mace | Leather |

"(passive) Unit gains a +100% AR, +50% DR, and does +150% damage against walls, buildings, and machines."



"Elven Warriors" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 2 | DMG | 15 - 30 | Morale | 60 | Infantry | |
| AR | 22 | Range | 1 | S/A | 1 | | |
| DR | 26 | Stamina | 145 | Att/S | 0.5 | | |
| HP | 450 | Speed | 8 | Res | 25 | Sword | Chain |

"Hardiness (passive) - +80% DR against ranged attacks."



"Fire Elementals" Uncommon

| | | | | | | | |
|----|------|---------|---------|--------|-----|-------|------|
| CP | 6 | DMG | 35 - 43 | Morale | 80 | | |
| AR | 25 | Range | 1 | S/A | 2 | | |
| DR | 29 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 1200 | Speed | 8 | Res | 80 | Charm | Ward |

"Inferno - Nearby enemies (25m) suffer 15-40 damage per Elemental. Cooldown: 120 seconds."





"Green Dragon" Rare


| | | | | | | | |
|----|------|---------|----------|--------|------|--------|------|
| CP | 25 | DMG | 75 - 125 | Morale | 90 | Ranged | |
| AR | 30 | Range | 15 | S/A | 6 | Flying | |
| DR | 29 | Stamina | 90 | Att/S | 0.25 | | |
| HP | 3300 | Speed | 11 | Res | 375 | Charm | Ward |


"Spit Acid - Targeted units (20m) suffer 75-250 damage and -10 morale. Cooldown: 120 seconds."

SAGA Card Guide

| | | | | | | |
|-----------------------------------------------------------------------------------|------|-----|-----------------------------------------------------------------------------------------------------|----------|------|------|
|  | Rank | CP | "Guiding Winds" | Uncommon | Cost | Warm |
| | 1 | 5 | "Friendly units in target radius (25m) gain +50% movement speed and +15% attack speed for 30 sec." | | 29 | 0 |
| | ... | ... | ... | | ... | ... |
| | 10 | 14 | "Friendly units in target radius (25m) gain +95% movement speed and +25% attack speed for 120 sec." | | 140 | 0 |


| | | | | | | |
|-----------------------------------------------------------------------------------|------|-----|-------------------------------------------------------------------------------------|----------|------|------|
|  | Rank | CP | "Lightning Bolt" | Uncommon | Cost | Warm |
| | 1 | 5 | "Units in target radius (5m) suffer 20-80 damage." | | 95 | 0 |
| | ... | ... | ... | | ... | ... |
| | 10 | 14 | "Units in target radius (25m) suffer 200-260 damage and -45 morale for 70 seconds." | | 212 | 0 |


| | | | | | | | |
|---------------------------------------------------------------------------------------------------------------|------------------------|---------|---------|--------|-----|--------|----------|
|  | "Lightning Elementals" | | | | | | Uncommon |
| CP | 6 | DMG | 35 - 45 | Morale | 80 | Ranged | |
| AR | 25 | Range | 20 | S/A | 2 | | |
| DR | 29 | Stamina | 145 | Att/S | 0.5 | | |
| HP | 950 | Speed | 9 | Res | 80 | Charm | Ward |
| "Shocking Strike (passive) - Unit gains +50% AR and does +75% damage against troops wearing chain and plate." | | | | | | | |

| | | | | | | |
|-------------------------------------------------------------------------------------|------|-----|-----------------------------------------------------------------------------------------|------|------|------|
|  | Rank | CP | "Living Forest" | Rare | Cost | Warm |
| | 1 | 5 | "Friendly units in target radius (25m) gain -25% movement and +50% DR for 60 seconds." | | 66 | 0 |
| | ... | ... | ... | | ... | ... |
| | 5 | 9 | "Friendly units in target radius (25m) gain -25% movement and +70% DR for 140 seconds." | | 192 | 0 |


| | | | | | | |
|-------------------------------------------------------------------------------------|------|-----|-------------------------------------------------------------------------|----------|------|------|
|  | Rank | CP | "Nature's Tempest" | Uncommon | Cost | Warm |
| | 1 | 5 | "Unfriendly units in target radius (20m) gain -10% DR for 30 seconds." | | 21 | 0 |
| | ... | ... | ... | | ... | ... |
| | 10 | 14 | "Unfriendly units in target radius (20m) gain -55% DR for 120 seconds." | | 129 | 0 |


