

Arch-Executioner Jasmine
Morale: 1
\$200
Size 1

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Necrotic Toll

If this card pulls from graveyard it takes 2 self-damage

"Death's ledger doesn't balance itself. I just... keep the ink flowing."

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Hazuki Suwa
Morale: 1
\$200
Size 1

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Reactive Cover

Before being attacked, allies with the designation Bishop get +4 Ranged.

"Target marked. Line adjusted. Pull the trigger when I say."

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Flag Bearer Sena
Morale: 1
\$200
Size 1

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Valor Purge

Before being attacked, if armor ≤ the number of pawns you control, banish 2 from enemy grave.

"So long as this flag stands, we do not falter."

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Gracia
Morale: 1
\$200
Size 1

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Pride of the Line

Before being attacked, allies with 'pawn' get +4 Melee.

"I might be small, but my fists carry the will of ten."

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Haruka Saji
Morale: 1
\$200
Size 1

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Supressive Aim

2 target enemies get -5 Ranged.

"Oops. Did I break your aim again? My bad."

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Mimel
Morale: 1
\$200
Size 1

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Chrono Shuffle

Shuffle your deck twice per turn

"Time's a game, and I'm winning."

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Luxuria Sharal
Morale: 2
\$600
Size 2

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Seductress's Claim

"When this unit defeats an enemy, place that card beneath Luxuria as a Bound Soul. While a Bound Soul is equipped, Luxuria gains a stacking +2 Melee for each enemy ability she has stolen. Only the most recent soul provides an ability."

"Oh darling, your soul looks divine on me"

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Tisana Sakinata
Morale: 2
\$600
Size 2

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Crippling Judgement

Before attacking, if defender $\text{Melee} \leq 6$, it gets $\text{Melee} = 1$.

"Weakness detected. Eliminating threat."

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Lena Mikoto
Morale: 2
\$600
Size 2

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Knight's Rally

Before being attacked, Knight designated allies get +4 Melee.

"Form up, blades out, hearts forward. let's make this count!"

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Yasuji Ban
Morale: 2
\$600
Size 2

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Shatter Guard

Before attacking, if defender $\text{Armor} \leq 5$, set $\text{Armor} = 0$

"You built a wall? Watch me carve a door."

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Yua Aoi
Morale: 2
\$600
Size 2

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Volly Coordination

Before being attacked, 'Pawn' allies get +4 Ranged, 'Rook' allies +3 Ranged

"All pieces in place. Now... rain fire."

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Gisen
Morale: 2
\$600
Size 2

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

[Ability] Ability:

Before being attacked, 'Knight' allies get +4 Melee, 'Bishop' allies +3 Melee

"No plan survives a left hook. Wanna test that theory?"

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Charles Maeda

Morale: 3\$1000Size 3

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Fate Disrupter

Start of turn: Random card from enemy hand to grave. If unit, reduce this unit's highest damage by half.

I don't gamble. I calculate. The outcome was always mine.

14698

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Ayase Kishimote

Morale: 3\$1000Size 3

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Retribution Pulse

If opponent attacks with multiple cards this turn, deal damage to 1 opponent = # attackers initiated by opponent.

"Strike once, I hesitate. Strike twice, I annihilate."

145108

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Quna Nishijo

Morale: 3\$1000Size 3

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Adaptive Pressure

+1 Melee per opposing ability (excludes general). Resets every 2 turns.

"You're broadcasting your tactics. I'm rewriting them."

166117

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Sena Goto

Morale: 3\$1000Size 3

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Vanguard Roar

If this card attacks, all other attackers this turn get +2 Damage.

"Get up! Fight loud, fight proud, move!"

14699

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Gen Norose

Morale: 3\$1000Size 3

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Tactical Unity

Before being attacked, 'Knight' allies get +4 Melee, 'Bishop' allies +3 Melee

"In the silence between chaos, we march as one."

15498

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Akemi Nansea

Morale: 3\$1000Size 3

Level 1 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Warcry of Blade

On play: All melee units get +10 Melee, then deactivate this effect

"Sing for war, bleed for joy! Let the hymn be steel!"

154117

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Henrick Balthoul

Morale: 4\$1500Size 4

Level 2 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Tactical Exchange

Sacrifice an ally. Search a card \leq that level. Reveal it. Place on top of deck.

"One lost. One gained. We trade in blades and blood."

♥19

♣8

♠13

♦9

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Shemi Teifu

Morale: 4\$1500Size 4

Level 2 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Iron Resolve

Before being attacked by smaller size, gain +6

"Come at me with all you have. I won't flinch."

♥18

♣7

♠12

♦9

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Takane

Morale: 4\$1500Size 4

Level 2 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Tactical Displacement

If you attack with 2+ units, retrieve 1 ally to hand, send 1 enemy card to bottom of deck, disable 1 tactic for 2 turns.

"One step behind... only to strike ten ahead."

♥21

♣7

♠14

♦10

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Xandria

Morale: 4\$1500Size 4

Level 2 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Groundbreakers Oath

Before being attacked, 'Pawn' allies get +4 Melee, 'Rook' allies +5 Melee.

"You hold the line. I'll crush anything that dares cross it."

♥21

♣8

♠13

♦9

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Chiana Bloodstride

Morale: 4\$1500Size 4

Level 2 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Focused Burst

Before attacking: draw 3, discard 2. Add highest damage among those to Ranged

"One shot. One breath. You won't hear the second."

♥17

♣6

♠14

♦11

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Luna Glowgrain

Morale: 4\$1500Size 4

Level 2 Passive: Battlefield Promotion

This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Soul Relay

Send 2 cards in hand to bottom of deck. Revive 1 ally with +4 all stats. Reduce 1 enemy unit's stats by 2 each.

"One life extinguished... another rekindled."

♥19

♣8

♠13

♦10

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Zuzela Hillrage

Morale: 6\$2500Size 5

Level 2 Passive: Battlefield Promotion
 This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Knights summon
 Before being attacked: deploy first 'Knight' card in deck to empty slot. Skill becomes unusable.

"My apologies but this must be done."

22

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Awanita Pyrestout

Morale: 6\$2500Size 5

Level 2 Passive: Battlefield Promotion
 This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Rhythmic Concussion
 Enemies hit by this card are stunned for 2 turns. If hit again in 2 turns, effect stacks.

"There's nothing wrong with a little flair on the battlefield."

22

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Lena Truthwound

Morale: 6\$2500Size 5

Level 2 Passive: Battlefield Promotion
 This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Frontline Snare
 Pull back row enemy to front and deal +5 bonus damage if enemy is in back row.

