SAGA

CARD GUIDE

-Intro to the Cards-

Every card in SAGA represents either a troop or a spell. Isolated troop cards can be amassed into 'units.' This guide explains the difference between the units in detail. The statistics presented here are for Level 1 units, and are current as of the build at the top of this page. **If you find any differences between what's listed here and what's listed inside the game, please detail the differences and send them to dmeyer@playsaga.com.**

Each troop's card will be presented with information similar to this:

COMMON

Infantry
Ranged

Bow | Leather

"Human Archers"					
CP	1	DMG	5 - 15	Morale	45
AR	18	Range	65	S/A	1
DR	16	Stamina	75	Att/S	0.5
HP	250	Speed	6	Res	10
"(passive) Human Archers have a +75% AR and +100% damage against flying units."					

Rarity - All cards have a 'rarity', that is to say, how frequently you will come across them in booster packs (common, uncommon and rare).

Class(es) - Troops can have various classes: Infantry, Ranged, Mounted, Siege and Flying. Some troops have bonuses against certain classes. The Human Archers, for example, gain a bonus when fighting flying units.

Equipment - These icons tell you what kinds of items a troop can use.

CP - Command Points: How many CP are used per troop. A unit may only have up to 30 CP total, and creating the unit itself costs 5 CP. If a troop has 1 CP, you will be able to fit 25 of them in a single unit.

AR - Attack Rating: Determines the likelihood of each attack the troop makes successfully hitting its target.

DR -Defense Rating: Determines the likelihood of a troop successfully defending against an attack. In battle, you will see DR(m) and DR(r) for defense against Melee and Ranged attacks, respectively.

HP - Hit Points: The amount of life a troop has. More HP means a troop can take more damage before either being wounded or dying.

Introduction

DMG - Damage: The range of damage in hit points that a successful attack will inflict.

Range: The maximum distance at which a ranged unit is able to attack in game meters.

Stamina: Determines how long a troop can run or fight without slowing.

Speed: Determines the speed at which the troop moves.

Morale: Determines the likelihood of a troop fleeing battle, beyond a commander's control (See Morale).

S/A - Strikes per Attack: Number of targets potentially affected by each attack the troop makes.

Att/S - Attacks per Second: Describes the frequency of attack for the troop.

Res - Resurrection cost: The amount of god favor you would spend to resurrect the unit from your graveyard when it is dead.

Special - Each unit also possesses its own special abilities. Some units have passive abilities, which always influence their stats in battle. Otherwise, units' abilities take effect only when activated in battle.

Each spell's card will be presented with information similar to this:

Rank	CP	"Die"	Rare	GF Cost: 30	Warm	Cool
1	20	"Targeted unfriendly enemy unit suffers 200-400 points of damage."			90	120
2	25	"Targeted unfriendly enemy unit suffers 220-450 points of damage."			90	110
3	30	"Enemy units in target radius (15m) suffer 200-400 points of damage."			75	120
-	-	-			-	-
-	-	-			-	-
-	-	-			-	-

Rank: For each copy of the card you have, you can stack them into a higher ranked spell.

CP: The amount of CP the spell costs to dpeloy at each specific rank.

Effect: The effect of the spell at each specific rank.

GF Cost: The amount of God Favor it costs each time the spell is used.

Warm: The amount of time you must wait between deployign the spell and casting it.

Cool: The amount of time you must wait after casting the spell to cast it again.

Neutral Cards

"Armored Behemoth"						Uncommon	
CP	15	DMG	20 - 70	Morale	80	Mounted	
AR	20	Range	3	S/A	4		
DR	36	Stamina	165	Att/S	0.5		
HP	4200	Speed	9	Res	225	Charm	Ward
"(passive) Armored Behemoths have a +100% AR, +100% damage, and +15% DR bonus vs. machines."							

"Ballista"						Uncommon	
CP	13	DMG	300 - 500	Morale	60	Ranged	
AR	22	Range	120	S/A	1	Machine	
DR	28	Stamina	100	Att/S	0.25		
HP	1625	Speed	4	Res	200	Siege Gear	Plating
"Gore - Units in target radius (10m) suffer -50% movement speed for 20 seconds. Cooldown: 30 seconds."							