Nature Cards

| | | | | | | | |
|--|------|-----|-----------------------------------------------------------------|------|------|------|-------------------------------------------------------------------------------------|
| | Rank | CP | "Neurotoxin" | Rare | Cost | Warm |  |
| | 1 | 5 | "Target unfriendly unit suffers 75-125 damage and -25 morale." | | 31 | 10 | |
| | ... | ... | ... | | ... | ... | |
| | 5 | 9 | "Target unfriendly unit suffers 275-325 damage and -60 morale." | | 91 | 50 | |

| | | | | | | | |
|--|------|-----|------------------------------------------------------------------------------------------------|------|------|------|-------------------------------------------------------------------------------------|
| | Rank | CP | "Poison Mist" | Rare | Cost | Warm |  |
| | 1 | 5 | "Unfriendly units in target radius (20m) suffer 20-30 damage every 5 seconds for 20 seconds." | | 48 | 120 | |
| | ... | ... | ... | | ... | ... | |
| | 5 | 9 | "Unfriendly units in target radius (20m) suffer 20-30 damage every 5 seconds for 100 seconds." | | 168 | 120 | |

| | | | | | | | |
|-------------------------------------------------------------------------------------------------------|----------------|---------|---------|--------|------|----------|----------|
| | "Stone Giants" | | | | | | Uncommon |
| CP | 3 | DMG | 15 - 35 | Morale | 70 | Ranged | |
| AR | 23 | Range | 35 | S/A | 3 | Infantry | |
| DR | 26 | Stamina | 90 | Att/S | 0.25 | | |
| HP | 625 | Speed | 7 | Res | 40 | Charm | Leather |
| "Stomp - Nearby enemies (10m) take 15-20 damage and -3 morale per Stone Giant. Cooldown: 90 seconds." | | | | | | | |

| | | | | | | | |
|--|------|-----|-------------------------------------------------------------------------------|------|------|------|---------------------------------------------------------------------------------------|
| | Rank | CP | "Summon Behemoth" | Rare | Cost | Warm |  |
| | 1 | 5 | "Summon a random level 2 behemoth which last for 120 seconds or until dead." | | 40 | 30 | |
| | ... | ... | ... | | ... | ... | |
| | 5 | 9 | "Summon a random level 10 behemoth which last for 200 seconds or until dead." | | 120 | 70 | |

| | | | | | | | |
|--|------|-----|---------------------------------------------------------------------------------|------|------|------|---------------------------------------------------------------------------------------|
| | Rank | CP | "Summon Dragon" | Rare | Cost | Warm |  |
| | 1 | 5 | "Summons a random level 2 Order dragon. Lasts for 120 seconds or until death." | | 40 | 30 | |
| | ... | ... | ... | | ... | ... | |
| | 5 | 9 | "Summons a random level 10 Order dragon. Lasts for 200 seconds or until death." | | 120 | 70 | |



Undead Cards



| Rank | CP | "Summon Elemental" | Rare | Cost | Warm |
|------|-----|----------------------------------------------------------------------------------|------|------|------|
| 1 | 5 | "Summon a unit of level 2 elementals which last for 120 seconds or until dead." | | 40 | 30 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Summon a unit of level 10 elementals which last for 200 seconds or until dead." | | 120 | 70 |



| "Treant Warriors" | | | | | | Uncommon |
|-----------------------------------------------------------------------------------------------------------------------|------|---------|---------|--------|------|------------|
| CP | 6 | DMG | 42 - 70 | Morale | 90 | |
| AR | 36 | Range | 1 | S/A | 3 | |
| DR | 27 | Stamina | 85 | Att/S | 0.25 | |
| HP | 1500 | Speed | 9 | Res | 80 | Charm Ward |
| "Take Root - Treant Warriors are Immobile, Gain 1000% DR, and Heal 500-750 HP for 45 seconds. Cooldown: 120 seconds." | | | | | | |



| "Treants" | | | | | | Uncommon |
|-----------------------------------------------------------------------------------------------------------------------|------|---------|---------|--------|------|------------|
| CP | 6 | DMG | 30 - 50 | Morale | 75 | Ranged |
| AR | 25 | Range | 75 | S/A | 3 | |
| DR | 27 | Stamina | 75 | Att/S | 0.25 | |
| HP | 1200 | Speed | 8 | Res | 80 | Charm Ward |
| "Boulder Toss - Treants throw larger rocks which do an additional +150% damage for 15 seconds. Cooldown: 60 seconds." | | | | | | |



| "Wood Giants" | | | | | | Uncommon |
|-------------------------------------------------------------------------------------------------------------------|-----|---------|---------|--------|------|--------------|
| CP | 3 | DMG | 15 - 40 | Morale | 65 | Infantry |
| AR | 22 | Range | 1 | S/A | 3 | |
| DR | 25 | Stamina | 165 | Att/S | 0.25 | |
| HP | 675 | Speed | 9 | Res | 40 | Mace Leather |
| "Root Snare - Troops in a large radius (25m) are slowed down 10% per Giant for 60 seconds. Cooldown: 90 seconds." | | | | | | |