"It's disappointing when they break so easily."

25

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Natalie Darkdraft

Morale: 6\$2500Size 5

Level 2 Passive: Battlefield Promotion
 This unit may equip two abilities from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Last Spark
 Double this card's total attack this turn. Destroy it at end of turn.

"Who wants to join me in a warm little bloodbath?"

26

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Tazana Hazemane

Morale: 6\$2500Size 5

Level 2 Passive: Battlefield Promotion
 This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Mystic Retrieval
 Select 1 Magic card from graveyard and return it to your hand.

"Focus up. Show me everything you've got."

22

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Rosine Farblade

Morale: 6\$2500Size 5

Level 2 Passive: Battlefield Promotion
 This unit may equip one ability from a defeated chess-type enemy. Upon each kill, the player may choose to replace its currently equipped ability including its original one with the defeated unit's ability. Only one ability may be equipped at a time. Replaced or unequipped abilities are lost unless preserved by a spell or artifact. If this unit is defeated, its equipped ability is discarded.

Ability: Sanctuary Vow
 Ally with 7 HP becomes unkillable until this card is removed.

"We've teased them long enough. Now go for the kill."

25

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Thalia Jetlure

Morale: 1\$200Size 1

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Knight's Requiem

If defeated, reduce morale loss by half and deal 4 damage to attacker.

Blessings don't mean much if that target still bleeds.

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Seren Thorneblade

Morale: 1\$200Size 1

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Linebraker

Reduces enemy frontline unit armor by 2 for each allied Knight adjacent.

I'm behind you before you even scream.

7

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Ardelle Whitescar

Morale: 1\$200Size 1

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Guarded Edge

If placed adjacent to a Rook, gain +4 armor and +2 melee.

Shock, slash, silence. Easy combo.

8

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Thessalia Rainrend

Morale: 1\$200Size 1

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Blade Echo

Copies last ability used by another Knight this turn (once per 3 turns).

"Ugh, I hate getting my hands dirty."

7

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Celestria Ridgerun

Morale: 1\$200Size 1

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Pincer Lash

If flanking an enemy with another unit, deal an additional +5 melee.

I never miss my second strike.

9

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Ilvanna Ironveil

Morale: 2\$600Size 2

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Flame Slash

Deals +5 additional damage due to flame damage.

Strike first, burn

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Vivara Wolfsting

Morale: 2\$600Size 2

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Faithbound

Gains +3 melee and 3 armor if no magic cards have been played this turn. Stacks 3 times and then resets.

Stars move for me, not you.

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Kaela Cruxvale

Morale: 2\$600Size 2

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Banner Charge

When this card enters the battlefield, all other allied Knights gain +2 melee.

Armor's useless when I'm already past

10

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Orina Crestblade

Morale: 2\$600Size 2

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Precision Dash

Can bypass enemy front row if no unit is directly ahead, striking backline.

Beauty can maim just as well.

11

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Kiera Bondstride

Morale: 2\$600Size 2

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Whipping Thrust

Ignore 50% of enemy armor during first strike. Usable Every 3 turns.

One whip for your guard. One for your pride.

11

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Maera Dawnpierce

Morale: 3\$1000Size 3

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Reprisal Blade

If an allied unit is defeated this turn, gain +2 melee until end of next turn.

Your blade looks better in my hands

14

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Alyss Shadowgale

Morale: 3\$1000Size 3

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Skyward Crash

May target a backline unit once every 2 turns generating an adjacent aoe

Up we go, down they fall.

14

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12

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Nimara Flintwing

Morale: 3\$1000Size 3

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Bladed Step

After defeating a unit, move 1 slot forward or sideways for free.

Trust my step, regret your fall.

♥14

🛡️4

⚔️13

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Sylene Frostspur

Morale: 3\$1000Size 3

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Whirlwind Counte

If attacked by multiple units, counter each one (limit 4 attacks). Useable every 3 turns

Its not hell until the rose guard show up

♥17

🛡️6

⚔️12

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Eira Goldthorn

Morale: 3\$1000Size 3

Level 1 Passive: First Strike

If this card is targeted by a melee attack, it deals its melee damage first. If the attacker survives, combat continues as normal. Only activates once per enemy turn and it does not trigger on ranged attacks

Ability: Pummel Bash

If this unit moves into a frontline slot and attacks, stun the target for 1 turn

Nothing's too big to bleed.

♥15

🛡️6

⚔️11

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Rhoswen Ashlance

Morale: 4\$1500Size 4

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Blade Dance

Upon defeating a card, deal 3 damage to adjacent enemies.

If you see me, it's already begun.

♥21

🛡️6

⚔️16

🌿0

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Tirien Galeheart

Morale: 4\$1500Size 4

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Phantom Vault

This Knight may move two spaces diagonally instead of one. If it ends its movement adjacent to an enemy unit, deal 3 true damage and prevent that unit from moving next turn.

Speed is strength when you know where to aim

♥19

🛡️6

⚔️14

🌿0

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Ylva Sunstrike

Morale: 4\$1500Size 4

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Queens Guard

Gains +8 armor and + 7 attack when placed in the same column as a allied Queen.

I cut between seconds. Time's on my side.

♥21

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Art created with Noidslai

Cassira Steelflare

Morale: 4\$1500Size 4

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Knights Mark

Mark an enemy; they receive +2 damage from all sources for 2 turns. Panic weakens them. That's when I dig in.

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© Chijike Dikeogu

Art created with Noidai

Luneth Embermark

Morale: 4\$1500Size 4

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Valor Pulse

When surrounded by 2 or more allies, gain +5 melee.

You call that defense?

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Art created with Noidai

Brienne Wildthorn

Morale: 6\$2500Size 5

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Feint Attack

If this card attacks, that attack is greater than the armor then the attack is unblockable and won't suffer an armor penalty as it becomes true damage.

Fall back? Only after you're on the ground.

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Art created with Noidai

Selka Swiftbrand

Morale: 6\$2500Size 5

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Intercept

May take damage intended for an adjacent allied card once per turn.

You blinked. That's your last mistake.

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Art created with Noidai

Miara Thornspur

Morale: 6\$2500Size 5

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Second Wind

After taking damage, this card may heal 6 HP at the start of your next turn.

In your path, in your way, in your

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Art created with Noidai

Liora Chainlash

Morale: 6\$2500Size 5

Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Ember Pierce

When this unit attacks an enemy with more armor than itself, it ignores 50% of that armor. On a successful kill, deal 5 splash damage to adjacent enemy units.