"Behemoth"						Uncommon	
CP	15	DMG	20 - 70	Morale	80	Mounted	
AR	22	Range	3	S/A	4		
DR	34	Stamina	165	Att/S	0.5		
HP	3500	Speed	11	Res	225	Charm	Ward
"Crushing Feet - Nearby enemy units(10m) suffer 25-50 damage and -30 moral. Cooldown: 45 Seconds"							

"Catapult"						Uncommon	
CP	13	DMG	125 - 175	Morale	55	Ranged	
AR	18	Range	80	S/A	3	Machine	
DR	28	Stamina	100	Att/S	0.25		
HP	1875	Speed	4	Res	200	Siege Gear	Plating
"(passive) Catapults have +750% AR and do +75% damage against walls and buildings."							

Rank	CP	"Charge"	Uncommon	Cost	Warm
1	5	"Units in target radius (10m) gain +25% movement and +25% AR for 50 seconds."		26	0
…	…	…		…	…
10	14	"Units in target radius (30m) gain +25% movement and +40% AR for 140 seconds."		164	0

"Covered Ram"						Uncommon	
CP	13	DMG	35 - 125	Morale	80	Machine	
AR	10	Range	1	S/A	1		
DR	33	Stamina	100	Att/S	0.25		
HP	3500	Speed	5	Res	200	Siege Gear	Plating
"(passive) Covered Rams have +1500% AR, +250% DR and do +750% damage against walls and buildings."							

Rank	CP	"Fireball"	Rare	Cost	Warm
1	5	"Units in target radius (15m) suffer 100-150 damage and -5 morale."		65	10
…	…	…		…	…
5	9	"Units in target radius (25m) suffer 300-350 damage and -15 morale."		144	50

Rank	CP	"Fleet Foot"	Uncommon	Cost	Warm
1	5	"Targeted friendly unit moves +110% faster for 90 seconds."		27	0
…	…	…		…	…
10	14	"Targeted friendly unit moves +200% faster for 135 seconds."		74	0

"Great Dragon"						Rare	
CP	25	DMG	305 - 465	Morale	135	Ranged	
AR	34	Range	20	S/A	2	Flying	
DR	32	Stamina	115	Att/S	0.25		
HP	4200	Speed	11	Res	475	Charm	Ward
"Incinerate - Units in target area (30m) suffer 35-165 damage, -25 morale and -20% DR for 30 seconds. Cooldown: 120 seconds."							

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Rank	CP	"Heal"	Uncommon	Cost	Warm
1	5	"Each troop in targeted, friendly unit heals 100-300 hit points."		60	0
…	…	…		…	…
10	14	"Each troop in targeted radius (30m) heals 500-700 hit points."		204	0

Rank	CP	"Hold Fast"	Rare	Cost	Warm
1	5	"Target friendly unit is immobile and gains +1000% DR for 25 sec."		64	25
…	…	…		…	…
5	9	"Target friendly unit is immobile, gains +1000% DR for 45 sec."		115	45

"Human Archers"						Common	
CP	1	DMG	5 - 15	Morale	45	Ranged	
AR	18	Range	65	S/A	1	Infantry	
DR	16	Stamina	75	Att/S	0.5		
HP	250	Speed	6	Res	10	Bow	Leather
"(passive) Human Archers have a +75% AR and +100% damage against flying units."							

"Human Cavalry Archers"						Common	
CP	2	DMG	10 - 25	Morale	55	Ranged	
AR	26	Range	50	S/A	1	Mounted	
DR	25	Stamina	110	Att/S	0.5		
HP	400	Speed	13	Res	10	Bow	Chain
"Evasion - Unit gains +25% DR and +50% movement speed for 15 seconds. Cooldown: 120 seconds."							

"Human Crossbowmen"						Common	
CP	1	DMG	10 - 30	Morale	55	Ranged	
AR	22	Range	60	S/A	1	Infantry	
DR	19	Stamina	65	Att/S	0.25		
HP	250	Speed	6	Res	10	Crossbow	Leather
"Long Flight - Unit gains +100% range and -10% AR for 30 seconds. Cooldown: 60 seconds."							