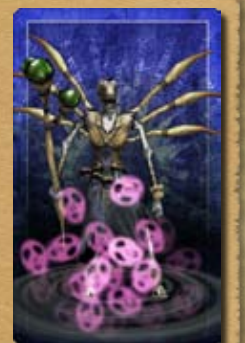
| "Abomination" | | | | | | Rare |
|--------------------------------------------------------------------------------------|------|---------|---------|--------|-----|-----------------|
| CP | 25 | DMG | 65 - 85 | Morale | 95 | |
| AR | 29 | Range | 1 | S/A | 3 | |
| DR | 31 | Stamina | 165 | Att/S | 0.5 | |
| HP | 3800 | Speed | 8 | Res | 325 | Siege Gear Ward |
| "(passive) Abomination has a +100% AR, +100% Damage, and +100% DR against infantry." | | | | | | |



| "Bone Wagon" | | | | | | Uncommon |
|-------------------------------------------------------------------------------------------|------|---------|---------|--------|-----|-----------------|
| CP | 6 | DMG | 45 - 65 | Morale | 75 | Ranged |
| AR | 24 | Range | 40 | S/A | 1 | Machine |
| DR | 31 | Stamina | 100 | Att/S | 0.5 | |
| HP | 1100 | Speed | 9 | Res | 80 | Firearm Plating |
| "(passive) Bone Wagons have a +100% AR, +100% damage, and +50% DR against mounted units." | | | | | | |



| Rank | CP | "Creeping Dread" | Uncommon | Cost | Warm |
|------|-----|------------------------------------------------------------------------------------|----------|------|------|
| 1 | 5 | "Enemy troops in target radius (10m) suffers -5% movement speed for 60 seconds." | | 19 | 15 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Enemy troops in target radius (30m) suffers -95% movement speed for 150 seconds." | | 173 | 60 |

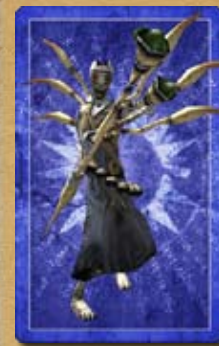


| "Death Bringer" | | | | | | Rare |
|-----------------------------------------------------------------------------------------------------------------------------------|------|---------|----------|--------|-----|--------------------|
| CP | 25 | DMG | 35 - 100 | Morale | 75 | Ranged |
| AR | 25 | Range | 65 | S/A | 4 | Machine |
| DR | 31 | Stamina | 100 | Att/S | 0.5 | |
| HP | 4800 | Speed | 9 | Res | 225 | Siege Gear Plating |
| "Plague Shot - Enemy units in target radius (15m) suffer -50% to attack and movement speed for 20 seconds. Cooldown: 30 seconds." | | | | | | |



SAGA Card Guide

Undead Cards



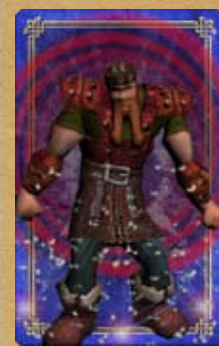
"Diabolist" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|----------|-------|
| CP | 3 | DMG | 15 - 20 | Morale | 75 | | |
| AR | 24 | Range | 25 | S/A | 1 | Ranged | |
| DR | 20 | Stamina | 100 | Att/S | 0.75 | Infantry | |
| HP | 750 | Speed | 7 | Res | 40 | Staff | Cloth |

"Balefire - Units in target radius (15m) suffer 18-27 damage per Diabolist. Cooldown: 90 seconds."



| | | | | | |
|------|-----|----------------------------------------------------------------------------------------------|------|------|------|
| Rank | CP | "Earth Fire" | Rare | Cost | Warm |
| 1 | 5 | "Unfriendly units in target radius (10m) suffer 5-25 damage every 3 seconds for 30 seconds." | | 54 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Unfriendly units in target radius (30m) suffer 5-25 damage every 3 seconds for 90 seconds." | | 162 | 0 |



| | | | | | |
|------|-----|----------------------------------------------------------------|------|------|------|
| Rank | CP | "Fell Trance" | Rare | Cost | Warm |
| 1 | 5 | "Unfriendly target unit cannot move or attack for 35 seconds." | | 33 | 35 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Unfriendly target unit cannot move or attack for 75 seconds." | | 70 | 75 |



"Forsaken Rider" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|---------|-------|
| CP | 2 | DMG | 10 - 30 | Morale | 85 | Mounted | |
| AR | 22 | Range | 1 | S/A | 1 | | |
| DR | 25 | Stamina | 175 | Att/S | 0.75 | | |
| HP | 475 | Speed | 12 | Res | 25 | Lance | Chain |

"Forsaken Charge - Unit gains +50% movement speed and +50% damage for 30 seconds. Cooldown: 90 seconds."



"Forsaken Warrior" Common

| | | | | | | | |
|----|-----|---------|--------|--------|-----|----------|-------|
| CP | 1 | DMG | 9 - 19 | Morale | 85 | Infantry | |
| AR | 19 | Range | 1 | S/A | 1 | | |
| DR | 22 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 285 | Speed | 7 | Res | 20 | Sword | Chain |

"Regeneration - Each Forsaken Warrior gains 65 - 80 hit points. Cooldown: 60 seconds."