Metal's just a coffin if you know where to stab.

23

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Art created with Noidai

Dahlia Crestthorn

Morale: 6\$2500Size 5



Level 2 Passive: Riposte Chain

When targeted by a melee attack, this unit performs two rapid strikes before receiving damage. Only activate once per turn.

Ability: Disarm

On a successful first strike, reduce target's melee damage by 3 for next turn.

They never see where I'm going, only where I land.

259170

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Art created with Noidai

Corporal Zeta

Morale: 1\$200Size 1



Level 1 Passive: Fortress Core

If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Shield Formation

Reduces all incoming damage to adjacent allies by 3. Damage cannot be less than 1.

Come closer... Let me melt your doubt in the heat of my unbreakable will.

10520

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Art created with Noidai

Lieutenant Mira Graniteheart

Morale: 1\$200Size 1



Level 1 Passive: Fortress Core

If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Armor Reforge

Once per 3 turns, restores 6 Armor to an ally Rook or Knight in the same row.

Come closer... Let me melt your doubt in the heat of my unbreakable will.

10520

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Art created with Noidai

Sergeant Izelda Korran

Morale: 1\$200Size 1



Level 1 Passive: Fortress Core

If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Faultless Brace

Activates Absolute Defense passively every turn. Cannot be suppressed by tactics or spells.

I don't just hold the line, sweetheart. I make the earth itself kneel beside me.

10530

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Art created with Noidai

Aegis Commander Torra Mael

Morale: 1\$200Size 1



Level 1 Passive: Fortress Core

If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Anchor Wall

Cannot be knocked back or moved. Grants +4 Armor to any unit directly behind her.

Peradde nations in my arms... what makes you think you can escape?

10530

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Art created with Noidai

Garrison Warden Bessia

Morale: 1\$200Size 1



Level 1 Passive: Fortress Core

If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Tactical Brace

In Reaction Phase, can nullify one melee strike if unit hasn't moved.

They may strike... but they will never touch what I guard. Never.

11630

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Art created with Noidai

Defender
Noelle Ironsoul
Morale: 1 \$200

Size 1

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Hold the Breach
 Once per turn, when an adjacent ally is attacked, absorb half the damage.

"Hold the line? Pfft. I am the line. And you're standing on the wrong side."

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 Art created with Noidai

Wallguard
Imina Dreyll
Morale: 1 \$200

Size 1

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Stagger Step
 At end of enemy turn, swap position with an adjacent unit to shield them.

"Stand firm, my love. I am your wall, and walls do not whisper 'yield.'"

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 Art created with Noidai

Captain
Farrah Steelwave
Morale: 2 \$600

Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Steel Reverberation
 When attacked, return 4 melee damage to attacker before defense resolves.

"Try me. Seriously go ahead. I haven't flinched since the last idiot tried it."

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 Art created with Noidai

Hearthwarden
Lumina Tressel
Morale: 2 \$600

Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Resolve Aegis
 If targeted by a spell, negate the effect once every 4 turns.

"You can't bind what burns from within. My hearth is eternal."

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 Art created with Noidai

Watchpost Brawler
Vexa
Morale: 2 \$600

Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Counter Crush
 When Absolute Defense activates, deal 5 damage back to the attacker.

"No key, no plea, no prince will pass while I draw breath."

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 Art created with Noidai

Guard Mistress
Mina Omber
Morale: 2 \$600

Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Magical Warder
 Allies within 1 space gain +6 Resistance to magic-based abilities

"Hit me, pet. Then drown in the echo of your arrogance."

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 Art created with Noidai

Shieldbearer
Runa Velvine

Morale: 2
\$600
Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Vow of Protection
 Select 1 unit per turn. That unit cannot be attacked while Runa remains on the field.

By light, by fire, and by oath I stand where all others fall.

15 8 4 0

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Frontline Sentinel
Lacy Melkur

Morale: 2
\$600
Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Path Interception
 If an enemy attempts to bypass Klaris to strike a backline unit, the attack is redirected to her.

Embrace me in formation and together, we become invincible.

16 8 9 0

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Art created with Noisli

Gatekeeper
Thalia Rhine

Morale: 2
\$600
Size 2

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Gate Seal
 As long as this unit is on the field, opponent cannot use abilities that move or teleport units.

This path ends here. No pleas, no mercy, no escape.

17 9 10 0

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Pillar Maiden

Morale: 3
\$1000
Size 3

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Monument of War
 Immune to stat reductions and can anchor up to two allies in position.

Strike me, and feel the stillness of centuries stare back.

18 9 10 0

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Hunter Armina

Morale: 3
\$1000
Size 3

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Groundbreaker Stance
 If this card is attacked twice in a turn, gains +10 Armor next turn.

Hit harder. My resolve only gets prettier under pressure.

19 11 11 0

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Dome Guard
Revya

Morale: 3
\$1000
Size 3

Level 1 Passive: Fortress Core
 If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.

Ability: Formation Core
 If 3 Rooks are on the field, all gain +5 Armor and are immune to knockback.

Strike if you must, but prepare to meet your own reflection in the ruin.

19 9 5 4

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Captain
Laure Duskhold
Morale: 3\$1000Size 3



Level 1 Passive: Fortress Core
If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.
Ability: Legacy of Bulwark
At the start of turn, adjacent Bishops gain +4 Ranged Defense.
"They remember my name... every time their blades slide off my legacy."
2212130

Iron Fang
Naelia
Morale: 3\$1000Size 3



Level 1 Passive: Fortress Core
If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.
Ability: Fanged Wall
If attacked in melee, attacker takes Bleed (lose 3 HP per turn for 2 turns).
"Careful. My shield doesn't just block, it bites."
101852

Enclave Matron
Brya
Morale: 3\$1000Size 3



Level 1 Passive: Fortress Core
If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.
Ability: Generational Hold
Once per game, prevent all damage to any single adjacent Pawn.
"I cradle nations in my arms... what makes you think you can escape?"
18942

Sanctifier
Kaelthra
Morale: 3\$1000Size 3



Level 1 Passive: Fortress Core
If this Rook is placed in either of the two back rows and has at least one adjacent ally (left or right), it reduces the next instance of damage it takes each turn by 50% (rounded down). Still reflects "Absolute Defense" but is conditional, not permanent. Doesn't give infinite stall, just one block per round.
Ability: Sacred Stand
When Absolute Defense is triggered, also cleanse one negative effect from herself.
"I am the divine blade and beyond that... No Comment."
181041

Wardstone
Sistina
Morale: 4\$1500Size 4



Level 2 Passive: Bulwark Cycle
While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.
Ability: Mana Sink
If targeted by a Magic Card, absorb its effects, becoming immune to all magic next turn.
"Well, if you're tryna get past me? You better start crawling. Through regret."
201152

Bastion Marshal
Vye
Morale: 4\$1500Size 4



Level 2 Passive: Bulwark Cycle
While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.
Ability: Battle Chorus
If attacked and survives, grants +2 Armor to all Rooks on field.
"Even if I fall, my shield will rise again... through you."
241392

Frostguard

Sarya

Morale: 4

\$1500

Size 4

Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

Ability: Arctic Wall

Attacks against her by melee units reduce those units' speed or actions by 1 for their next turn.

