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### AEGIS

**Shield of Zeus:** Immune to events, extra +2D when used with Zeus

*"The laws of nature are but the mathematical thoughts of God."*  
-Euclid, Euclid's Elements

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### ALEXANDER THE GREAT

**The Art of Victory:** If you win the battle take an extra 5 denari from the bank

*"I do not pilfer victory."*  
-Alexander the Great

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### AMAZON WARRIOR

**Weapons Mastery:** +1A & +1D if a weapon is equipped

*"I'll rise, but I refuse to shine."*  
-Gabrielle, Xena Warrior Princess

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### APOLO

**Alexicacus:** Each turn your opponent to your left chooses a chip to put on Apollo. Exclude retreat chips. Upgrade to d10 with the bow of Sagittarius

*"Even as the archer loves the arrow that flies, so too he loves the bow that remains constant in his hands."*  
-Nigerian Proverb

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### ATHENIAN CAVALRY

**Blessing of Athena:** No chip limit

*"How great are the dangers I face to win a good name in Athens."*  
-Alexander the Great

6



### BATTLE OF THERMOPOLAE

**300:** If you have one unit left in battle, you get +5A and everyone else gets -3D. You cannot win the battle.

*"The Persian archers were so numerous that their arrows would block out the sun. Dienekes, undaunted by this prospect, remarked, 'Good. Then we will fight in the shade.'"*  
-Herodotus

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### BLESSED DAGGER

**>Curse of Ares:** roll a 7 or 8 with a d8 to nullify an enemy's attribute or action for the rest of the battle

*"Thy words, I grant are bigger, for I wear not, my dagger in my mouth."*  
-Shakespeare

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### BOW OF SAGITTARIUS

**Bow of the Stars:** Can attack starships

*"But God himself will shoot them with his arrows, suddenly striking them down."*  
-Psalms 64:7

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### CAESAR

**Supremacy:** You can do two things on your turn  
**>Praetorian Guard:** cannot be attacked until your next turn  
**Et Tu Brute:** If you win the battle Caesar is killed by his own troops

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### CARTILAGE WAR ELEPHANT

**Trample:** +3A against infantry

*"God is really only another artist. He invented the giraffe, the elephant and the cat. He has no real style. He just goes on trying other things."*  
-Pablo Picasso

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### CELTIC HEADHUNTER

**Trophies:** Every time a unit dies you gain a denarius

*"May the wind always be at your back."*  
-Celtic Boon

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### CERBERUS

**3 Heads:** can attack 3 times

*"Cerberus is the hound of Hades with three heads. He is Hades' most loyal companion and servant."*  
-Call of Duty: Black Ops 3

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### CHAKRAM

**Return:** if the wielder dies then it returns to your hand instead of the graveyard

*"To conquer others is to have power; to conquer yourself is to know the way."*  
-Lao Ma

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### CROSSING THE ALPS

**March of Hannibal:** enemies cannot use actions or events this battle

*"We will find a way or we shall make one."*  
-Hannibal

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### DAMASCUS STEEL

**Expert Craftsmanship:** Extra +1A to units with weapons

*"A rose looks grey at midnight, but the flame is just asleep. And steel is strong because it knows the hammer and white heat."*  
-Johnny Cash

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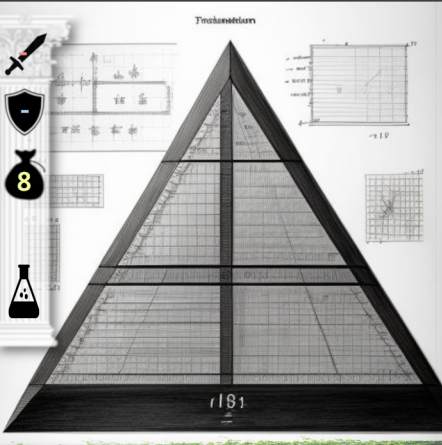


### DRUID CULTIST

**>Ancient Necromancy:** Sacrifice a friendly unit to destroy another unit if you roll an even number.

*"All the laws of nature will bend and adapt themselves to the least motion of man."*  
-Henry David Thoreau

8



### EUCLEIDEAN GEOMETRY

**Theorem and Postulation:** chips cost 1 gold

*"The laws of nature are but the mathematical thoughts of God."*  
-Euclid, Euclid's Elements

2



### EUREKA!

**Discovery:** chips are free for everyone this turn

*"Eureka! - I have found it!"*  
-Archimedes



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### FOREST CENTAUR

**Half and Half:** Use a d12 for defense, and d6 for attack

*"A Centaur has a man-stomach and a horse-stomach. And of course both want breakfast." -C.S. Lewis*

### FORUM

**Barter:** +1 denarius per round, +3 in battle; does not take up a unit space. You get 1 free chip per round per bank. Roll your d6 to determine which chips you get. You may choose the chips if played.

*"A man knows neither ache nor pain if he gets hit while fighting for his money." -The Odyssey, Homer*

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### FORUM MERCHANT

**7 Seas Trader:** Acts as a bank chip. If there's a bank chip on the merchant you gain 3 denari instead

*"Render therefore unto Caesar the things which are Caesar's." -Matthew 22:21b*

### GLADIUS MAXIMUS

**Well Balanced:** acts as an offence chip

*"Without a sign, his sword the brave man draws, and asks no omen, but his country's cause." -Homer*

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### HELIOS

**Sol:** Immune to events and actions

*"You rise with the moon, I rise with the sun." -Zuko, Avatar the Last Airbender*

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### HELM OF HADES

**Invisibility:** The wearer cannot be attacked and cannot attack

*"Thy words, I grant are bigger, for I wear not, my dagger in my mouth." -Shakespeare*

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### HERCULES

**—**

*"I hate my family." -Hercules, Hercules The Legendary Journeys*

### HIGH STAKES

**Gamble:** Play if you have at least 3 cards in play. Everyone rolls their d20. The lowest number wins the battle, the highest number loses all their cards in play. Everyone else keeps their cards.

*"Great is the issue at stake whether a man is to be good or bad. And what will any one be profited if, under the influence of money or power, he neglect justice and virtue?" -Plato*

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### ICARUS

**Wings of Wax:** can have 2 ward chips. Dies if played with Helios

*"Never regret thy fall, O Icarus of the fearless flight. For the greatest tragedy of them all is to never feel the burning of the light." -Oscar Wilde*

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### JESUS THE CHRIST

**Salvation:** If a card dies he returns to your hand instead of the graveyard.  
**Resurrection:** If killed, Jesus comes back to your hand 3 battles later. Can be used once per game.  
**Gospel:** Cannot attack

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### MERCHANT CAMEL

**>Foreign Trade:** Take a denarius from the player with the most denari

*"Wealth, and poverty; the one is the parent of luxury and indolence, and the other of meanness and viciousness, and both of discontent." -Plato*

### OLYMPIC GAMES

**Friendly Competition:** if any unit dies during this battle, he goes to the owner's hand instead of the graveyard. The winner of the battle gets +3V instead of 1

*"He who is not courageous enough to take risks will accomplish nothing in life." -Muhammad Ali*

### PHILOSOPHY

**>Classical Oration:** You cannot be attacked this turn. Use as your turn. Can be used once per battle.

*"Ignorance, the root and stem of every evil." -Plato*

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### PHONECIAN SAILING SHIP

**>Set Sail:** Swap the ship with another enemy vehicle or infantry unit in the battle. Can be used once per battle. Can not use against lords, grunts, or heroes. Units go back to owners' hand at the end of battle

*"Love is a Phoenician trader over deepest-sounded seas," -Chris Saitta*

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### PLUTOS

**God of Wealth:** gain a coin every time someone else does  
**Wealth Beyond Measure:** You get the gold in the center if Plutos is killed by an event

*"Pluto and I buried the hatchet a long time ago. And we've been pals ever since." -Neil deGrasse Tyson*

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### ROMAN BALLISTA

**Dual Bolt:** Attack two units at once with one die roll

*"If you want peace, prepare for war" -Publius Flavius Vegetius*



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### ROMAN LEGION

*"Veni Vidi Vici"*  
-Julius Caesar

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### ROMAN PHALANX

**Defensive Formation:** if an enemy attacks Roman Phalanx and fails, the enemy attacker dies

*"Fortune Favors the Bold"*  
-Virgil

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### ROMAN PLUMBING

**Sanitation:** events cost 1 less to play

*"My plumbing is no one's business but my own."*  
-Peter O'Toole

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### ROMAN PROCONSUL

**Roman Rule:** chips bought for Roman Proconsul cost 1 denarius; they are free in conjunction with Euclidean Geometry

*"Acta non verba."*  
*"Deeds, not words"*  
-Latin Saying

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### SENEX THE ELDER

**>Mirror:** can mimic the stats and ability of another unit in battle. If that unit dies, Senex reverts to original form