"Ghertazzid" Rare

| | | | | | | | |
|----|------|---------|-----------|--------|-----|---------|---------|
| CP | 20 | DMG | 100 - 125 | Morale | 150 | Ranged | |
| AR | 37 | Range | 50 | S/A | 2 | | |
| DR | 25 | Stamina | 150 | Att/S | 0.5 | Hero | |
| HP | 3200 | Speed | 8 | Res | 400 | Firearm | Leather |

"Heroic Aura - Damage done restores a portion of health. Grapeshot - Cone damage done to all enemies between Ghertazzid and his target."



| | | | | | |
|------|-----|---------------------------------------------------------------|------|------|------|
| Rank | CP | "Horror" | Rare | Cost | Warm |
| 1 | 5 | "Units in target radius (15m) suffer -50% AR for 50 seconds." | | 27 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (35m) suffer -90% AR for 58 seconds." | | 75 | 0 |



"Humongous" Uncommon

| | | | | | | | |
|----|------|---------|---------|--------|-----|----------|-------|
| CP | 6 | DMG | 20 - 50 | Morale | 85 | Infantry | |
| AR | 25 | Range | 1 | S/A | 3 | | |
| DR | 31 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 1600 | Speed | 9 | Res | 80 | Sword | Plate |

"Cleave - Unit gains +100% AR and does +150% damage for 10 seconds. Cooldown: 60 seconds."



"Humongous Ballistary" Uncommon

| | | | | | | | |
|----|------|---------|----------|--------|------|------------|---------|
| CP | 6 | DMG | 90 - 140 | Morale | 85 | Ranged | |
| AR | 29 | Range | 85 | S/A | 1 | Infantry | |
| DR | 27 | Stamina | 140 | Att/S | 0.25 | | |
| HP | 1200 | Speed | 7 | Res | 80 | Siege Gear | Leather |

"Long Flight - Unit gains +100% range and -10% AR for 30 seconds. Cooldown: 75 seconds."



"Lich" Rare

| | | | | | | | |
|----|------|---------|---------|--------|-----|--------|-------|
| CP | 25 | DMG | 40 - 65 | Morale | 85 | Ranged | |
| AR | 27 | Range | 60 | S/A | 4 | | |
| DR | 31 | Stamina | 100 | Att/S | 0.5 | | |
| HP | 2900 | Speed | 9 | Res | 300 | Staff | Cloth |

"Fear - Unfriendly units in target radius (20m) suffer -100 morale and -15% movement speed for 15 seconds. Cooldown: 45 seconds."

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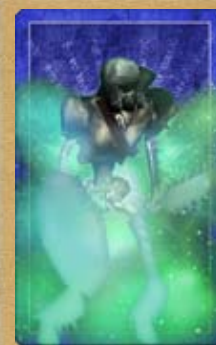
Undead Cards



"Necromancer" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 6 | DMG | 23 - 45 | Morale | 60 | | |
| AR | 23 | Range | 35 | S/A | 2 | Ranged | |
| DR | 27 | Stamina | 100 | Att/S | 0.5 | Infantry | |
| HP | 950 | Speed | 7 | Res | 80 | Staff | Cloth |

"Mending - Friendly troops in target radius (25m) heal 185-225 hit points per Necromancer. Cooldown: 120 seconds."



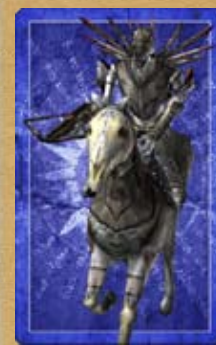
| | | | | | |
|------|-----|---------------------------------------------------------------------------------------|----------|------|------|
| Rank | CP | "Regeneration" | Uncommon | Cost | Warm |
| 1 | 5 | "Friendly units in target radius (10m) heal 4 hit points per second for 30 seconds." | | 45 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly units in target radius (10m) heal 13 hit points per second for 75 seconds." | | 300 | 45 |



"Shadow Dragon" Rare

| | | | | | | | |
|----|------|---------|---------|--------|-----|--------|------|
| CP | 25 | DMG | 75 - 90 | Morale | 125 | Ranged | |
| AR | 30 | Range | 15 | S/A | 4 | Flying | |
| DR | 35 | Stamina | 90 | Att/S | 0.5 | | |
| HP | 3600 | Speed | 8 | Res | 275 | Charm | Ward |

"Unholy Reversion - Shadow Dragon gains 600-1000 hit points and suffers -25% AR for 30 seconds. Cooldown: 90 seconds."



"Undead Arbalister" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|----------|---------|
| CP | 2 | DMG | 30 - 45 | Morale | 65 | Ranged | |
| AR | 26 | Range | 60 | S/A | 1 | Mounted | |
| DR | 21 | Stamina | 90 | Att/S | 0.25 | | |
| HP | 450 | Speed | 10 | Res | 40 | Crossbow | Leather |

"Poison Bolt - Target unit suffers -5% attack speed and -2% movement speed per Arbalister for 30 seconds. Cooldown: 90 seconds."



"Undead Archer" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 15 - 30 | Morale | 80 | Ranged | |
| AR | 23 | Range | 75 | S/A | 1 | Infantry | |
| DR | 25 | Stamina | 80 | Att/S | 0.5 | | |
| HP | 350 | Speed | 7 | Res | 25 | Bow | Leather |

"Fell Shot - Target unit suffers 5-7 damage and -4% movement speed per Archer for 30 seconds. Cooldown: 60 seconds."



"Undead Knight" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|-------|
| CP | 3 | DMG | 25 - 40 | Morale | 140 | Mounted | |
| AR | 25 | Range | 1 | S/A | 1 | | |
| DR | 30 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 600 | Speed | 8 | Res | 40 | Axe | Plate |

"Shadow Shift - Unit teleports up to 150m. Cooldown: 60 seconds."