Breathe deep... my chill makes even the fiercest steel shiver.

♥ 20

♣ 11

♠ 8

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Art created with Noisli

Shield Judge

Marouka

Morale: 4

\$1500

Size 4

Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

Ability: Sentinel's Verdict

When on field, no allied unit can be removed from play (banished) by effects.

The law? I am the verdict and you're guilty of trying me.

♥ 24

♣ 14

♠ 6

♣ 6

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Art created with Noisli

Runeguard

Tina

Morale: 4

\$1500

Size 4

Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

Ability: Arcane Interlock

Negates the effect of one tactic card targeting her or an adjacent ally once every 3 turns.

Baby, my runes read you like a diary and oops, they just locked you out.

♥ 21

♣ 12

♠ 6

♣ 3

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Art created with Noisli

High Sentinel

Yuna

Morale: 6

\$2500

Size 5

Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

[Ability] Atmosphere Cut

Any Damage as result of tactic cards will result in retaliative strike on the queens or if not present the king for 5 true damage.

Touch royalty while I'm watching? Bold move. Wanna try a second mistake?!

♥ 25

♣ 13

♠ 8

♣ 8

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Art created with Noisli

Narrowhold

Ava

Morale: 6

\$2500

Size 5

Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

Ability: Last Gap

If this unit is the only frontline unit left, activate Absolute Defense permanently.

This is the choke point, honey and I love choking dreams.

♥ 20

♣ 12

♠ 9

♣ 5

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Art created with Noisli

Stonelock

Eimra

Morale: 6

\$2500

Size 5

Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

Ability: Earthen Clamp

Enemy units adjacent to Eimra cannot move for one turn after attacking her.

Strike once? Bad move. Strike again? Welcome to my forever grip.

♥ 25

♣ 14

♠ 6

♣ 5

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Art created with Noisli

Bulwark General

Zellia

Morale: 6

\$2500

Size 5



Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

Ability: Supreme Aegis

Once per game, prevent all damage to all allied units for one full turn.

For one perfect moment, you're all safe. Because I said so.

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Art created with Noglala

Guardian Hunter

Rin Ladon

Morale: 6

\$2500

Size 5



Level 2 Passive: Bulwark Cycle

While this Rook remains stationary, it gains a stackable +2 armor each turn (max 6). Moving resets the stacks. This bonus resets if attacked by three or more enemies in the same turn. Breakable with swarm tactics or removal through card destruction, Exile or Disables.

[Ability] Sacrificial Strength

Able to sacrifice 1 to 2 allies in exchange for stacking 3 health and 3 melee boost every 3 turns.

Your clever tricks? boy, my sigils anticipated them an hour ago.

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Seraphina Gale

Morale: 1

\$200

Size 1



Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Chain Spark

Ranged attack jumps to a 3rd adjacent enemy on a separate row, dealing half damage.

"Come on boys. Let's do some real damage."

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Art created with Noglala

Lyra Emberlight

Morale: 1

\$200

Size 1



Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Windpiercer Shot

Ignores armor for the first enemy hit in the same column every third turn.

They're just adorable when they think they'll win.

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Art created with Noglala

Irella Vasari

Morale: 1

\$200

Size 1



Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Pulse Lance

Each time this Bishop deals splash damage, reduce enemy healing effects by 50% next turn.

"Advance. Let's redefine the meaning of violence."

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Art created with Noglala

Noelle Mirewind

Morale: 1

\$200

Size 1



Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Arcing Shot

May bypass frontlines and target any unit in either second or third backlines.

"I see the truth of this world clearly through my fists."

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Art created with Noglala

Talia Crimsonhollow

Morale: 1

\$200

Size 1

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Purgebeam

Temporarily disables one enemy passive ability for 2 turns when attacking that unit directly.

The world is fading silent as the forest before a storm.

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Art created with Noglala

Cecily Hartveil

Morale: 2

\$600

Size 2

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Infernal Barrage

Deals 2 extra splash damage if there are two or more enemy cards in her row.

I want to see hell. Will you take me there?"

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Art created with Noglala

Maribelle Drakonis

Morale: 2

\$600

Size 2

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Blackfire Bolts

Deals 5 extra damage to units with buffs applied.

"As always I take what I want."

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Art created with Noglala

Selene Ravenspire

Morale: 2

\$600

Size 2

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Smoke Trail

If she defeats a unit, reduce the ranged attack of the two closest enemy units by 3 next turn.

At this rate we really will lose. So if you called me I assume you're finally ready to take this seriously."

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Art created with Noglala

Astra Ventira

Morale: 2

\$600

Size 2

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Flashburst

Once per match, blinds enemy backline for a turn (they cannot attack that turn).

Strike first, burn always.

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Art created with Noglala

Velia Shadestorm

Morale: 2

\$600

Size 2

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Hexlock Volley

Prevents the next enemy movement or position swap in row of the players choosing.

"Sweet dreams."

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Art created with Noglala

Nyra Faelight

Morale: 3\$1000Size 3

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Storm Shot [Ability]

Deals splash damage that ignores the second target's armor. Usable every 3 turns

Our mission is simple. Neutralize the insane mages.

9

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Kaelin Duskroot

Morale: 3\$1000Size 3

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Ember Echo

If she lands a kill via splash damage, she may attack again for half damage.

Never stop trolling. Never stop causing chaos.

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Art created with Noidia

Mireille Coalcrescent

Morale: 3\$1000Size 3

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Shooting Star

If no allied units are in her column, her attack deals double splash damage to any adjacent units of the of central target. The center targets takes normal damage.

"There is no such thing as a painless lesson."

15

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Lucina Stellavane

Morale: 3\$1000Size 3

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Spirit Volley

Ranged attacks deal an additional 2 morale damage if the opponent's morale is above 120.

Your time has reached its climax. I'm sorry this must be the end.

