

2



## Big Brother

Orc

When *I* attack a *city* where *Little Brother* is, *I* deal 2 additional damage to that *city*.

"What have you gotten into this time, little brother?"

1

2

2



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*"What have you gotten into this time, little brother?"*

1

2



**Big  
Orc**

*Orc Token*

*"Like a walk in the park!"*

3

3



**Big  
Orc**

*Orc Token*

*"Like a walk in the park!"*

3

3



**Big  
Orc**

*Orc Token*

*"Like a walk in the park!"*

3

3



**Big  
Orc**

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*"Like a walk in the park!"*

3

3



**Big  
Orc**

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3

3

## Deadly Shock

Event

2

Deal 3 damage to target *creature* or deal 2 damage to target *city*.



## Deadly Shock

Event

2

Deal 3 damage to target *creature* or deal 2 damage to target *city*.





## Deadly Shock

Event

2

Deal 3 damage to target *creature* or deal 2 damage to target *city*.



1



## Little Brother

*Orc Idiot*

***Infiltrate** - I can move into opponents' cities.*

**I** deal 1 damage to the **city** in which *I* reside at the beginning of that **city's tactics phase**.

1

1

1



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*Orc Idiot*

***Infiltrate** - I can move into opponents' cities.*

**I** deal 1 damage to the **city** in which *I* reside at the beginning of that **city's tactics phase**.

1

1

1



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*Orc Idiot*

***Infiltrate** - I can move into opponents' cities.*

**I** deal 1 damage to the **city** in which *I* reside at the beginning of that **city's tactics phase**.

1

1



*"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



## Little Orc

*Orc Token*

*"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





## Little Orc

*Orc Token*

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

1

1



**Misled  
Orc**  
*Orc*

When ***I*** die, deal 1 damage to target  
***creature*** or ***city***.

*"I really thought the gold was there."*

1

1



**Misled  
Orc**  
*Orc*

When ***I*** die, deal 1 damage to target  
***creature*** or ***city***.

*"I really thought the gold was there."*

1

1



**Misled  
Orc**  
*Orc*

When ***I*** die, deal 1 damage to target  
***creature*** or ***city***.

*"I really thought the gold was there."*

1

1

3



## Orc Drummer

*Orc*

➤ All **Orcs** in your *army* get a +1/+0 counter. Use this ability only when *I* am in your *army* as well.

*"Move on! Move on! For the Red Banner!"*

1

1

3



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*"Move on! Move on! For the Red Banner!"*

1

1

4



## Orc Recruiter

*Orc*

➤ Put a 1/1 **Orc** creature token into your **army** marked.

*"Sign up lads! Who wouldn't want a full pint of rum each day! Sign up!"*

1

3



4



# Orc Recruiter

Orc

➤ Put a 1/1 **Orc** creature token into your **army** marked.

*"Sign up lads! Who wouldn't want a full pint of rum each day! Sign up!"*

1

3

4



## Orc Recruiter

*Orc*

➤ Put a 1/1 **Orc** creature token into your **army** marked.

*"Sign up lads! Who wouldn't want a full pint of rum each day! Sign up!"*

1

3

2



## Orc Rouser

*Orc*

When *I* come into play, unmark target **creature**.

*"To battle! To battle! Uukhai!"*

1

2

2



## Orc Rouser

*Orc*

When *I* come into play, unmark target **creature**.

*"To battle! To battle! Uukhai!"*

1

2

2



## Orc Rouser

*Orc*

When *I* come into play, unmark target **creature**.

*"To battle! To battle! Uukhai!"*

1

2

2



**Orc  
Scout**  
*Orc*

***Infiltrate** - I can move into opponents' cities.*

**W**hen *I* enter a **city**, that city's owner reveals one card at random from their hand.

1

1

2



**Orc  
Scout**  
*Orc*

***Infiltrate** - I can move into opponents' cities.*

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2



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Scout**  
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***Infiltrate** - I can move into opponents' cities.*

**W**hen *I* enter a **city**, that city's owner reveals one card at random from their hand.

1

1



1

## Orc Thug

Orc

***Infiltrate** - I can move into opponents' cities.*

Deal 2 damage to target **creature** in the same **city** as **me**.

*"Come out, come out, wherever you are..."*

1

1

1

## Orc Thug

Orc

***Infiltrate** - I can move into opponents' cities.*

Deal 2 damage to target **creature** in the same **city** as **me**.

*"Come out, come out, wherever you are..."*

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 Deal 2 damage to target **creature** in the same **city** as **me**.

*"Come out, come out, wherever you are..."*

1

1

5



## Orc Warleader

*Orc Legend*

***Unique** - No player can control more than one of this unit at any time.*

**Orcs** you control get +1/+0.

3

3

5



## Orc Warleader

*Orc Legend*

***Unique** - No player can control more than one of this unit at any time.*

**Orcs** you control get +1/+0.

3

3

5



## Orc Warleader

*Orc Legend*

***Unique** - No player can control more than one of this unit at any time.*

***Orcs** you control get +1/+0.*

3

3

## Outmaneuvered

Event

4

Until end of turn, target **army** cannot defend target **city**.

*"There might be a way to escape unseen. Act quickly. Armadant."*



## Outmaneuvered

Event

4

Until end of turn, target **army** cannot defend target **city**.

*"There might be a way to escape unseen. Act quickly. Armadant."*





## Outmaneuvered

Event

4

Until end of turn, target **army** cannot defend target **city**.

*"There might be a way to escape unseen. Act quickly. Armadant."*



S



## Second Sons' Army Camp

*City*

**Level 3:** All creatures in your *army* get +2/+2.

**Level 5:** All creatures in your *army* have *overrun*.

*"Don't pity the life of a common camp follower, they could do worse."*

8



S

## Tunnel Network

City

**Level 2:** Produce 2 *Red Banner* resources.

**Level 4:** All creatures in your *cities* gain *travel*.

**Level 7:** All creatures in your hand gain *sudden*.

8



S

**Warren**  
*City*

**Level 2:** Put a 1/1 **Orc** token into your *army* marked.

**Level 5:** Put a 3/3 **Orc** token into your *army* marked.

6

4



**Wild  
Warg**  
*Warg*

I deal 2 damage to each creature  
defending against *me*.

*"Prey doesn't escape the Wild Warg's  
teeth."*

2

3

4



**Wild  
Warg**  
*Warg*

I deal 2 damage to each creature  
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*"Prey doesn't escape the Wild Warg's  
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2

3

4



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Warg**  
*Warg*

I deal 2 damage to each creature  
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*"Prey doesn't escape the Wild Warg's  
teeth."*

2

3



## Witchdoctor

Orc

When *I* mark for devotion, *I* give a creature in your army **rabies**. (Creatures with rabies must attack each turn if able. Any creature damaged by a creature with rabies gains rabies. At the end of a player's turn, they must sacrifice all creatures with rabies.)

1

2





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1

2

2

## Wolf Rider

Orc

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

**W**hen *I* die, put a 1/1 **Orc** creature token into your *army*.

2

1

2

## Wolf Rider

Orc

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

**W**hen *I* die, put a 1/1 **Orc** creature token into your *army*.

2

1

2

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Orc

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

**W**hen *I* die, put a 1/1 **Orc** creature token into your *army*.

2

1



# Arceage

amin duna - ilya lanta