"Undead Pikeman" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 2 | DMG | 20 - 40 | Morale | 70 | Infantry | |
| AR | 21 | Range | 3 | S/A | 1 | | |
| DR | 26 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 500 | Speed | 7 | Res | 25 | Polearm | Chain |

"None Shall Pass - Nearby enemy units (15m) are unable to move for 2 seconds per pikeman. Cooldown: 60 seconds."



"Undead Raider" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 15 - 35 | Morale | 95 | Ranged | |
| AR | 24 | Range | 60 | S/A | 1 | Infantry | |
| DR | 21 | Stamina | 90 | Att/S | 0.5 | | |
| HP | 400 | Speed | 8 | Res | 25 | Firearm | Leather |

"Cursed Volley - Enemy ranged units in target radius (30m) suffer -3% movement speed and -4% attack speed per Raider for 30 seconds. Cooldown: 60 seconds."



"Undead Reaper" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 2 | DMG | 11 - 33 | Morale | 80 | Infantry | |
| AR | 22 | Range | 1 | S/A | 1 | | |
| DR | 27 | Stamina | 140 | Att/S | 0.5 | | |
| HP | 450 | Speed | 9 | Res | 25 | Axe | Plate |

"Dripping Wounds - Target unit suffers -5% DR per Reaper for 30 seconds. Cooldown: 75 seconds."



| | | | | | |
|------|-----|---------------------------------------------------------------|------|------|------|
| Rank | CP | "Visions of Death" | Rare | Cost | Warm |
| 1 | 5 | "Units in target radius (15m) suffer -60 morale for 30 sec." | | 15 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Units in target radius (35m) suffer -140 morale for 55 sec." | | 65 | 0 |



"Wight"

| | | | | | | | |
|----|------|---------|---------|--------|-----|-----------------|----------------|
| CP | 6 | DMG | 50 - 65 | Morale | 85 | Uncommon | |
| AR | 27 | Range | 55 | S/A | 1 | Ranged | |
| DR | 31 | Stamina | 90 | Att/S | 0.5 | Infantry | |
| HP | 1200 | Speed | 9 | Res | 80 | Crossbow | Leather |

"Chilling Winds - Flying units in target radius (25m) suffer -6% DR and -12% movement speed per Wight for 30 seconds. Cooldown: 60 seconds."



War Cards

| | | | | | |
|-------------|-----------|--------------------------------------------------------------------------------------|-------------|-------------|-------------|
| Rank | CP | "Come Get Some" | Rare | Cost | Warm |
| 1 | 5 | "Friendly units in target radius (15m) gain +15% damage per attack for 120 seconds." | | 66 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Friendly units in target radius (15m) gain +30% damage per attack for 200 seconds." | | 136 | 0 |



| | | | | | | |
|---------------------------|------|---------|----------|--------|------|----------------------------------|
| "Flaming Catapult" | | | | | | Rare |
| CP | 15 | DMG | 75 - 150 | Morale | 70 | Ranged |
| AR | 24 | Range | 60 | S/A | 5 | Machine |
| DR | 30 | Stamina | 100 | Att/S | 0.25 | |
| HP | 2500 | Speed | 5 | Res | 225 | Siege Gear Plating |

"Rapid Fire - Flaming Catapults fire 50% faster for 30 seconds. Cooldown: 60 seconds."



| | | | | | | |
|----------------|------|---------|---------|--------|------|-----------------------------|
| "Gruck" | | | | | | Rare |
| CP | 20 | DMG | 70 - 80 | Morale | 90 | Ranged |
| AR | 28 | Range | 35 | S/A | 2 | |
| DR | 36 | Stamina | 170 | Att/S | 0.75 | Hero |
| HP | 3400 | Speed | 9 | Res | 400 | Spear Leather |

"Heroic Aura - Increases the rate at which special abilities cooldown by 15%.
Slaying - deals 200% damage for 10 seconds."



| | | | | | | |
|---------------------------|-----|---------|---------|--------|-----|---------------------------|
| "Human Barbarians" | | | | | | Uncommon |
| CP | 2 | DMG | 10 - 35 | Morale | 80 | Infantry |
| AR | 26 | Range | 1 | S/A | 1 | |
| DR | 27 | Stamina | 160 | Att/S | 0.5 | |
| HP | 375 | Speed | 7 | Res | 25 | Sword Cloth |

"Battle Cry - Nearby friendly units (40m) gain +3 morale, +4% attack speed, and +3% movement speed per Barbarian for 60 seconds. Cooldown: 120 seconds."