15

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11

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Ionia Mistcall

Morale: 3\$1000Size 3

Level 1 Passive: Focused Volley

This unit's attacks deal half damage to up to 2 adjacent enemy units next to the primary target. Only triggers if positioned on a backline and once per turn. Primary target takes full damage.

Ability: Vile Thistle

Her attacks apply a poison that deals 1 damage per turn for 2 turns to the primary target.

Remain calm. I am imperturbable a pivot that does not sway.

15

5

3

9

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Zelphi Corelia

Morale: 4\$1500Size 4

Level 2 Passive: Cascading Shot

This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

Ability: Resonant Arc

If placed in angled position she can shoot in a diagonal line hitting 3 units in all lines each with their own splash damage hitting adjacent units.

"I'll finish this in one shot."

17

4

4

12

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Orlia Thornchant
Morale: 4
\$1500
Size 4

Level 2 Passive: Cascading Shot
This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

Ability: Loner Zeal
If this Bishop is the only card in her allied row be it sideways or straight her ranged attacks gain +4 damage

"You're wide open. Giggie. Am I getting stronger or are you just weaker?"

18
5
4
13

Estelle Flamereign
Morale: 4
\$1500
Size 4

Level 2 Passive: Cascading Shot
This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

Ability: Tactical Snipe
Can forfeit splash damage to hit a single target with full armor-piercing once every 3 turns with double damage.

"I have something they'll never possess."

17
4
4
12

Thalia Bramblecross
Morale: 4
\$1500
Size 4

Level 2 Passive: Cascading Shot
This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

[Ability]
Disables one enemy tactic card for a turn. Useable even if not the players turn. However, the cooldown is 3 three turns.

"Who is that person. Will I find them on the battlefield?"

18
5
4
11

Nera Dawnsplit
Morale: 4
\$1500
Size 4

Level 2 Passive: Cascading Shot
This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

Braviton Pulse
Splash damage pulls the two side targets toward her row, disrupting formations.

"Calm as always huh. Guess I'll have to try harder."

17
5
4
11

Briseis Tyraevon
Morale: 6
\$2500
Size 5

Level 2 Passive: Cascading Shot
This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

Ability: Arcane Shot
If the current season is Spring, her Arcane shot attack deal +7 damage

"If we focus on defense we cannot lose. Let's wait for our counterattack."

24
6
6
13

Mireya Dustveil
Morale: 6
\$2500
Size 5

Level 2 Passive: Cascading Shot
This unit's attacks deal 50% damage to up to 3 adjacent targets near the target square. Targets must be in the same row or column cluster. Only active if in a non-frontline row and once per turn. Primary target takes full damage.

Collapse Beam
Targets with status effects take +6 extra damage

Debuffs? those are the foreplay. Collapse is the climax

24
6
6
14

Queen: Fumi

Morale: 10

\$4000

Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Dual Flank Assault:

This card attacks both the left most and right most enemy units on the same turn.

Ability: Fortification Command:

Choose up to four allies in any row. Each gains +6 Armor for the turn. Stacks with environment bonuses but not other ability-based armor buffs.

"With these hands I'll make my ideals known."

28

14

21

13

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Queen: Meluna

Morale: 10

Queen: Meluna

Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Unyielding Aegis:

At the start of your turn, select two allied units; increase their Armor by 5 for two turns. Cannot stack with itself.

[Ability] Psychic Suppression

Choose one enemy non-royal unit. That unit loses access to its active and passive abilities for 2 turns. This effect bypasses immunity unless the unit is protected by a spell or artifact.

"You're wide open. Giggie. Am I getting stronger or are you just weaker?"

30

13

20

14

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Queen: Shiroyasha

Morale: 10

\$4000

Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Lunar Inhibition:

All units that are currently under training effects or stat-enhancing buffs become inactive for 3 turns. Inactivity includes attacks and reactions.

Ability: Eclipse Bloom:

On the second turn this card is active, select one follower unit. Increase its size by 2. It gains +8 to both Melee and Ranged but loses 8 Armor. Cannot be selected again.

"Reports are flooding in.
Unknown female monster is tearing through multiple lines."

29

12

18

16

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Queen: Sena

Morale: 10

\$4000

Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Precision Volley:

At the start of your turn, choose 2 follower units. Their Ranged stat becomes equal to their card size until end of turn.

Ability: Blue Fanged Combo:

Attack up to 3 units in the frontline. If the same units are hit for 3 consecutive turns, the third hit deals double damage to those units only.

"How can someone so heavily armored be so beautiful?"

31

14

19

15

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Queen: Mimi

Morale: 10

\$4000

Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Backline Barrage:

Every 2 turns, perform an AoE attack that targets 3-5 backline enemy units, dealing splash damage based on your current size.

Ability: Vengeful Hunt:

Gain +1 Melee for each fallen allied unit. Stacks until Tsuna is removed from the battlefield.

"If we focus on defense we cannot lose. Let's wait for our counterattack."

30

13

22

12

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Queen: Remi

Morale: 10

\$4000

Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Demonic Exchange:

Send 2 cards from graveyard and 1 from hand to negate the next attack on any unit. If triggered, next Knight or Bishop gets +5 Melee. Adjacent units gain +3 Melee and Ranged for one turn.

Ability: Infernal Surge:

Before attacking, gain Armor and Attack equal to the number of follower cards in your hand (max 10 total bonus). Effect vanishes after one attack.

"Your ideas always bring something fresh to the battlefield."

32

12

20


14

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Queen: Giruna

Morale: 10\$4000Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Piercing Flash:

On your second turn with Shiruba in play, deal damage to a straight line across the field: frontline enemy and the backline enemy behind them.

Ability: Forceful Repulsion:

On attack, knock the frontline target to the backline and apply a 1-turn stun. Rationale: Line-breaking and crowd control combo. Pairs well with Rooks and Bishops.

"As promised I will stand with you."

30131915

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Queen: Aura Alpestris

Morale: 10\$4000Size 6



[Passive] Geography Knowledge

While this Queen is on the field, your maximum row she is on size increases by 10. Additionally, you may deploy 1 additional card from your hand freely the moment she is summoned. If the queen is defeated even temporarily the summoned card is also destroyed.

Ability: Crimson Tactics:

Select one allied unit. For 2 turns, it gains +10 to both Melee and Ranged. Cannot be targeted again while effect is active.

Ability: Twin Flames:

Target 2 enemy units. Deal 15 damage to each. If either dies, deal 10 direct damage to the enemy General.

"This battle's so pointless. When can we eat?"