*"Nothing is more characteristically juvenile than contempt for juvenility... youth's characteristic chronological snobbery."*  
-C.S. Lewis

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### SOCRATES

**>Ancient Rhetoric:** An enemy unit fights for you on your next turn

*"He is richest who is content with the least, for content is the wealth of nature."* -Socrates

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### SPARTAN ARMY

**Last Stand:** if Spartan army is the only unit in play add +2 to A & D

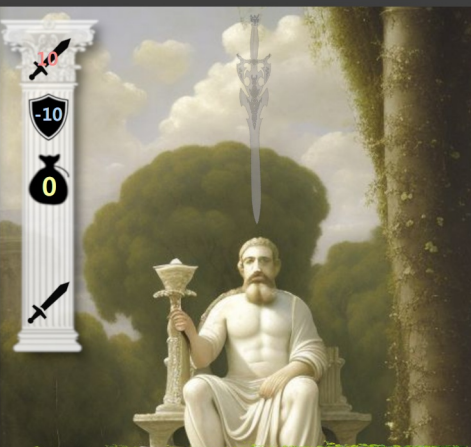
*"This is Sparta!"*  
-300

-10

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### SWORD OF DAMOCLES

**Thread of Hair:** -10D

*"It takes just one big natural disaster to wipe all that away and remind us that, here on Earth, we're still at the mercy of nature."*  
-Neil deGrasse Tyson

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### TROJAN HORSE

**Greeks Bearing Gifts:** Trojan horse cannot be attacked until you attack with a unit  
**Garrison:** can hold 3 infantry units.


*"Beware Greeks bearing gifts"*  
-Trojan Saying

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### VISIGOTH HORDE

*"Bar bar bar bar bar"*  
-Roman slur for foreign language

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### WOODEN SWORD

**Questioning looks:** your oponent lets down their guard; ignores ward and guard chips


*"It's just a wooden sword."*  
-Gladiator

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### WORLD DOMINATION

**Conquest of Alexander:** if you win a battle, take an extra denarius from each enemy player


*"Glory crowns the deeds of those who expose themselves to toils and dangers."*  
-Alexander the Great

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### WRATH OF ARES

**Obliterate:** destroy all enemy chips and weapons in the battle

*"We everlasting gods... Ah what chilling blows we suffer – thanks to our own conflicting wills – whenever we show these mortal men some kindness."* -Ares, The Illiad

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### ZEUS

**King of gods:** You may use any die d4 - d12. 1 rolls are critical. Use a d20 if played with 2 other greek/roman gods.  
**Dice of Zeus:** You may reroll your own dice rolls twice per battle

*"The dice of Zeus always fall luckily."*  
-Sophocles

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### AMD GPU

**Bitcoin Farm:** gain +1 more bitcoin per round.

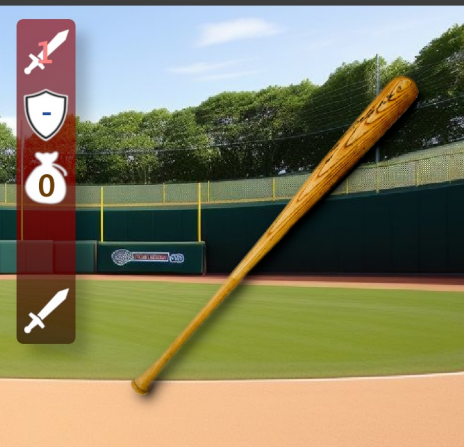
*"Bitcoin is one of the most viral concepts I've ever encountered."*  
-Barry Silbert

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### Baseball Bat

**Home Run:** can be played on enemy units to help them. The bat always returns to your hand after each use.

*"There is more to baseball than physical strength. It's about courage; and it's also about faith; and it is also about heart."*  
-Captain Sisko, Star Trek DS9

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### Bitcoin Miner

**Crypto:** +0 Bitcoin per round, +3 in battle. Does not take up a unit space. Roll a d4 and d6; if the d4 is 3 or 4, you get d6 gold. Does not multiply with number of banks.

*"Bitcoin is like anything else: it's worth what people are willing to pay for it."*  
-Stanley Druckenmiller

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-Stanley Druckenmiller



Bob Ross

Colours: If you win this battle and Bob Ross is still alive, you also get one of each chip for free

"Put any color that makes you happy."  
-Bob Ross



Bob Ross Birth

Almighty Bob Ross: if you win a battle, you also get 2 free chips of your choice.

"We have avoided almighty painting for so long cause I think all of our lives we've been told you have to go to school half your fillife, maybe even be blessed by Bob Ross birth" -Bob Ross Sauce



Bomb has been Planted

Rush B: if no one rolls a 5 in the next two rounds, every unit in the battle dies. If counter terrorist is in play the numbers are 5 and above.

"Remove any doubts in your head; it's us, or them."  
-Counter Strike Global Offensive



Candy Van

>Abduction: Choose a unit. If the owner of that unit fails to roll over a 4, put it under the candy van. It stays there for the rest of the battle. Use that units defense in a defense roll

"Hey guys, we're ready to go with a Roblox playthrough" "screaming"  
-Roblox player



Chair

Durable: use a d10 for defense rolls

"Every chair should be a throne and hold a king."  
-Ralph Waldo Emerson



Deus Vult

To the Land of God: all medieval and parallel units gain +2A this battle

"In the name of God"  
-Powerwolf



Disco Dan

Fumky Beat: Each round Dan is not killed he gains 1DF, resets each battle.

"It's Party Time"  
-Sergey Z



E-11 Blaster Rifle

Stormtrooper Precision: you can attack, but you won't hit anything.

"Only Imperial stormtroopers are so precise."  
-Ben Kenobi, Star Wars IV



Epic Solo

Tomahawk Clutch: if you only have 1 unit in play it gains +1A, +1D, free ward and free offence. If you win the battle take an extra 3 bitcoin from each player

"Get back to boot camp."  
-Ruin, Call of Duty Black Ops 3



F150 Truck

"Built Ford tough."  
-Ford Motto



Falling Anvil

Coyote Death: choose an enemy unit in battle to die. If it has ward destroy that instead. Cannot be played more than once.

"In real life it is always the anvil that breaks the hammer."  
-George Orwell



Flying Carpet

Garrison: can garrison 1 infantry unit  
Flight: Capet and unit can retreat or re-enter battle on your turn.

"Imagination is the true magic carpet."  
-Norman Vincent Peale



Golden Gun

One Shot One Kill: equipped unit can only attack once per battle

"One Shot, One Kill. Won't even see it coming."  
-Outrider, Call of Duty Black Ops 3



Guest


Guest Hoard: Can be played as a fourth unit in battle

"Oof"  
-Robloxian on an Obby



Guy

"The guys have die!"



Heckin Bamboozlin

Bean'd: for this battle, unit stats do not count, lowest numbers win

"Wanna join my giftcard giveaway?"  
-Youtuber



Hold Guard

>Wait, I Know You: choose a unit. It can not attack for a turn (broken with a 1 roll)

"I used to be an adventurer like you, then I took an arrow to the knee."  
-Hold Guard, Skyrim



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### Horselord

"A tale of souls and swords, eternally retold."  
-SoulCalibur II

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### Inflatable Raft

>Escape: You can retreat all units for free on your turn

"There is no escape."  
-Void Clan

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### Invisible Jet

Invisible: d4, d6, and even numbered attack rolls against the jet have no effect

"Wonder Woman is lame. She flies around in an invisible jet, but she's not invisible. I don't get it."  
-Megan Fox

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### Jalapeno Chips

Tasty: acts as a guard chip

"On July 4, 1980 two small business owners made their dream of making crunchy, delicious, unique quality potato chips a reality."  
-Cape Cod About Us

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### Journey to Beantown

Bean'd: take a coin from the center, a free chip, and draw a card

"There is no escaping the void"  
-Roblox saying

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### Linux Mint

Open Source: Draw 2 cards instead of 1 if you roll a 5 or 6 with a d6

"In real open source, you have the right to control your own destiny."  
-Linus Torvalds

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### McDonalds Worker

\$15 an hour: events cost 2 more to play  
>Raise Minimum Wage: everyone puts in two Bitcoin to the center.