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War Cards



"Juggernaut" Rare

| | | | | | | | |
|----|------|---------|---------|--------|------|---------|---------|
| CP | 20 | DMG | 15 - 22 | Morale | 115 | | |
| AR | 22 | Range | 40 | S/A | 10 | Ranged | |
| DR | 34 | Stamina | 100 | Att/S | 0.75 | Machine | |
| HP | 4100 | Speed | 5 | Res | 275 | Bow | Plating |

"Dread - Nearby enemy units (35m) suffer -40 morale and -25% to attack and movement speed for 30 seconds. Cooldown: 60 seconds."



| | | | | | |
|------|-----|-----------------------------------------------------------------------------|----------|------|------|
| Rank | CP | "Move You Slugs" | Uncommon | Cost | Warm |
| 1 | 5 | "Friendly units in target radius (5m) gain +75% movement for 60 seconds." | | 21 | 0 |
| ... | ... | ... | | ... | ... |
| 10 | 14 | "Friendly units in target radius (50m) gain +75% movement for 105 seconds." | | 178 | 0 |



"Ogre Champions" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 3 | DMG | 15 - 27 | Morale | 80 | Infantry | |
| AR | 23 | Range | 1 | S/A | 2 | | |
| DR | 29 | Stamina | 165 | Att/S | 0.5 | | |
| HP | 700 | Speed | 9 | Res | 40 | Sword | Plate |

"Thundering March - Unit and nearby friendly units (20m) gain +3% DR and +3 morale per Ogre for 60 seconds. Cooldown: 120 seconds."



"Ogre Halberdiers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 3 | DMG | 12 - 33 | Morale | 75 | Infantry | |
| AR | 28 | Range | 1 | S/A | 2 | | |
| DR | 28 | Stamina | 160 | Att/S | 0.5 | | |
| HP | 550 | Speed | 8 | Res | 40 | Polearm | Chain |

"Piercing Charge - Unit gains +50% movement speed, +50% AR, +125% damage for 30 seconds. Cooldown: 90 seconds."



"Ogre Hammerfiends" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|-------|
| CP | 3 | DMG | 13 - 35 | Morale | 75 | Infantry | |
| AR | 23 | Range | 1 | S/A | 2 | | |
| DR | 27 | Stamina | 160 | Att/S | 0.5 | | |
| HP | 600 | Speed | 8 | Res | 40 | Mace | Plate |

"Hammer of the Gods - Hammerfiends do an additional +200% damage for 30 seconds. Cooldown: 60 seconds."



"Orc Archers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 15 - 30 | Morale | 65 | Ranged | |
| AR | 20 | Range | 60 | S/A | 1 | Infantry | |
| DR | 23 | Stamina | 75 | Att/S | 0.5 | | |
| HP | 425 | Speed | 7 | Res | 35 | Bow | Leather |

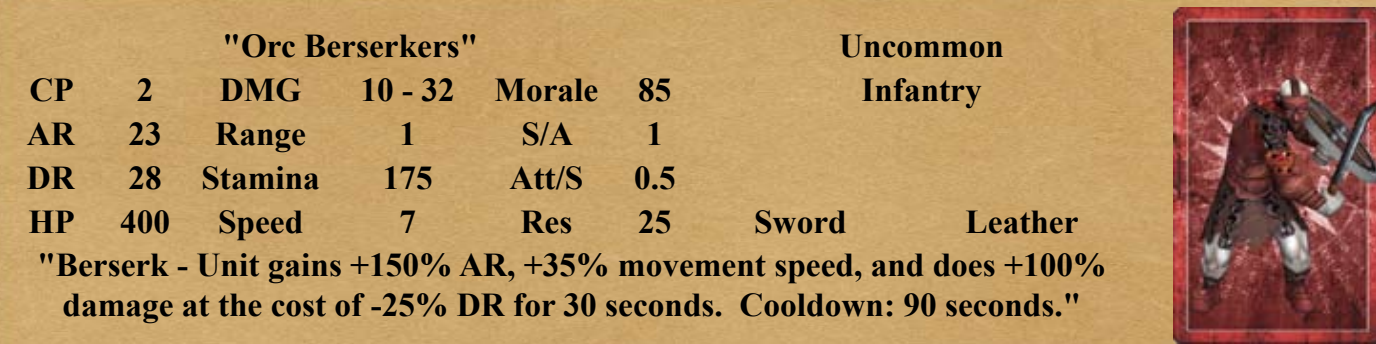
"Siege (passive) - +75% damage and +150% AR against walls, buildings, and machines."



"Orc Arsonists" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 15 - 28 | Morale | 70 | Infantry | |
| AR | 30 | Range | 1 | S/A | 1 | | |
| DR | 30 | Stamina | 155 | Att/S | 0.5 | | |
| HP | 375 | Speed | 8 | Res | 25 | Spear | Leather |