30132213

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King Astraea Rue

Morale: 200\$0Size 7



Passive: Armor Erosion:

At the start of each turn, reduce the armor of two enemy units by 20.

Ability: Soul Resonance:

Sacrifice 30 health to gain +20 melee damage this turn.

Ability: Eternal Blade Dance:

For 4 consecutive turns, deal 10 damage to all enemy units (AoE). If interrupted, restart cooldown.

Astraea embodies long term decisive mid push offensives at the cost many lives. As she put it, she is ready to shoulder the hopes of those ravaged by war. Lets this be my proof to you!

38162815

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King Lianshi

Morale: 200\$0Size 7



Passive: Inspiring Presence:

All allied units gain +5 to melee, ranged, and armor at the start of each turn.

Ability: Coordinated Volley:

Deal 8 ranged damage to all frontline enemy units.

Ability: Armor Exploitation:

Any enemy has 15+ armor, reduce its armor by 4 and deal its original armor as damage to 3 other frontline enemies.

Lianshi is a powerful support commander hybrid shifting between buffs and armor-punishing tactics.

36141826

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King Izua Sorgrims

Morale: 200\$0Size 7



Passive: Hand Disruption:

At the end of the opponent's turn, if they hold more than 3 cards, discard up to 3 randomly. (At least 1 card must remain.)

Ability: Arcane Suppression:

Opponent can only play up to 2 magic cards per turn.

Ability: Vital Severance:

Choose up to 2 non-King/Queen enemy units, halve their HP. If HP is 1, destroy the unit.

Izuma is a control-oriented King who cripples resource flow and destabilizes enemy formations.

37142616

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King Kathrin Hosen

Morale: 200\$0Size 7



Passive: Armor Nullification:

If you have fewer cards in hand than the opponent, set 3 enemy units' armor to 0.

Ability: Adaptive Mimicry

Before attacking, copy 1 ability from an enemy unit and use it immediately. Discard the copy after use.

Ability: You're Not Worth My Time

Every 4 turns, banish 1 enemy unit (Level 3 or lower) from play entirely.

Kathrin punishes overextension and adapts tactically mid battle. She's devastating when underestimated.

35122514

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King Anita Caliste

Morale: 200

\$0

Size 7

Passive: Size Dominance

you control more units of size 5+ than your opponent, choose 2 non-Queen units to gain +25 attack.

Ability: Annihilate:

On turn 3, destroy one enemy unit of level 3 or lower.

Ability: Ranged Reinforcement

search your deck for 3 ranged units (damage 6); place one onto the battlefield immediately.

Anita specializes in tempo swings and battlefield control through high level force deployment. She will slay anyone who threaten those under her care.

37

14

26

17

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War Academy

Tactic

[Power]

Units who were selected to be go through the training field will recieve +10 damage Damage and +10 health. The damage boost stat depends on unit class. not applicable to queens.

text

text

Ironhide Protocol

Tactic

[Power]

Boost all field units DEF by 5

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Berserker Gambit

Tactic

[Power]

Target unit gets +40 Damage for 1 turn and then permanently loses all armor afterward.

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Riot Instigator

Tactic

[Power]

Force enemy units to attack the card next to them.

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Sabotaged Supply Lines

Tactic

[Power]

For 5 turns all units attack is decrease by 5 and their health by 8. If their health is below 8 already then its health is set to 2 untill defeated or affected by by another skill.

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Faustian Pact

Tactic

[Power]

Choose up to 5 units increase damage by +10 melee at cost for reducing armor by -20.

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Fortified Standoff

Tactic

[Power]

stop enemy attacks for 3 turns at a cost of 20 morale.

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Storm Volley

Tactic

[Power]

+15 Ranged Damage for 4 turns, gain \$200 after.

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Emergency Grant

Tactic

[Power]

Instantly gain \$4000.

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Tactical Forecast

Tactic

[Power]

Rearrange the top 5 face down cards of your deck without looking at them.

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Recovered Vengeance

Tactic

[Power]

Units this turn will survive fatal blows with 1 HP; Each attacked unit will get the half the attackers damage added to their total attack power for 2 turns. The attack damage received depends which enemy unit was used to attack them. If it was multiple then the first enemy units damage that is Subject to this tactic.

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Tactic

Bastion Wall

BASTION WALL



[Power]

+20 DEF for all units for 3 turns.

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Tactic

Deployment Disruption

CHAIN OF COMMAND
DEPLOYMENT DISRUPTION



[Power]

Opponent may only field 1 Officer for the next 3 turns.

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Tactic

Civilian Support

CIVILIAN SUPPORT



[Power]

Earn +\$700 addition income for next 5 turns.

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Tactic

Smoke Curtain

SMOKE CURTAIN



[Power]

stop 2 enemy units action for this turn.

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Tactic

Temporary Pact

TEMPORARY PACT



[Power]

Choose any Officer from your deck for 4 turns and put them on field for half the cost of unit. At the end for 4 turns return the unit to your deck and shuffle.

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Tactic

All-Out Assault

ALL-OUT ASSAULT
+2x

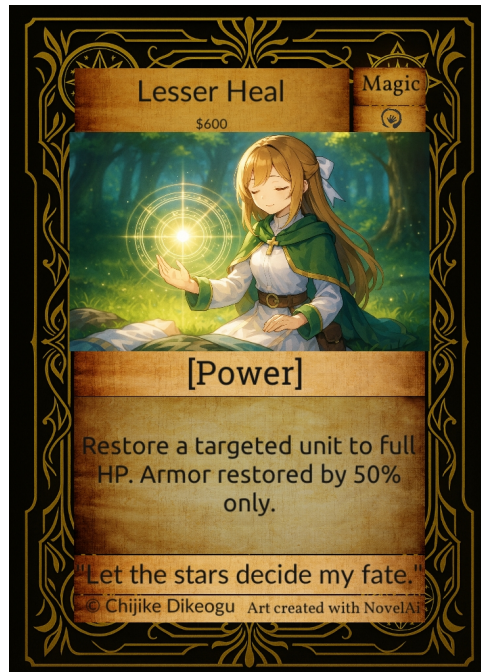


[Power]

All allied units damage is doubled for 2 turns and after can't move for 3 turns.

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Lumenroot Hollow



Lumenroot Hollow lies deep beneath the earth's crust, carved by ancient waters and forgotten leyline surges. Towering natural stone pillars stretch like sacred tree trunks, draped in luminous moss and delicate vines. The cave's canopy filters faint greenish light from the surface above, casting intricate shadows across moss-covered stone terraces and glowing water pools.

