

Advancing the Horde *Magic*

3

As long as their combined attack strength is three or less, put any number of **Orcs** from your *hand* into your *army* marked.



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2



Ahrog
Orc

When *I* die, put a 3/3 **Orc** creature token into your **army** marked.

↗ Target **Orc** gets +1/+0 until end of turn.

1

1

2



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S

An illustration of a fantasy landscape. In the foreground, a blacksmith with a red tunic and a yellow helmet is working at an anvil, hammering a glowing orange metal. To his right is a large, arched stone furnace with a bright orange glow inside. In the background, a large stone dam with a wooden gate spans a river. A waterfall cascades over the dam. The surrounding area is rocky and mountainous, with a snow-capped mountain in the distance. Red banners are strung across the scene. The title 'Am's Dam City' is written in a stylized font on the right side of the illustration.

Am's Dam City

Level 2: Sacrifice an *Orc* creature and put a *marked* +1/+1 *Orc token* into your *army* for each *loyalty mark* on the sacrificed creature.

8



Bhak
Orc

***Orcish Steal** - When I come into play, target creature permanently loses target ability, while target Orc permanently gains that ability.*

"It's about time to turn the tables."

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Bhun

Orc

Sudden - *I can be played directly into your army.*

When ***I*** die, put four +1/+1 ***Orc tokens*** into your ***army***.

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**Big
Orc**

Orc Token

"Like a walk in the park!"

3

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3

Changing Winds

Event

2

Remove all damage from target **Red Banner** creature. If that creature was an **Orc**, deal the same amount of damage to a new target **creature**.



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Dhab
Orc

***Ranged** - I can defend against creatures with flying.*

 Target *creature* loses **flying**, **deadly** and **overrun** until end of turn.

2


2

3



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2

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4



Django
Orc

Sudden - I can be played directly into your army.

First Strike - In combat, I deal damage first. The opposing creature only strikes back if it survives.

4

1

4



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1

Helmet of the Cyclops

Enchantment

2

Target enchanted **creature** gets +1/+2.
During your **tactics phase**, enchanted creature gets a +1/-1 counter.



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Lhug

Orc

When *I* come into play, reveal the top three cards of your **deck**. Put the first revealed **Orc** creature into your **hand**. Shuffle your deck afterwards.

"More will come and join the Great Horde."

2

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When *I* come into play, reveal the top three cards of your **deck**. Put the first revealed **Orc** creature into your **hand**. Shuffle your deck afterwards.

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*"We may be small in size,
but we are large in numbers!"*

1

1



**Little
Orc**

Orc Token

*"We may be small in size,
but we are large in numbers!"*

1

1



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Marching Orders

Magic

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Search your **deck** for a **Red Banner** creature with casting cost three or lower and put it in your **army** marked, then shuffle your deck. If the creature was an **Orc**, draw a card.

"Don't dally, we've got a battle to fight."



Marching Orders

Magic

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Search your *deck* for a *Red Banner* creature with casting cost three or lower and put it in your *army* marked, then shuffle your deck. If the creature was an *Orc*, draw a card.

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"Don't dally, we've got a battle to fight."



2



Nhuk
Orc

Bruiser - To creatures, I deal damage in the form of -1/-1 counters.

"I guess you'll remember the day you met old Nhuk's knives."

1

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2



S



Orc
Pit
City

Level 0: Deal 1 damage to *me* and put a 1/1 **Orc** token into your *army* marked.

Level 3: Sacrifice an **Orc** creature; *I* gain defense strength equal to the number of that creature's *loyalty* marks.



10

2

Orc Tracker

Orc

➤ As long as *I* remain marked, target **creature** gets a **1/-1 tracker counter** during its controller's **unmark phase**.

Remove all **tracker counters** from that creature when *I* become **unmarked** or **die**. You may choose not to unmark *me* during your **unmark phase**.

1

1

2

Orc Tracker

Orc

➤ As long as *I* remain marked, target *creature* gets a **-1/-1 tracker counter** during its controller's *unmark phase*.

Remove all **tracker counters** from that creature when *I* become *unmarked* or *die*. You may choose not to unmark *me* during your *unmark phase*.

1

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Raging Fire Enchantment Token

Deal 1 damage to enchanted **city** during its **tactics phase**, unless its controller sacrifices a resource. If they do, **I** am destroyed.

At the end of the **tactics phase**, if not all **Raging Fire** tokens in a **city** are destroyed, add one more token.



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3



**Shan
K'har**
Orc

***Orc Battle Scream** - When I attack, all other attacking Orcs get +1/+0.*

When *I* come into play, put a 1/1 **Orc** creature token into your *army* marked.

1

1

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**Sl'r
Bow**
Orc

***Ranged** - I can defend against creatures with flying.*

When *I* deal damage to a **city**, put a **Raging Fire** enchantment token on that **city**.

1

2

3



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Orc

***Ranged** - I can defend against creatures with flying.*

When *I* deal damage to a **city**, put a **Raging Fire** enchantment token on that **city**.

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When *I* deal damage to a **city**, put a **Raging Fire** enchantment token on that **city**.

1

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S



Training Grounds

City

Level 2: Target *creature* loses target *ability* until your next *tactics phase*.

Level 4: Target **Orc** you control gains one *ability* of target opponent's creature. Your creature *dies* at the end of your turn.

9



Arceage

amin duna - ilya lanta