"The \$7.25 an hour federal minimum wage is a starvation wage. It must be raised to a living wage - at least \$17 an hour."  
-Bernie Sanders

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### Meme Man

>Pront: Bring the top unit of your graveyard back to life and attack with it. It dies again at the end of your turn. The unit's effects and actions are nullified.  
>Angry: +3A for your next attack  
>Cool and Good: gain 2 Bitcoins

"Col and Good"  
-Meme Man

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### Morrowind Spell

Magicka: you can only attack with 1s and 2s. No damage is dealt with any other die roll.

"mumbling" "What a winning personality."  
-Morrowind Idle Dialogue

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### Old Guy

Master Pedestrian: Just out for a walk

"Huh?" "COUGHS"  
-Old Guy

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### One-Punch Man

Hero for Fun: If you roll above a 10 in offense or below a 10 in defense Saitama gets bored and leaves (graveyard)

"I'm not a hero because I want your approval. I do it because I want to!"  
-Saitama

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### Overshield

Energy Barrier: can have 2 ward chips

"OVERshield"  
-Halo 4 Announcer

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### Peanut Man

Peanut Monopoly: act as 2 bank chips

"Small as a peanut, big as a giant, we're all the same size when we turn off the light."  
-Shel Silverstein

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### Pizza Time

Clogged Conveyor: no one can attack the next two rounds

"Fishy and Stank B"  
-Robloxian

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### Pretend Unit

Pretend: You choose the stats and price. Any roll other than 1 does nothing. Cannot change dice. Attack rolls of 1 kill the unit when attacked.

"I Like To Sing, Dance, Pretend, And Kazooooo!!!!!!!"  
-Kazoo Kid

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### PSY

>Gangam Style: You get 2 Bitcoins

"음, 음-음-음, 오빤 강남 스타일"  
-PSY

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### Roblox Slingshot

Stinky Noob: ignores guards

"Your car is the worst car haha"  
-Robloxian

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### Sentient Mayonaise

"Is mayonaise an instrument?"  
-Patrick Star, Spongebob



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### Slavic Hardbass

*Apyr: Your d6 units have +1D*

*"Do you like to drink kvass and listen to hardbass?"  
-Slav, Hardbass School"*

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### Starship 21

*21: Can attack any card in play or in hand with an outcome of 21. Rolls = 21 are critical*

*"21"  
-You Stupid*

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### Steve Harvey

*Hurricane Harvey: add 2 to your odd numbered die rolls*

*"Nekkid Grandma!"  
-Steve Harvey*

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### The Octahedron

*?????: When octahedron dies, replace it with a random card from the hand of the opponent who killed it. Return weapons, technologies, or special units back to the owner after battle. Cannot change dice or stats.*

*"Octahedron fornic"*

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### The Power of God and Anime

*Divine Intervention: you may reroll any 1s you get in either attack or defense*

*"I have the power of God and anime on my side!"  
-Weeb Kid*

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### The Unicycler

*What?: Enemies cannot roll in defense against unicycler*

*"A person riding a unicycle on a tightrope doesn't worry about being likeable; they're doing something amazing that very few people can do."  
-Ted Alexandro*

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### Titanium Paint Thinner

*Sap Greer: You are immune to an event's effects if you roll a 1 or 8 with a d8*

*"Once again this is odorless paint thinner; we do not use titanium paint thinner."  
-Bob Ross Sauce*

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### Ugandan Knuckles

*The Way: You lose the battle for playing this card you normie*

*"You do not know dey way."  
-Ugandan Knuckles*

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### Unrelenting Force

*>Fus Ro Dah: choose an enemy unit. It cannot attack or perform an action for 1 turn. Cooldown 1 turn*

*"Dovahkiin Dovahkiin naal ok zin los vahriin"  
-Song of the Dragonborn*

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### You Died

*Skeleton Moment: count all of the cards in your graveyard. You get 1 Bitcoin per card.*

*"Death comes for all"  
-Roblox saying*

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### AIRSHIP CARRIER

*Garrison: can garrison 4 infantry, 3 vehicles, or 2 airships.*

*"Pulled her out of mothballs with a couple old friends."  
-Nick Fury*

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### ALLIANCE MARINE

*"I vote we frag this commander."  
-Marine, Starcraft*

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### ANIHLATOR

*>World Destroyer: can only be mounted on starships. If you roll two 1s with two d6 then all enemy units in battle die*

*"What men fear is not that death is annihilation but that it is not."  
-Epicurus*

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### ANTIMATTER DETONATION

*Negated: all units in battle and all cards in everyone's hands go to the graveyard. Everyone draws 3 new cards. Anyone who rolls an 8 with a d8 ignores this card. Can only be played once and cannot be recovered.*

*"Explosion!"  
-Megumin, Kono Suba*

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### ANTIMATTER GENERATOR

*Antihydrogen Fusion: when you retreat take a credit from the center pile*

*"For every one billion particles of antimatter there were one billion and one particles of matter."  
-Albert Einstein*

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### BIOHAZARD MUTATION

*Gene Replacement: Choose one card in play and replace it with your grunt. The old card dies and you get your grunt back at the end of the battle. Can not use if the card has a ward.*

*"I guess I just wanted to show you that there's two sides to every victory."  
-Teagan, Fallout 4*

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### BIOTIC SOLDIER

*Biotic Shield: can act as a ward for another unit.*

*"...But... great wind? Biotic god?! What was I saying?... I'm tired."  
-Nifitu Cal, Mass Effect*

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### BOUNTY HUNTER

*Head Price: put a free bounty chip on Bounty Hunter each battle*

*Assassination: whenever a unit is killed by Bounty Hunter, take 3 extra gold from the center*

*"I'm just a simple man trying to make my way in the universe."  
-Jango Fett, Star Wars*



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### BUNKER TURRET

**Fortification:** acts as an offense, ward, and guard chip

"Patience serves as a protection against wrongs as clothes do against cold." -Leonardo daVinci

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### CLOAKING RAY

**>Neutrino Phasing:** Choose a unit. It can not be attacked for a turn. Attacking opponents who roll a 1 or 2 will break the cloak for the remaining duration of the battle

"I believe the Romulans have developed a cloaking device, which renders our tracking sensors useless." -Spock, Star Trek TOS

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### CLOAKING TRANSPORT

**Garrison:** Can garrison either 3 infantry units or 1 vehicle.  
**Cloaked:** cannot be attacked by d6 or lower

"Cloaking transport here." F9-TZ Driver, Star Wars

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### CREDIT DOMAIN

**Cybermarket:** +1 credit per round; +3 in battle. Does not take up a unit space. Choose One for the whole game: -3 discount on weapons events & tech, +4D for banks, or +1 credits extra (+2 in battle) per bank. Applies to all banks.

"The acquisition of wealth is no longer the driving force in our lives. We work to better ourselves and the rest of humanity." Capt. Picard, Star Trek TNG

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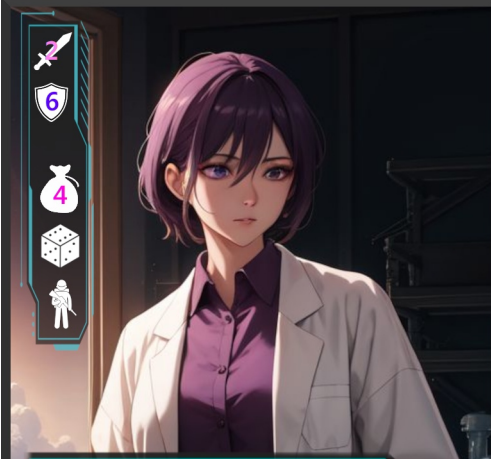
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### CYBER-SCIENTIST

**Quantum Programmer:** You can use technologies twice  
**>Biotic Hack:** can take control of an enemy unit for one turn. This does not count as your action. Can be used once per turn.