Gold tinted sconces and floating lanterns flicker with gentle, arcane fire untouched by time. Stair-like stone paths lead to a raised altar, softly lit and ringed by hanging vines and trailing herbs. The air is thick with shimmering dust motes and magical pollen, suspended like stars in the gloom. Occasional droplets fall from stalactites, ringing softly into the golden waters below.

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with NovelAI

ENVIRONMENT CARD

Shadouhan Grove



A magical forest setting on the border between the living world and the underworld. Shadouhan Grove blooms eternally under a violet twilight. Here, ethereal sakura trees flourish atop mossy boulders, their petals shedding into air, entranced by the moonlight that flows only in the presence of ancient power. The air shimmers with dreamlike light, as if the land itself is holding its breath.

Legend speaks of a Silver Queen, a serene blonde maiden whose calm facade masks her true form as a malevolent being with iron teeth. Her slow transformation was triggered by an immortal longing for her first world rebirth. Her presence has forever altered the grove; the land is enchanted to dull emotions and slow time, lest she lose control and awaken her monstrous self.

Deep within the grove lies Unshrou, the spirit-forged sword once dredged from sacred waters by a clever scholar. Now ensnared in stone, the blade's spirit lingers nearby a stubborn, elegant being struggling to adapt to the land after centuries beneath the waves. The sword's energy aids the nature's end, guiding lost travelers, or warning them away through moonlight at a glance. Shadouhan Grove is a battlefield of restraint – a place where dusk of heaven and descent of the deep converge in uneasy harmony, their borders tangled in eternal twilight. Only those who enter the Queen's heart or the sword's favor may walk safely beneath the falling blossoms.

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ENVIRONMENT CARD

Cradle of Embers
The Blazing Divide



Nestled between collapsing cliffs and molten rivers, the Cradle of Embers marks the volcanic border where ash once sculpted flame into form. Here, the land breathes fire and ash, and the sky never forgets the color of war. Smoke curls between jagged stone ridges, and every crack in the earth bleeds with glowing magma, alive with purpose.

Flame elementals stalk the ridges, shaped by the mountain's fury and its forgotten prayers. Born of divine ambition and bound to the will of a sleeping volcano spirit, they walk like living infernos—silent, watchful, unliking. In times of peace, they tend the molten flow like monks tending sacred incense. In times of war, they become a vanguard of destruction, melting stone and bone with equal indifference.

At the farthest cliff, a lone sakura tree clings to the edge of the world, untouched by heat, rooted in divine contradiction. It is said to bloom from the memory of a fallen protector who gave himself to the fire to calm the volcano's wrath. Her presence lingers, and her spirit is the only thing the flame kin will kneel for.

Adventurers speak of this place in whispers, not just for its peril, but for its judgment. Here, the land itself decides who burns and who endures. The Cradle of Embers is no battleground. It is the verdict.

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ENVIRONMENT CARD

Aoyama Vale,
The Immortal
Mountain of Candles



Above the drifting clouds and wind-swept ridges stands Aoyama Vale, a sacred ascent that leads toward the Immortal Mountain. This towering volcano, snow-capped and eternal, is both shrine and sentinel, wrapped in ancient groves and watched over by beings not native of this world. Along the winding trails and jagged outcroppings, warm candlelight flickers against weathered stone. These are not ordinary offerings. Each flame is said to house the lingering wish of someone who once climbed the path in search of healing, redemption, or death. They are tended not by monks but by Candle Spirits, flickering wraiths of wax and will, watched over by the distant Candle Master whose breath brings winds and storms through with a sigh. Golems roam the lower hills and abandoned fortresses, remnants of an age when the mountain served as a divine war engine. They do not speak and rarely attack, but should battle erupt nearby, they awaken with crushing intent. Some say they respond to shifts in music, falling dormant at the sound of sacred bells or lullabies drifting through the mist. Further up the cliffs, silent watchtowers and ghostly ruins remain inhabited by spirits who remember their own forgotten names. Among them is the Volcano Warden, the divine embodiment of the mountain's restless core. She chooses her mood by the hour, and her mood decides whether raging flows quietly beneath the surface or bursts skyward in furious rebuke. Sometimes a phantom rider appears, galloping across the sky on an icewing that refuses to rest. She is a traveler from the world's coldest edge, forever restless and always watching. Local legends tell of a wandering genius, Scholars call her the Immortal Specter. The Candle Spirits simply bow as she passes. The Vale is sacred, but not safe. It is a place where the holy and the hostile meet. Where you can find peace, but you must know the price, and every step you take echoes deeper than you know.

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ENVIRONMENT CARD

Kinoyama Spiral
The Canopy Labyrinth City



Nestled high among the towering sacred trees of the eastern highlands, Kinoyama Spiral is a skybound labyrinth city woven into layers of redacquered bridges, merchant terraces, and curving stairways that loop and fold like a puzzle box. Suspended walkways twist around massive branches, while pagoda rooftops peek from foliage like hidden shrines watching over travelers from every tier. The architecture blends shrine tradition with city sprawl; paper lanterns glow gently against sun-soaked wood, casting dappled light across narrow passages. Wind scrolls hang from drifting ribbons, whispering old blessings with every breeze. Bamboo railings line floating escalators that stretch between levels, effortlessly carrying pilgrims, scholars, and daydreamers between garden plazas and open-air markets. No roads lead into Kinoyama. The city is found only by those who wander too far into the woods and look up. Some say it shifts locations nightly, woven between dreamscape and waking thought, always just out of reach from those who seek it.

At its heart lies the Verdant Nexus, a meditation pool beneath a spiraled bell tower, where ringing chimes harmonize with the wind. This place is not only a city but a living riddle. To walk Kinoyama Spiral is to forget where you began—and to find what you were not looking for.

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Art created
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ENVIRONMENT CARD

Aethervale
The Silent Bloomfield



This dreamscape unfolds beneath a twilight sky where stars drift like pollen and clouds shimmer with traces of memory. Ethereal sea creatures glide above, their translucent forms swimming gracefully through the air, leaving behind trails of stardust that glimmer with half-remembered wishes. Vast, floating lilies and glowing dreamlotus bloom across the still surface of a mirrorlike lake, their petals lit from within by soft, magical pulses.

Crystalline landmasses hover in slow, surreal orbits, their roots hanging into the void like forgotten thoughts. The terrain ripples with gentle hills wrapped in pale moss, and arched stone bridges drift between floating isles, leading nowhere and everywhere at once. There is no wind, no sound—only the quiet breath of the dreaming world. Here, time floats in stasis. Every flower is a sleeping thought, every creature a memory yet to awaken. Aethervale is not a place to explore, but to remember. A garden of the subconscious shaped by peace, longing, and the glow of unspoken dreams.

