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Armory City

Level 2: Your *Soldiers* get +1/+1.

Level 4: Your *Soldiers* have *first strike*.

(Creatures with *first strike* deal damage first in combat. The opposing creature only gets to strike back if it survives.)

7

Assemble the Army Magic

4

Move all unmarked **Soldiers** from your **cities** into your **army**. The **Soldiers** are not marked for moving.

"We came, we saw and we were victorious."



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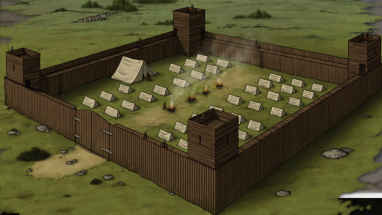
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Barracks

City

Level 3: Your *Soldiers* cost ① less to play.

Level 5: Put a *Soldier* from your hand into your *army*.

8

Battering Ram Event

3

All **Soldiers** you control get +2/+0 and have **overrun** until end of turn.

*(The surplus of unblocked damage dealt by creatures with **overrun** is carried over to the attacked city.)*



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Bearer *Soldier*

Whenever *I* deal damage to a **city**, you may put a **Soldier** from your hand into a **city** you control.

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

"I never come alone."

1

1



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Borg's Keep

City

Level 1: Sacrifice a *resource card* for every creature you control.

Level 3: After your *combat* phase, *unmark* all creatures in your *army* and have a second combat phase.

10

2



Conscript

Soldier

When *I* come into play, you may search your deck and reveal any number of ***Soldiers***. Shuffle your deck and put the soldiers on top of your deck in any order.

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2



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Dimensional Pocket Magic

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Choose one: deal 1 damage to a target *city*, or deal 3 damage to 1 target *creature*, or deal 1 damage to 3 target *creatures*.



Dimensional Pocket Magic

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Choose one: deal 1 damage to a target *city*, or deal 3 damage to 1 target *creature*, or deal 1 damage to 3 target *creatures*.



Dimensional Pocket Magic

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1



Footsoldier

Soldier

When *I* come into play, you may pay 1 for each *Footsoldier* in play.

If you do pay, then search your deck for a *Footsoldier* and put it into your *army*. Shuffle your deck.

1

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Mentor
Knight Soldier

When *I* come into play, you may search your deck for a ***Soldier*** and put it in your hand.

Shuffle your deck.

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3

3



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Mercenary Soldier

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

Sudden - I can be played directly into your army.

If **I** have attacked this turn, put **me** in the graveyard during your discard phase.

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3

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Mounted Eagle

Soldier Bird

***Flying** - Only creatures with flying and ranged can defend against me.*

***I** get +2/+1 when blocking creatures without **flying**.*

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4



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Revenge Magic

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Creatures you play this turn have **blood vengeance** (they come into play with $x + 1/+0$ counters, where x is equal to the damage dealt the previous turn by target opposing creature).

Salvage 5 - You may pay 5 resources to return me to your hand from the graveyard.



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Seat of the Throne Enchantment

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Target *city* gains 3 defense points and can only sustain 1 damage each turn.

Destroy all other *cities* you control.



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Spearman

Soldier

All unmarked **Soldiers** in your **army** must attack during your **combat** phase.

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

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Squad Leader

Soldier Leader

When **I** come into play, reveal the top 4 cards of your deck.

Put each revealed **Soldier** in your hand and put any other card on the bottom of your deck.

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Trebuchet

Gear

➤ Mark two **Soldiers** you control, deal 5 damage to target **creature**.

The marked **Soldiers** and **I** do not unmark in your next two unmark phases.

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Arceage

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