"Imagination is more important than knowledge." -Albert Einstein

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### DEAD-END DIMENSION

**Void:** Play when another event is played. Nullify its effects.

"Life's but a walking shadow, a poor player, that struts and frets his hour upon the stage." -William Shakespeare

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### DIMENSION PORTAL

**>Your units can not be attacked and can not attack for one turn. Can be used once per battle**

"This next test is very dangerous. To help you remain tranquil in the face of almost certain death, smooth jazz will be deployed in 3 2 1." -Announcer, Portal 2

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### DOME SHIELD CRAWLER

**Overshield:** Other units cannot be damaged or killed. Automatically has guard

"OVERshield" -Halo 4 Announcer

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### DYSON SPHERE

**Project Aetherius:** starships cost 2 less

"A Dyson sphere is a gigantic sphere around a star, designed to harvest the energy from its massive amounts of starlight." -Michio Kaku

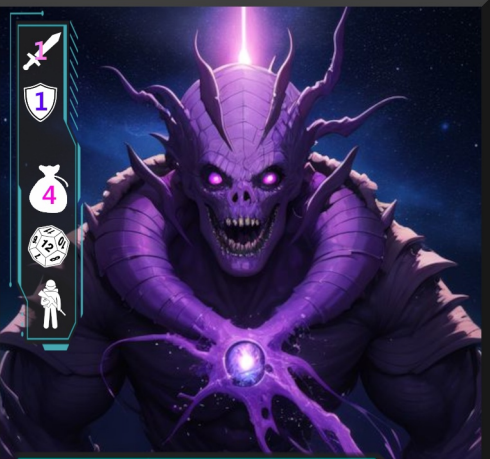
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### GENETIC MUTANT

**DNA Sequenced:** Add 2 to odd numbered defense and offense rolls

"Grandma needs another weapon, pumpkin!" -Lily Bowen, Fallout NV

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### GRAVITON TANK

**Gravity Ray:** When you attack and succeed you can either choose to do damage or banish the card back to the owner's hand.

"Gravity is the true fundamental force, and I, Graviton, am its master!" -Graviton, The Avengers

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### HIGH-ALTITUDE FIGHTER

**Maneuverability:** offense chips have no effect

"How do you know you can trust me?" "I don't, that's what trust is." -Athena and Adama, Battlestar Galactica

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### HOVER SPEEDER

**>Graviton Booster:** can be deployed or retreated any time in battle. Does not count as your action. Only pay for the speeder once.

"Now this is podracing!" -Anakin Skywalker, Star Wars

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### MECHANIZED INFANTRY

**Overdrive:** Mechanized infantry can go first in the battle, regardless of turn order.

"Mechanized Infantry: tip of the spear." -Ruin, Call of Duty: Black Ops 3


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### MOTHERSHIP CLUSTER

**>Infest:** if you roll a 6 or higher, steal an enemy unit in battle and put it in your hand. If the mothership is destroyed, return all taken cards to their respective owners, even from your graveyard. Can not steal special units.

"You really think you can fly that thing?" -David Levinson, Independence Day

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### M-PROPULSION FIGHTER

**Spaceworthy:** Can attack spacecraft

"Aye she's a fine ship captain." -Scotty, Star Trek TOS



NEURAL BIOTICS

>Conscious Revival: Once per game save a unit from death. Play once the unit takes damage. Place it in your hand.

"I regard consciousness as fundamental. I regard matter as derivative from consciousness." -Max Planck

NEUTRINO FIELD

Phased: wielder cannot attack and cannot be attacked

"You remind me of the Shadowscales, from the old histories." -Skyrim, Generic Dialogue

OBSERVER

Recon: Play only the observer. After everyone has revealed their cards, you may place more cards into battle.

"Know thy self, know thy enemy. A thousand battles, a thousand victories." - Sun Tzu

OFF-WORLD SETTLEMENT

Exploration: pay 6 credits to have another unit slot in battle

"To boldly go where no man has gone before." -Cpt. Kirk, Star Trek TOS

PERSONAL DROP SHIELD

Hard-light Barrier: no limit on ward chips. For infantry units only

"A warrior carries his shield for the sake of the entire line." -Plutarch

PLANETARY TRANSPORT

Garrison: can garrison 1 infantry unit  
Ion Propulsion: can retreat with garrisoned unit for free

"A good traveler has no fixed plans, and is not intent on arriving." -Laozi

PLASMA CANNON

Overcharge: Ignores defense die rolls when attacking

"Lasers? Regulations... do call for yellow alert." -Cm. Riker, Star Trek TNG

PLASMA FIREBAT

Flamecaster: you may attack two infantry or pre-modern units with the same die roll

"Is something burning?" -Firebat, Starcraft

PLASMA FIRE TANK

Fire Spread: You can keep attacking with the tank until the defense succeeds

"The mind is not a vessel to be filled but a fire to be kindled." -Plutarch

PLASMA RIFLE

Thermal Projection: extra +2A against infantry

"The truth is that any good modern rifle is good enough. The determining factor is the man behind the gun." -Theodore Roosevelt

PLASMA WEAPONS

High Tech Firepower: +2A to all troops with weapons

"You see an Elite crack a Bravo Kilo's head with one—the things are built tough." -Anonymous Serviceman, Halo CE

SALVAGING

>Derelict: pay 20 credits to restore a unit from your graveyard. Put it into battle.

"Looks to me like an illegal salvage operation." "It does? That's discouraging." -Mai, Firefly

SCIENCE VESSEL

Research: all non-action and active enemy technologies also apply to you

"The saddest aspect of life right now is that science gathers knowledge faster than society gathers wisdom." -Isaac Asimov

SCIV AETHERIUS

Explorer: can be placed as a fourth unit in battle; +1D for each friendly technology in play

"As we commend your souls to Aetherius, blessings of the Eight Divines upon you." -Blessing of Arkay, Skyrim

SCIV CREATION

Factory Ship: If you win this battle draw 3 cards instead of 1  
Cloning: If any infantry unit dies he is restored to the battle.

"Creativity is intelligence having fun." -Albert Einstein

SCIV STARSET

Battlecruiser: +3A and dice upgrade against other starcraft

"A thousand armies won't stop me I'll break through / I'll soar the endless skies for only one sight / Of your starlight." -Starlight, Starset

SCYTHE WALKER

Ground Focus: -4D when attacked by an aircraft or starships

"'Loud metal walking noises'" -AT-AT, Star Wars

T-300 FIGHTER

"Let's face it, space is a risky business. I always considered every launch a barely controlled explosion." -Aaron Cohen







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### Damascus Steel Sword

**Indestructable:** Cannot be destroyed, must be plundered

"Legendary weapon. Wield to discover its true power!"  
-Soul Calibur II

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### Dragon

"Here there be dragons."  
-James A. Owen

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### Elven Archers

**True Aim:** add 2A to even numbered attack rolls

"Favor the bow, eh? I'm a sword man myself."  
-Hold Guard

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### Excalibur

**King's Blade:** Only for King Arthur

"Listen. Strange women lying in ponds distributing swords is no basis for a system of government."  
-Peasant, Monty Python and the Holy Grail

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### Excommunication

**Begone:** Banish an enemy unit back to your enemy's hand

"It has served us well, this myth of Christ."  
-Pope Leo X

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### Greek Fire

**Incendiary:** Attack all enemy vehicles at once with one die roll

"Fear arises from uncertainty. Where there is perfect certainty, there is no fear."  
-Stephen R. Lawhead, Byzantium

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### Guillotine

**Vengeance:** if you roll a 1 while attacking, the enemy dies. D4 units cannot equip

"The guillotine is the ultimate expression of Law, and its name is vengeance; it is not neutral, nor does it allow us to remain neutral."  
-Victor Hugo

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### Holy Crusade

**Holy City:** you may have an extra unit slot this battle

"Deus Vult." "God wills it."  
-Crusader Saying

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### Holy Crusader

**Deus Vult:** You may use a second die when attacking with Holy Crusader

"If they wish to fight today, let them come like men."  
-Bohemond of Antioch

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### Holy Priest

**Salvation:** If a unit dies while holy priest is in play, he goes to your hand instead of the graveyard.

"Right is right even if no one is doing it; wrong is wrong even if everyone is doing it."  
-St. Augustine

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### Illusion Mage

**>Illusion Magic:** Choose a friendly unit. He disappears and returns on your next turn

"You're the one that casts those illusions. Impressive."  
-Hold Guard

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### King Arthur

**>Avalon:** destroy an enemy unit if you roll above a 5. If it has a ward, destroy that instead

"Let us not go to Camelot. Tis a silly place."  
-King Arthur

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### Knight of Malta

"In times of war, as in life, surround yourself with people of value, virtue and high morals, because it's always better to lose, perish and vanish in glory than to live in shame."  
-Robin Sacredfire