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ENVIRONMENT CARD

Tideworn Hollow The Sea Gate of Kena



Along the jagged cliffs where the mountain meets the sea, ancient ruins rise from the shallows like the bones of forgotten gods. The structure once served as a monumental sea gate to a subterranean kingdom, its sweeping arches and moss-covered pillars now leaning like tired sentinels against the constant pull of the waves. Stone bridges, half-collapsed and weathered by salt and time, trace fractured paths across the surf, connecting broken walkways and open air chambers left to the tide.

No "Underground" sign remains. In its place, strange runes flicker faintly along the stone, their meanings long lost to the surface world. Massive waterworn statues once flanked the entrance — now only their hands remain, submerged and outstretched toward the surf, as if beckoning the waves themselves to remember.

Drift-lilies bloom in tide pools and along cracked marble floors, their bioluminescent petals glowing with pale blue fire. On misty nights, it is said that voices echo through the arches — not ghosts, but memories caught in the stone.

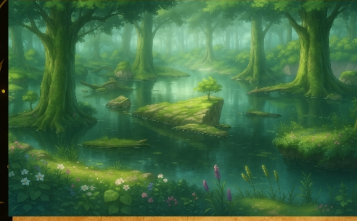
Tideworn Hollow stands as a warning and a question. It asks not who lived here, but who remembers, and why the sea still kneels at its feet.

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ENVIRONMENT CARD

Yutivia Forest



A sacred glade deep within Lustaria, Yuvitea Forest is a living sanctuary where nature breathes with eerie serenity. Shimmering waters wind between moss-covered roots and floating islets, each crowned with delicate flora and whispering leaves. Gentle mists weave through the towering trees, and the air carries the sweet, calming scent of wild herbs and nectar. Home to the Alarune, this forest hums with quiet magic its stillness broken only by the rustle of petals or the gentle song of unseen spirits. Time moves slower here, as if the forest itself is dreaming.

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ENVIRONMENT CARD



Spearhead

Formation

Offensive

Knight-Focused

Requirements: 1 Knight centered with 2 adjacent Pawns in the same row.

Passive Effect:

Knight in the center gains +4 melee damage and +2 movement speed.

Pawns flanking the Knight gain +3 armor.

Classic aggressive vanguard tactic used in Lustarian training rituals where a young knights prove their value.

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Flying Fusillade

Formation

Type

Bishop-heavy

Requirements: Two Bishops on opposite ends of the back row.

Passive Effect:

Bishops gain +4 range damage and can now target two extra spaces diagonally.

Splash damage now hits 1 extra diagonal card if not already affected.

Shihaze's fox archers once broke an Oni warfront with this exact pattern and poisoned arrows.

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Twin Column

Formation

Type

Mixed Class

Requirements: Two columns of Knight over Pawn, spaced with 1 empty slot between them.

Passive Effect:

Knights gain +5 armor.

Pawns gain +2 melee damage and may move diagonally 1x per turn.

A Lustarian bombat mother's favorite:

"One daughter blocks, three bites.

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Gated Corral

Formation

Defense

Bishop Defense

Requirements: Bishop protected by a wall of Pawns, flanked by Knights.

Passive Effect:

Bishop becomes immune to magic damage while all 3 Pawns remain.

Pawns get +4 armor, +2 movement.

Succubi "Mother-Ward" defense spell taught in ancient nursery duels.

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Feint & Ambush

Formation

Light Assault

Gap in front, Knight trio in back

Requirements: Three Knights with an intentionally left gap in the front.

Passive Effect:

Knights gain +2 movement and +3 melee damage if moved forward this turn.

Used in "Elegant War Dances" taught to Gilcor's elite youth focused on ritualized surprise strikes.

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Inverted Wedge

Formation

Defense

Back row bishops, midline rook

Requirements: Two Bishops on corners, Rook in the center, Knight between Bishops in back.

Passive Effect:

Rook receives -6 damage from all sources while alive.

Bishops gain +2 range and +4 armor while Rook is alive.

This formation is an ancient Kitsune war tactic once called the "Moon-Hook Defense.

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Stealth Command

Formation

Utility

Light Attack / No Defense Bonus

Required Units:
3 Bishops, 2 Knights

Formation Shape: Staggered "Z" shape across back row

Effect (Passive): Units in formation can only be targeted by AoE attacks

"We don't need to announce our aim. When the shadows fall, the target falls first."

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Triple Barrage

Formation

Type: AoE Offense

Heavy Ranged Attack / No Defense Bonus

Required Units:
3 Bishops per row

Formation Shape: Three units aligned across each backline row (total of 9 units)

Effect (Passive): Bishops gain Splash Damage +1 Target

"We do not fire arrows. We fire retribution."

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Spear Wall

Formation

Anti-Melee Defense

Moderate Attack / Heavy Anti-Knight Defense

Required Units:
2 Pawns and 2 Rooks minimum in alternating slots

Horizontal row of alternating Pawns and Rooks

Effect (Passive): All units gain +5 Armor and deal +5 damage to Knights

"The horns sound. We answer not with fear. But, with iron pointed forward."

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Horn Formation

Formation

Offensive Formation

Pawn-focused frontline battle

Required Units + Formation:
3 Pawns in the front row in a V shape
A Knight or Rook directly behind the center pawn

Passive Effect:
All Pawns in the formation gain +4 Melee Damage
If the center Pawn is defeated, nearby Pawns receive +2 Morale.

"We are the point of her will. And her will does not ask—only pierces."
— Talia Crimsonhollow, Combat Mother of the Lineborn

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Infantry Square

Formation

Defensive

Null Attack / Heavy Defense

Required Units:
Any 8 non-King units of the same type
One Rook or knight in the center

Effect (Passive):
All units in formation gain +6 Armor, but cannot attack this turn.

"We are milk-fed, steel-willed. Not one arrow will reach the cradle at our heart."

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Artillery Focus

Formation

Type: Ranged Siege Formation

Bishop long range suppression

Required Units + Formation:
2 Bishops placed in the backline corners
1 Rook between them in the backline center

Passive Effect:
Bishops in this formation can deal splash damage to 3 units in a horizontal line (row strike).

Rook provides protection: "Absolute Defense" applies to both Bishops while the Rook stands.

"Some think bishops only bless while ours bless from orbit."
— Canoness Sera Gale, Saint of the Fire-Wrought Veil

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