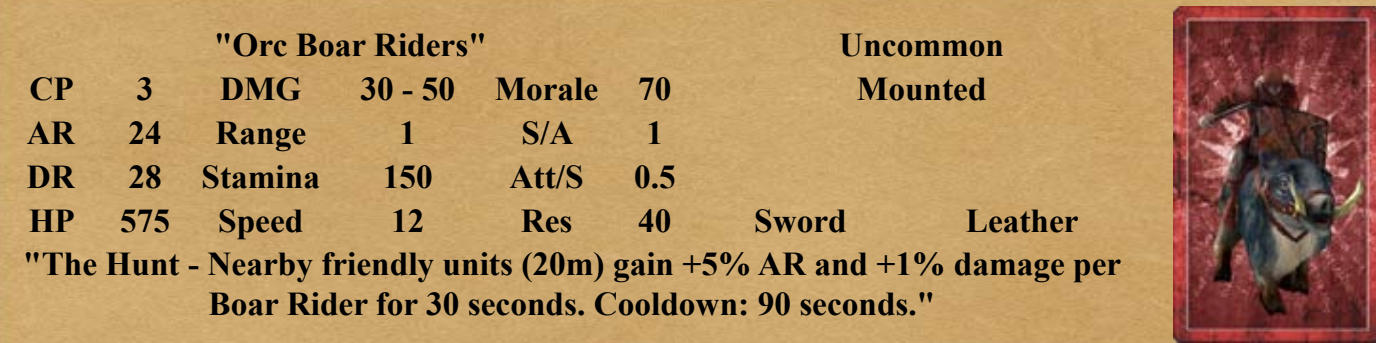
"Arson (passive) - Unit has +100% AR, +25% DR, and does +50% damage against walls, structures, and machines."



"Orc Berserkers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 10 - 32 | Morale | 85 | Infantry | |
| AR | 23 | Range | 1 | S/A | 1 | | |
| DR | 28 | Stamina | 175 | Att/S | 0.5 | | |
| HP | 400 | Speed | 7 | Res | 25 | Sword | Leather |

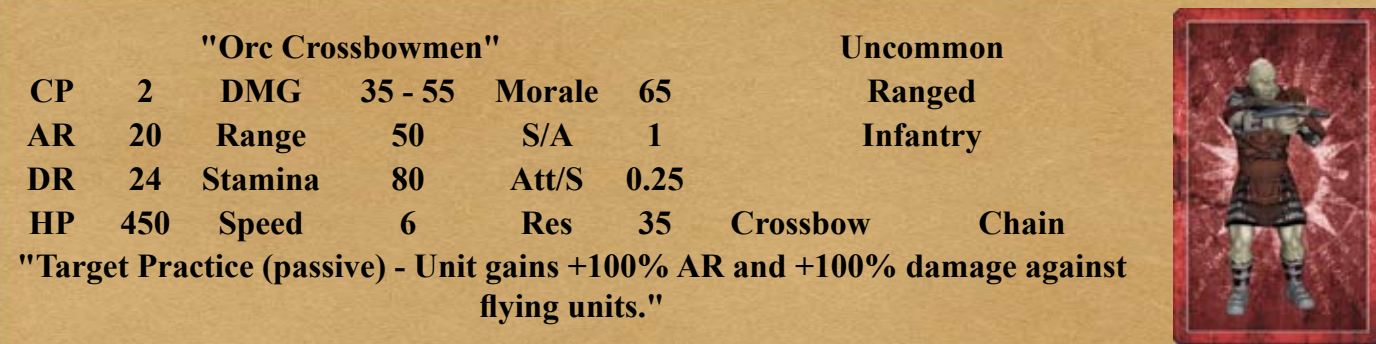
"Berserk - Unit gains +150% AR, +35% movement speed, and does +100% damage at the cost of -25% DR for 30 seconds. Cooldown: 90 seconds."



"Orc Boar Riders" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|---------|---------|
| CP | 3 | DMG | 30 - 50 | Morale | 70 | Mounted | |
| AR | 24 | Range | 1 | S/A | 1 | | |
| DR | 28 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 575 | Speed | 12 | Res | 40 | Sword | Leather |

"The Hunt - Nearby friendly units (20m) gain +5% AR and +1% damage per Boar Rider for 30 seconds. Cooldown: 90 seconds."



"Orc Crossbowmen" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|----------|-------|
| CP | 2 | DMG | 35 - 55 | Morale | 65 | Ranged | |
| AR | 20 | Range | 50 | S/A | 1 | Infantry | |
| DR | 24 | Stamina | 80 | Att/S | 0.25 | | |
| HP | 450 | Speed | 6 | Res | 35 | Crossbow | Chain |

"Target Practice (passive) - Unit gains +100% AR and +100% damage against flying units."

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"Orc Dog Soldiers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|-----|----------|---------|
| CP | 2 | DMG | 18 - 30 | Morale | 65 | | |
| AR | 23 | Range | 30 | S/A | 1 | Ranged | |
| DR | 24 | Stamina | 105 | Att/S | 0.5 | Infantry | |
| HP | 450 | Speed | 7 | Res | 35 | Spear | Leather |

"Healing Chant - Friendly troops in target radius (20m) heal 35-45 hit points and gain +2% DR per Dog Soldier for 30 seconds. Cooldown: 120 seconds."



| | | | | | |
|------|-----|----------------------------------------------------------------|------|------|------|
| Rank | CP | "Orc Stench" | Rare | Cost | Warm |
| 1 | 5 | "Unfriendly target unit cannot move or attack for 35 seconds." | | 33 | 35 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Unfriendly target unit cannot move or attack for 75 seconds." | | 70 | 75 |



"Orc Infantry" Common

| | | | | | | | |
|----|-----|---------|--------|--------|-----|----------|-------|
| CP | 1 | DMG | 9 - 17 | Morale | 70 | Infantry | |
| AR | 21 | Range | 1 | S/A | 1 | | |
| DR | 24 | Stamina | 150 | Att/S | 0.5 | | |
| HP | 300 | Speed | 7 | Res | 15 | Sword | Chain |

"Frenzy - Attacks do an additional +4% damage and +1 morale for each orc in the unit for 30 seconds. Cooldown: 60 seconds."