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### Levitation Mage

**Telekinetics:** Your odd numbered defense rolls negate damage for Levitation Mage

"WAAAAAAAAAAAAAAAAAAAAAAAAAGGGHHHHHH!!!!!!" followed by "AAAAAAAAARRRRRRGGGGGGG!!!!!!"  
-Tarheel, Morrowind

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### Mage's Automaton

"Th ur thuanthuth irknd ur irkngth eftardn thunch fahlz."  
-Calcelmo's Stone, line 8

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### Marco Polo

**Silk Road:** If you win the battle and Marco Polo survives, you get two free bank chips

"Yeah, I pretty much never sit by the pool anymore."  
-Marco Polo

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### Mercantilism

**Trade:** gain 1+ doubloons per round. Your bank chips gain +2

"A penny saved is a penny earned."  
-Benjamin Franklin

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### Merlin


**Magic Mastery:** Can attack any type of unit

"He has many names. But in my reckoning, he is Merlin."  
-Doctor Who



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### Mongolian Horse Archer

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*"Conquering the world on horseback is easy; it is dismounting and governing that is hard." -Genghis Khan*

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### Monk's Staff

**Guard:** can give all friendly units +3D for a turn

*"This rod will be your doom!"*  
-Kilik, Soul Calibur II

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### Necromancer's Ring

**Blood for Blood:** if a unit dies sacrifice the wielder of the ring to save him. The ring goes to the saved unit.

*"The world should fear us! For we have embraced the power of the dead and made it our own."*  
-Necromancy: The Great Debate, ESO

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### Night Assassin

**>Contract:** Choose a random card in your opponents hand. It dies if you roll an 8

*"Salvation comes with a cost. Judge us not by our methods, but what we seek to accomplish."* - The Illusive Man, Mass Effect

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### Organized Religion

**Room for All:** you may have another unit slot in battle

*"I believe in Christianity as I believe that the sun has risen; not only because I see it, but because I see everything else."*  
-C.S. Lewis

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### Overpowered Maceman

**Clumsy:** If you roll an even number or a 7 while attacking, the Maceman retreats to your hand and no damage is dealt.

*"A Sith Lord?"*  
-Mace Windu

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### Red Turban Rebel

**>Uprising:** Your units have +3A your next turn

*"A man's greatest joy is crushing his enemies!"*  
-Genghis Khan

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### Robin Hood

**Men in tights:** you may roll a second die when attacking and defending

*"Wait a minute! I'm not supposed to lose."* - Robin Hood

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### Roland

**Elite Sniper:** can attack cards outside of the battle if you roll a double. Only count one die for attack.

*"Oft hope is born when all is forlorn."*  
-Legolas

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### Shakesperian Playwright

**To Be:** You get 1V and 5 doubloons from the center pile

*"Love all, trust few, do wrong to none."*  
-Shakespeare

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### Shaolin Monk

**>Meditation:** your units have +3D for a turn

*"Nothing will come of hate."*  
-Kilik, SoulCalibur II

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### Tarsus the Wise (Young)

**Ultimate Power:** has the effects of 1 of each chip

*"Always do what is right. It will gratify half of mankind and astound the other."* - Mark Twain

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### Tempus Magicka

**Clockmagic:** spend 3 doubloons to draw 2 cards

*"People assume that time is a strict progression of cause to effect, but actually from a non-linear, non-subjective viewpoint - it's more like a big ball of wibbly wobbly... time-y wimey... stuff."*  
-The Doctor, Doctor Who

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### The Black Knight

**Just a Scratch:** if black night is defeated, subtract 1A and return to the fight. When he is at 0A this ability is no longer active

*"Tis but a scratch!"*  
-Black Knight, Monty Python and the Holy Grail

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### The Black Plague

**Pandemic:** Your enemies loose 1V

*"A Plague on both your houses."*  
-Romeo and Juliet, Shakespeare

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### The Pope

**Call to Arms:** You may have a fourth unit in battle. The fourth unit cannot attack and cannot be attacked.

*"A little bit of mercy makes the world less cold and more just."*  
-Pope Francis

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### The Spanish Inquisition

**Inquisition:** Kill all magic units and one of your own non magic units

*"Nobody expects the Spanish Inquisition!"*  
-Monty Python's Flying Circus

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### Trebuchet

**Bombardment:** Ignores guards and wards

*"When life gives you lemons you should freeze them and use them to throw at your enemies using some sort of trebuchet."*  
-Jenny Lawson



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### Viking Hoard

**Intimidation:** subtract one from your enemy's defense roll

"It's Leif Erikson Day!" -Spongebob

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### War Balloon

**Garrison:** Can Garrison one infantry unit for 3 less cost inside. If war balloon dies so does the unit.

"Hi Georgie... do you want a balloon?" -Pennywise, Steven King

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### Wardcrafting

**Wardsmith:** ward chips cost 2 less

"Wards are protective spells that block magic." -Tofdir, Skyrim

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### Warden

**>Incarceration:** choose an enemy unit; it can't attack for one turn.

"No one has ever, ever escaped from here. I'd sooner jump in the boiling lake myself than let that record fall. Don't forget it." -The warden, Avatar the Last Airbender

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### ACTIVE DENIAL SYSTEM

**Microwave Ray:** Enemy infantry cannot attack until this is destroyed

"Extended exposure may cause minor discomfort." -Guardian Warning, Call of Duty

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### AK-47

**O! Reliable:** for infantry d6 or higher, can crit

"When I saw Bin Laden with his AK-47, I got nervous. But what can I do, terrorists aren't fools: they too chose the most reliable guns." -Mikhail Kalashnikov

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### AMBULANCE

**Medical Service:** Your other units cannot be attacked. Automatically has guard.

"My shattered hopes. Collapsed on cold cement, But in the back of the ambulance, I'd never felt so content." -Hospital Flowers, Owl City

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### ARMY JEEP

**Garrison:** can hold 2 infantry units

"Did Hawkeye steal that jeep?" -Colonel Blake, M\*A\*S\*H

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### ARMY SQUAD

**Be careful, lets all make it home tonight.** -SWAT, Counter Strike Global Offensive

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### ARROWBUTT

**Soldier of Fortune:** can garrison in any unit, can also crit

"Now I have a machine gun. Ho ho ho." -Die Hard

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### ARTEMIS ROCKET

**Orion:** Garrisons 3 infantry units. Units inside can only attack starship units. If destroyed, so are the units inside. >Deep Space: Orion and her crew can retreat on your turn.

"Enjoying science shouldn't be rocket science." -Neil deGrasse Tyson

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### B29 BOMBER

**Fat Man:** You may play the nuclear fallout card for free. **Barrage:** +1A against infantry

"The Fat Man Tactical Nuclear catapult. Enlist Now and demo one today." -Fallout 4

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### BARRAGE BALLOON

**Bomber Protection:** Your units can not be attacked by enemy aircraft

"We shall defend our island, no matter what the cost may be." -Winston Churchill

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### BOEING 747

**Evacuation:** Can retreat all infantry and vehicle units from battle with 1 retreat chip

"The Boeing 747 is the commuter train of the global village." -Hendrik Tennekes

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### BRIDGE TANK

**Terrain Placement:** Can garrison 1 vehicle, shares chips and items

"Take the road less traveled." -Lauren Alaina

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### BUSINESSMAN

**Offshore Accounts:** If you use a retreat chip, take 5 dollars from the center pile. **>Company Shares:** You gain a dollar when someone else gains a dollar

"I'm not a businessman, I'm a business, man!" -Jay-Z

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### CAPITALISM

**Free Market:** Doubles the amount your Bank chips make

"Capitalism unchecked is not a democratic system." -Serj Tankian

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### CLOWN VAN

**No Escape:** +5A against infantry

"Hey guys, we're ready to go with a Roblox playthrough" \*screaming\* -Roblox player



**F16  
JET**

*Fighter Jet: roll a d10 for attack and a d6 for defense*

*"We're looking for a few good men."  
-USAF Motto*

**COUNTER  
TERRORIST**

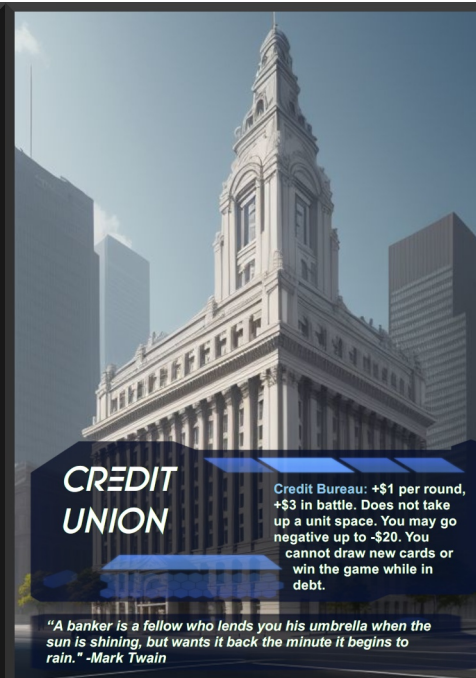
*Bomb has been  
Defused: Roll a 4 or a  
5 to negate an event's  
effect*

*"Hostage has been rescued."  
-Counter Strike Global Offensive*

**CREDIT  
UNION**

Credit Bureau: +\$1 per round, +\$3 in battle. Does not take up a unit space. You may go negative up to -\$20. You cannot draw new cards or win the game while in debt.

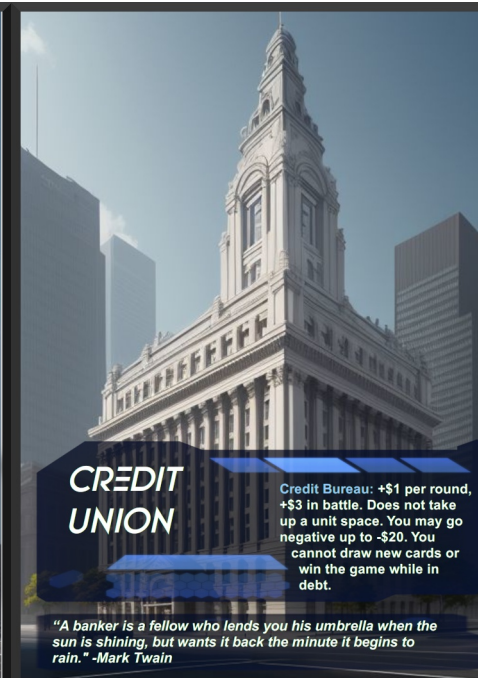
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## DRAKON

*Sniper: dice upgrade  
for infantry against  
other infantry*

*"Semi-auto sniper rifle. Eliminates enemies with 2 body shots, or 1 shot to the head." -Call of Duty Black Ops 3*

**F16  
JET**

*Fighter Jet: roll a d10 for attack and a d6 for defense*

*"We're looking for a few good men."  
-USAF Motto*

**HACKER**

*Remote Hack:* Can take control of an enemy vehicle or airship for your turn and attack/take action with it.

*"One of the best ways to achieve justice is to expose injustice." -Julian Assange*



## ION PROPULSION

*Orbital Escape: All Airship and Starship units can retreat for your turn costing \$3*

*"I've never seen anything like her and ion propulsion at that. They could teach us a thing or two." -Scotty, Star Trek TOS*

# LOW-ORBIT SATELLITE

**GPS:** Enemy Guards  
don't have effect

**>Death Laser:** Destroy  
an enemy chip

*"Satellite, shine on me tonight; I will be your gravity. I will stay and never leave. My satellite, are you here tonight?"*

*-Satellite, Starset*



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MERKAVA

TANK

"Artillery adds dignity to what would otherwise be an ugly brawl." -Frederick the Great

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M16

AGENT

**Espionage:** If an event is played, roll your die. If it's above 4, the effect only happens to the person who played it.

"I am a poet in deeds, not often in words."  
-James Bond, Goldfinger

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NAVY

SEAL

"The only easy day was yesterday."  
-Navy Seal Motto

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NEIL

DEGRASSE

TYSON

**Hunger for Science:** Technology has double effect if Dr. Tyson is in play.

"The Universe is under no obligation to make sense to you."  
-Neil deGrasse Tyson

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NOMAD

**Rejack:** If Nomad dies, he can come back into the battle. Remove chips and weapons. One use per battle.

**>H.I.V.E.:** If you attack Nomad while he has activated hive, the attacker dies.

"Even if you get a lucky shot, I will end you."  
-Tavo Rojas

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NUCLEAR

FALLOUT

**Obliteration:** Destroy all non-spacecraft units. If no one is left, consider the round a draw

"Patrolling the Mojave almost makes you wish for a nuclear winter."  
-NCR Soldier, Fallout NV

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PLASTICS

**Versatility:** The first chip you buy in a battle costs 1 less

"I love Hollywood. It's beautiful. Everybody's plastic, but I love plastic. I want to be plastic."  
-Andy Warhol

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STRATEGIC

BOMBING

**Decimated:** destroy a unit.

"Do Your Worst; We'll Do Our Best"  
-Winston Churchill

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TANK

**Garrison:** can hold 1 infantry unit

"We shall fight against them, throw them in prisons and destroy them."  
-Vladimir Putin

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TACTICAL

MISSILE

**Anti-Artillery:** Enemy wards have no effect

"RPG! Get down!"  
-Call of Duty Black Ops 3

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TACTICAL

WARHEAD

**Explosion:** Attack all of a players units at once with one die roll

"The nuclear arms race is like two sworn enemies standing waist deep in gasoline, one with three matches, the other with five."  
-Carl Sagan

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TCM-20

**Anti-Aircraft:** Can attack aircraft, dice upgrade when attacking aircraft

"These things happen."  
-Turret, Portal 2

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TEDDY

ROOSEVELT

**Inspiration:** Other units in play have +2A & +2D

"When you're at the end of your rope, tie a knot and hold on."  
-Theodore Roosevelt

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THE

INTERNET

**E-Commerce:** At the beginning of a battle, place 1 free bank chip on one of your cards

"The Internet is becoming the town square for the global village of tomorrow."  
-Bill Gates

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TIGER II

TANK

**King Tiger:** Immune to infantry units, even with a red chip

"The German Tiger tank. 'King Tiger' they called it. Immune to most munitions. Are you strong enough to defeat it?"  
-Hall, Call of Duty Black Ops III

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UAV

**Reconnaissance:** Play only the UAV. After everyone reveals their cards, you may put additional cards into play.

"UAV inbound"  
-Call of Duty Black Ops III

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USS

MIDWAY

**Carrier:** 2 airship units or 3 infantry units can be garrisoned here. Subtract 2 from their price when garrisoned.

"As we leave, each of us will take our members of Midway with us... you guys were the 'Magic.' It was a privilege to sail with you."  
-XO John Schork

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USS

MONITOR

**>Ironclad:** cannot be attacked by d4 or d6 units for 1 turn

"Your ship, Captain Ericsson, lacks stability."  
-Captain Charles Davis



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VW

BUG

Garrison: can hold 1 infantry unit

"What have I got to lose? It's a Bug."  
-Herbie Fully Loaded

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Wonders

Monumental: Roll your d12 once. Roll 1-6 and you get no victory points. Roll a 7 for 2V, roll an 8-12 for 1V.

"From the heights of these pyramids, forty centuries look down on us." -Napoleon Bonaparte

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Years of Famine

Foodless: bank chips and gold related actions are nullified in this battle.