"Orc Pavises" Uncommon

| | | | | | | | |
|----|------|---------|---------|--------|-----|----------|-------|
| CP | 6 | DMG | 15 - 35 | Morale | 70 | Ranged | |
| AR | 26 | Range | 45 | S/A | 2 | | |
| DR | 31 | Stamina | 90 | Att/S | 0.5 | | |
| HP | 1300 | Speed | 6 | Res | 80 | Crossbow | Chain |

"Pavise Wall - Nearby units (35m) gain +10% DR and +5 morale per Pavise for 45 seconds. Cooldown: 60 seconds."



"Orc Snipers" Uncommon

| | | | | | | | |
|----|-----|---------|---------|--------|------|----------|-------|
| CP | 2 | DMG | 25 - 40 | Morale | 70 | Ranged | |
| AR | 28 | Range | 80 | S/A | 1 | Infantry | |
| DR | 24 | Stamina | 90 | Att/S | 0.25 | | |
| HP | 350 | Speed | 7 | Res | 25 | Crossbow | Chain |

"Kill Shot - Unit gains +200% AR and does +400% damage for 5 seconds. Cooldown: 60 seconds."

War Cards

| | | | | | |
|------|-----|------------------------------------------------------------------------------------------------------------------|------|------|------|
| Rank | CP | "Rage" | Rare | Cost | Warm |
| 1 | 5 | "Friendly units in target radius (15m) gain +100% AR, +50% movement speed, +25% damage, and -20% DR for 60 sec." | | 72 | 30 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Friendly units in target radius (15m) gain +100% AR, +50% movement speed, and +25% damage for 100 sec." | | 130 | 50 |



"Red Dragon" Rare

| | | | | | | | |
|----|------|---------|----------|--------|------|--------|------|
| CP | 25 | DMG | 65 - 105 | Morale | 105 | Ranged | |
| AR | 30 | Range | 15 | S/A | 8 | Flying | |
| DR | 31 | Stamina | 115 | Att/S | 0.25 | | |
| HP | 3800 | Speed | 10 | Res | 375 | Charm | Ward |

"Fiery Blast - Units in target area (30m) suffer 125-200 damage and -20 morale for 30 seconds. Cooldown: 120 seconds."



| | | | | | |
|------|-----|-----------------------------------------------------------------------------------------|------|------|------|
| Rank | CP | "Stand Your Ground" | Rare | Cost | Warm |
| 1 | 5 | "Friendly units in target radius (10m) gain +100% DR and -75% movement for 50 seconds." | | 70 | 0 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "Friendly units in target radius (30m) gain +100% DR and -35% movement for 70 seconds." | | 146 | 0 |



| | | | | | |
|------|-----|--------------------------------------------------------|------|------|------|
| Rank | CP | "Take no Prisoners" | Rare | Cost | Warm |
| 1 | 5 | "All unfriendly units suffer -15% DR for 80 seconds." | | 35 | 10 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "All unfriendly units suffer -35% DR for 120 seconds." | | 79 | 50 |



| | | | | | |
|------|-----|------------------------------------------------------------------------------------------------|------|------|------|
| Rank | CP | "Victory or Death" | Rare | Cost | Warm |
| 1 | 5 | "All friendly units gain +50% AR, -20% DR, +25% attack speed, and +100 morale for 50 seconds." | | 70 | 45 |
| ... | ... | ... | | ... | ... |
| 5 | 9 | "All friendly units gain +50% AR, +20% DR, +25% attack speed, and +100 morale for 90 seconds." | | 148 | 65 |





"War Elephants"

Uncommon

| | | | | | | | |
|----|------|---------|---------|--------|------|-------|---------|
| CP | 6 | DMG | 30 - 40 | Morale | 85 | | |
| AR | 24 | Range | 1 | S/A | 4 | | |
| DR | 30 | Stamina | 140 | Att/S | 0.25 | | |
| HP | 1500 | Speed | 9 | Res | 80 | Charm | Plating |

Mounted

"Stampede - Nearby enemy units (20m) take 25-65 damage and -9 morale per Elephant for 30 seconds. Cooldown: 120 seconds."



"War Rhinos"

Uncommon

| | | | | | | | |
|----|------|---------|---------|--------|------|-------|-------|
| CP | 6 | DMG | 75 - 95 | Morale | 120 | | |
| AR | 30 | Range | 1 | S/A | 2 | | |
| DR | 27 | Stamina | 150 | Att/S | 0.25 | | |
| HP | 1050 | Speed | 10 | Res | 80 | Lance | Plate |

Mounted

"Rhino Rage - Send the rhino riders into an uncontrollable rage. Does 800% damage, charges and attacks random enemies for 5 seconds each, for up to 30 seconds"