"I had never seen such ugly cows in all the land of Egypt."  
-Genesis 41:19b

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Anubis

God of Death: gain a chip of your choice whenever a friendly unit dies

"What colors are the eyes of Anubis?"  
-Rick Riordan

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Ark

Garrison: can garrison 3 units inside. The units and the ark are immune to events

"You are to bring into the ark two of all living creatures, male and female, to keep them alive with you."  
-Genesis 6:19

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Battle of Jericho

7 Day March: You can not attack or be attacked. After seven turns you win the battle.

"At the cost of his firstborn son he will lay its foundations; at the cost of his youngest he will set up its gates."  
-Joshua 6:26b

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Bronzeworker

Metalcrafter: units with weapons have +2A and +1 D

"The bronze arrow shall strike him through."  
-Job 20:24b

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Cave Man

"We human beings regard ourselves as animals only when it suits us."  
-Mokomoko Mokhonoana

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Club

Bash: can attack twice

"Speak softly and carry a big stick; you will go far."  
-Theodore Roosevelt

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Code of Hammurabi

Justice: chips cost 1 less gold (2 gold with cuneiform)

"The first duty of government is to protect the powerless from the powerful."  
-Code of Hammurabi

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Complete Stonehenge

Aligned: +1V

"They did not know it was impossible, so they did it."  
-Mark Twain

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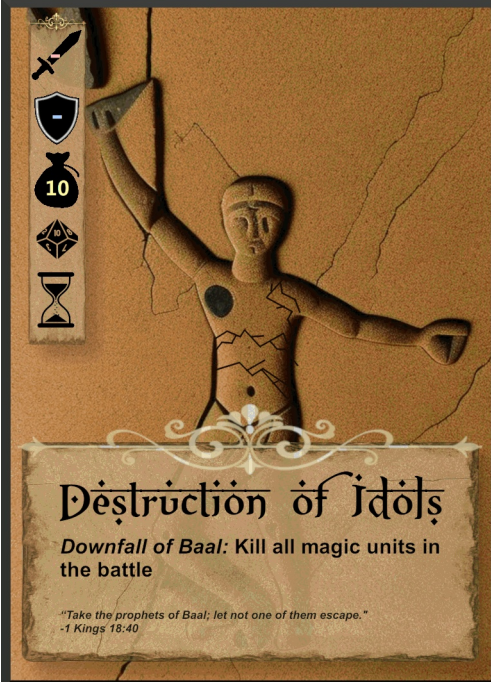
Cuneiform

Codified: double the effect of other technologies

"Let him see his judgement, let his heart become soothed."  
-Code of Hammurabi

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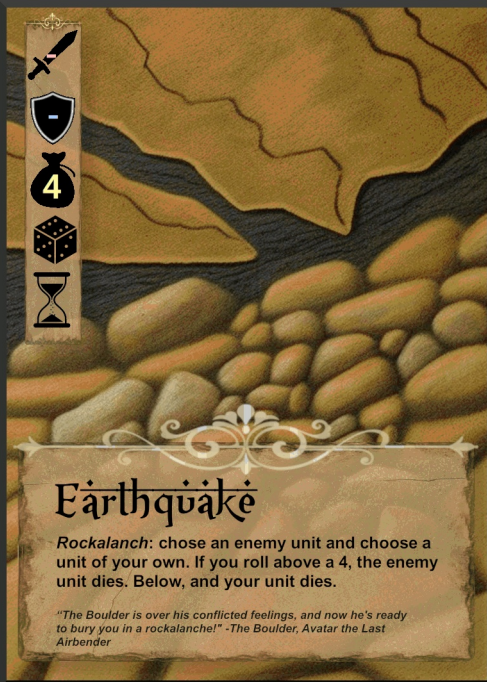
Destruction of Idols

Downfall of Baal: Kill all magic units in the battle

"Take the prophets of Baal; let not one of them escape."  
-1 Kings 18:40

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Earthquake

Rockalanch: chose an enemy unit and choose a unit of your own. If you roll above a 4, the enemy unit dies. Below, and your unit dies.

"The Boulder is over his conflicted feelings, and now he's ready to bury you in a rockalanche!" -The Boulder, Avatar the Last Airbender

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Euphrates Merchant

Wares: you may trade anything for an enemy unit in battle if the owner agrees. The unit goes to your hand

"For the merchant, even honesty is a financial speculation."  
-Charles Baudelaire

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Exodus

Parting the Red Sea: retreat chips cost 2 less (Free with cuneiform)

"So the children of Israel went into the midst of the sea on the dry ground, and the waters were a wall to them on their right hand and on their left."  
-Exodus 14:22

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Fertile Crescent Farmer

>Plant: put a coin on the farmer  
>Harvest: Take all gold on the farmer

"Don't judge each day by the harvest you reap but by the seeds that you plant."  
-Robert Louis Stevenson

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Fire

Spread: Can attack two units with one die roll

"Fire is life, not just destruction."  
-Sun Warrior Chief, Avatar the Last Airbender







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### Noah

*Favor of God:* Other friendly units are immune to all events

"Then God remembered Noah, and every living thing, and all the animals that were with him in the ark. And God made a wind to pass over the earth, and the waters subsided." -Genesis 8:1

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### Parting the Red Sea

Your units retreat, and all enemy infantry and vehicle units are killed

"Stand still, and see the salvation of the Lord, which He will accomplish for you today." Exodus 14:13b

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### Great Pharaoh

*Ruler:* Events cost 2 less.

"Who am I, that I should go unto Pharaoh?" -Moses

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### Pterosaur

*>Aerial Dive:* steal a chip from an enemy player and put it on Pterosaur

"When I was a boy, I remember the other kids called them "dinosaur-birds", but they were neither dinosaurs nor birds." -Aaron Ra, Pterosaurs are Terrible Lizards

8



### Raining Fire

*Inferno:* Choose two enemy units to destroy

"It's raining tacos, streight out of the sky; Tacos, no need to ask why." -Parry Gripp

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### Riches of Egypt

*Golden Age:* Your bank chips gain 2x this battle

"From the heights of these pyramids, forty centuries look down on us." -Napoleon Bonaparte

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### Rock

"The man who moves a mountain begins by carrying away small stones." -Confucius

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### Stick

"Speak softly and carry a big stick; you will go far." -Theodore Roosevelt

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### Sumerian Army

"The battle-club would not find out your name -- it would just find your flesh." -Sumerian Proverb

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### T-Rex

*Devour:* If you roll an 8 you automatically win the fight.

"Curse your sudden but inevitable betrayal!" -Wash, Firefly

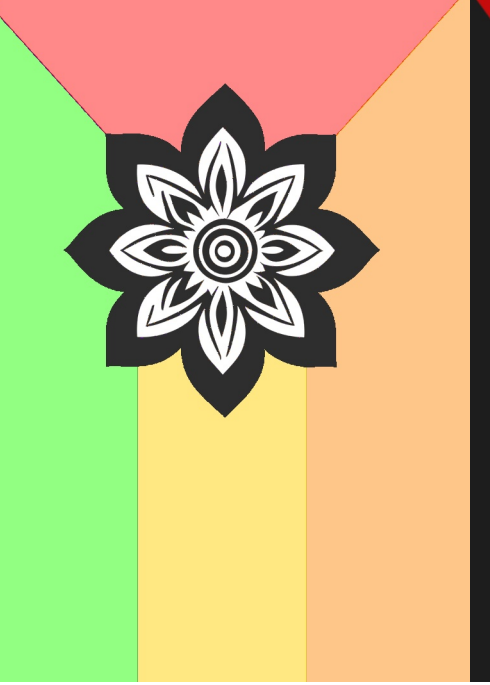
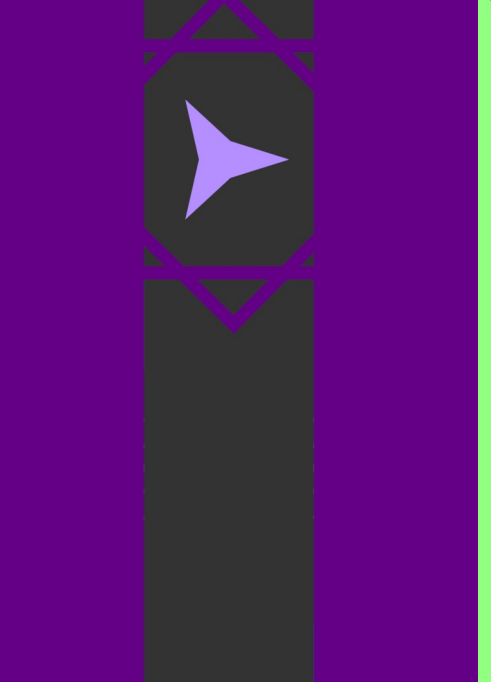
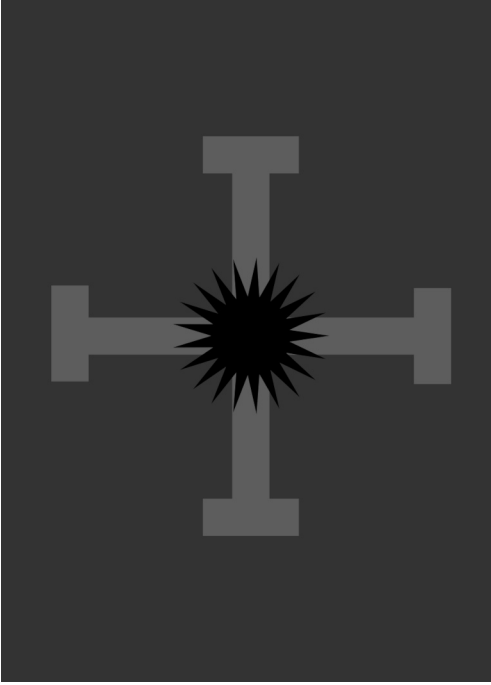
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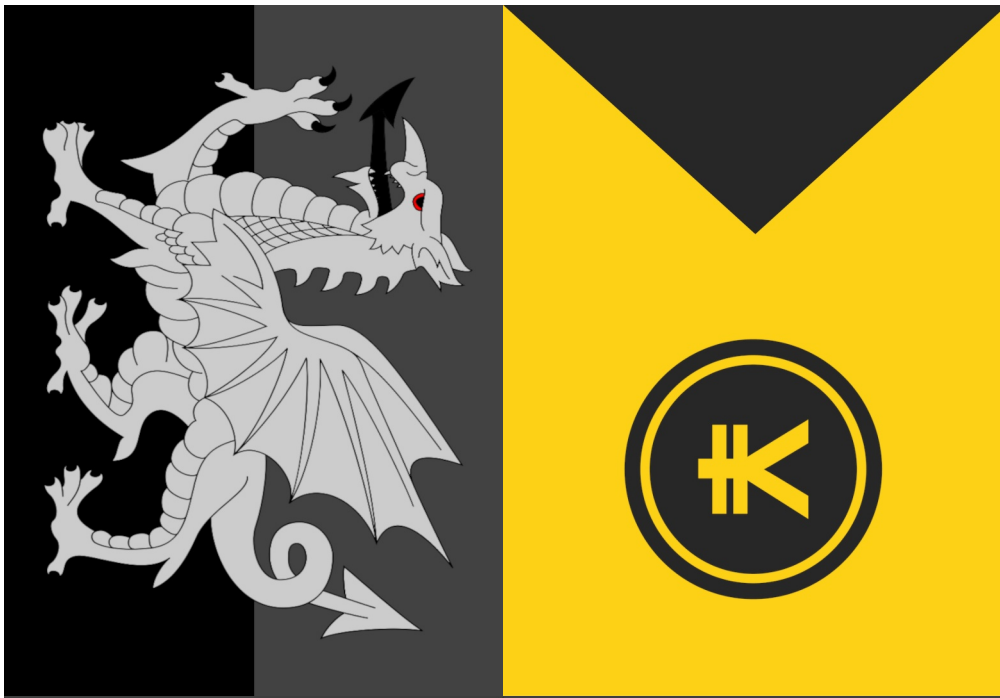


### Velociraptor

"Clever Girl." Muldoon, Jurassic Park







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BLUE GRUNT

Ward Specialist: can have up to 2 ward chips, ward chips cost 1 gold for the blue grunt

"My armor is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!" -J. R. R. Tolkien

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BLUE LORD

Ward Specialist: can have up to 3 ward chips, ward chips cost 1 gold for the blue lord

"My armor is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!" -J. R. R. Tolkien

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GREEN GRUNT

Retreat Specialist: Can retreat for free, can retreat other units for 1 gold

"Nowhere can man find a quieter or more untroubled retreat than in his own soul." -Marcus Aurelius

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GREEN LORD

Retreat Specialist: Can retreat after 2 rounds (3rd turn)

"Nowhere can man find a quieter or more untroubled retreat than in his own soul." -Marcus Aurelius

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Grey Grunt

Mimic Specialist: choose an enemy unit after 2 turns (3rd turn). You mimic the stats and dice of the unit

"Cunning... is but the low mimic of wisdom." -Plato

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Grey Lord

Mimic Specialist: choose a unit at the beginning of the battle. This card mimics the stats, dice, and ability of the chosen card for the rest of the battle

"Cunning... is but the low mimic of wisdom." -Plato

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Orange Grunt

Defense Specialist: automatically has guard

"Hence that general is skillful in attack whose opponent does not know what to defend; and he is skillful in defense whose opponent does not know what to attack." -Sun Tzu

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Orange Lord

Defense Specialist: automatically has guard, rolls d12 for defense and d4 for offence. Offence cannot rise above 3, cannot change dice

"Hence that general is skillful in attack whose opponent does not know what to defend; and he is skillful in defense whose opponent does not know what to attack." -Sun Tzu

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PURPLE GRUNT

Bounty Specialist: always has a bounty chip. Bounties earn 4 gold for the purple grunt

"I Can Bring You In Warm ... Or I Can Bring You In Cold." -The Mandalorian

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PURPLE LORD

Bounty Specialist: bounty chips are free while purple lord is in play. Bounties earn 6 gold for the purple lord

"I Can Bring You In Warm ... Or I Can Bring You In Cold." -The Mandalorian

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Rainbow Grunt

Chip Specialist: pick 1 free chip to put on rainbow grunt each battle. Chips cost 2 gold for rainbow grunt

"Be thou the rainbow in the storms of life. The evening beam that smiles the clouds away, and tints tomorrow with prophetic ray." Quote Lord Byron-

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Rainbow Lord

Chip Specialist: pick 3 free chips to put on rainbow lord each battle. Chips cost 1 gold for rainbow lord

"Be thou the rainbow in the storms of life. The evening beam that smiles the clouds away, and tints tomorrow with prophetic ray." Quote Lord Byron-

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Red Grunt

Offense Specialist: can attack any type of unit

"And where the offense is, let the great axe fall." -William Shakespeare

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Red Lord

Offense Specialist: can attack any type of unit, d12 for offense, d4 for defense. Defense cannot rise above 3, cannot change dice

"And where the offense is, let the great axe fall." -William Shakespeare

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Silver Grunt

Untouchable Master: is invincible unless he is the only friendly unit in play. Cannot defend

"Don't gain the world and lose your soul; wisdom is better than silver or gold." -Bob Marley

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Silver Lord

Untouchable Master: all rolls except 1 do nothing to the silver lord. Rolls of 1 kill the silver lord. Silver lord cannot attack

"Don't gain the world and lose your soul; wisdom is better than silver or gold." -Bob Marley



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### Yellow Grunt

Currency Specialist: +2 gold per round

"He that dies pays all debts."  
-Shakespeare, Tempest

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### Yellow Lord

Currency Specialist: +5 gold per round, pick a free item from the shop the first time the lord is played

"He that dies pays all debts."  
-Shakespeare, Tempest

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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"Come back with your shield - or on it"  
-Plutarch

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"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Shield

"Come back with your shield - or on it"  
-Plutarch

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### Basic Sword

"Never give a sword to a man who can't dance." -Confucius

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### Basic Sword

"Never give a sword to a man who can't dance." -Confucius

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"Never give a sword to a man who can't dance." -Confucius

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### Basic Sword

"Never give a sword to a man who can't dance." -Confucius



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Sea Turtle Friend

Friend: shop cards cots 2 less

"We don't even know if we're in this room. We could be in a turtle's dream in outer space." -Danny DeVito

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Skull D6

Skull Means You Die: You may use the skull d6 for any d6 roll. Skull rolls are critical

"Spooky scary skeletons send shivers down your spine." -The Living Tombstone, Spooky Scary Skeletons

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Sword and Skull Debt

Debt: take 10 gold from a player. If they cannot afford it they take the remainder from the bank and they must pay it back with new income. 15 gold for Eli

"A Lannister always pays their debts." -Tywin Lannister, Game of Thrones

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Unification

World Peace: You get +8V if you have one of each era's units in play

"The only way to bring peace to the earth is to learn to make our own life peaceful." -Buddha

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MOTHER AISHWARYA

Fairy Fortune: maximum of 3 bank chips; bank chips cost 1 gold for this unit

"All suffering originates from craving, from attachment, from desire." -Edgar Allan Poe

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SOREN DUSKRUNNER

>Shifting Orb: choose one tool; choice does not count as your action  
Knife: +3A  
Screwdriver: gain +2 credits every turn  
Flintlock Pistol: you can shoot at garrisoned units  
Flashlight: pick a chip and equip it at the beginning of the battle

"An inventor is simply a fellow who doesn't take his imagination seriously enough to know it's impossible." -Arthur C. Clarke

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Tarsus the Wise

Wardcrafter: can have up to 3 wards, ignores other wards

"Then stirs the feeling infinite, so felt / In solitude, where we are least alone." -Lord Byron