Neutral Cards

"Human Heavy Cavalry"						Common	
CP	2	DMG	15 - 21	Morale	70	Mounted	
AR	23	Range	1	S/A	1		
DR	28	Stamina	120	Att/S	0.5		
HP	415	Speed	10	Res	10	Sword	Plate
"(passive) Heavy Cavalry have a +100% AR, +25% DR, and +100% damage against ranged units."							

"Human Heavy Infantry"						Common	
CP	1	DMG	5 - 16	Morale	70	Infantry	
AR	17	Range	1	S/A	1		
DR	24	Stamina	140	Att/S	0.5		
HP	300	Speed	5	Res	10	Mace	Chain
"(passive) Heavy Infantry have a +100% AR, +25% DR, and +100% damage against machine units."							

"Human Javelineers"						Common	
CP	1	DMG	13 - 30	Morale	60	Ranged	
AR	20	Range	45	S/A	1	Infantry	
DR	19	Stamina	100	Att/S	0.25		
HP	300	Speed	7	Res	10	Spear	Leather
"Disperse - Unit has +100% AR, +100% damage, and +50% DR against mounted units for 30 seconds. 60 second cooldown."							

"Human Light Cavalry"						Common	
CP	2	DMG	10 - 25	Morale	60	Mounted	
AR	25	Range	1	S/A	1		
DR	22	Stamina	160	Att/S	0.5		
HP	450	Speed	15	Res	10	Sword	Leather
"Determination - Unit gains +50% AR, +100% damage vs. ranged units for 30 seconds. Cooldown: 90 seconds."							

"Human Light Infantry"						Common	
CP	1	DMG	7 - 17	Morale	65	Infantry	
AR	17	Range	1	S/A	1		
DR	21	Stamina	165	Att/S	0.5		
HP	285	Speed	7	Res	10	Mace	Leather
"Hold the Line - Friendly units in target radius (20m) gain +2% DR per Light Infantry for 30 seconds. Cooldown: 90 seconds."							

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"Human Mercenaries"						Common	
CP	1	DMG	7 - 15	Morale	65	Infantry	
AR	22	Range	1	S/A	1		
DR	22	Stamina	150	Att/S	0.5		
HP	280	Speed	6	Res	10	Axe	Chain
"Fightin' Dirty - Target enemy unit suffers -2% attack speed, -2% damage, and -2% AR per Mercenary for 30 seconds. Cooldown: 45 seconds."							

"Human Pikemen"						Common	
CP	1	DMG	5 - 17	Morale	60	Infantry	
AR	18	Range	2	S/A	1		
DR	19	Stamina	150	Att/S	0.5		
HP	280	Speed	6	Res	10	Polearm	Leather
"(passive) Pikemen have a +100% AR, +100% damage, and +75% DR against mounted units."							

"Human Spearmen"						Common	
CP	1	DMG	5 - 17	Morale	60	Ranged	
AR	23	Range	35	S/A	1	Infantry	
DR	19	Stamina	130	Att/S	0.5		
HP	275	Speed	7	Res	10	Spear	Leather
"Confusion - Ranged units in target radius suffer -2% AR, DR, and movement speed per Spearman for 30 seconds. Cooldown: 90 seconds."							

Rank	CP	"Let Fly"	Rare	Cost	Warm
1	5	"Friendly, ranged units in target radius (15m) gain +25% attack speed for 120 seconds."		74	0
…	…	…		…	…
5	9	"Friendly, ranged units in target radius (35m) gain +40% attack speed for 120 seconds."		158	0

Rank	CP	"Rally"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (5m) gain +45% DR and 50 morale for 50 seconds."		28	0
…	…	…		…	…
10	14	"Friendly units in target radius (50m) gain +45% DR and 70 morale for 95 seconds."		185	0

Neutral Cards

Rank	CP	"Take Aim!"	Uncommon	Cost	Warm
1	5	"Targeted friendly range unit gains +75% AR, +5% range and suffers -50% movement for 110 seconds."		27	0
…	…	…		…	…
10	14	"Targeted friendly range unit gains +120% AR, +50% range and suffers -5% movement for 200 seconds."		132	0

"Trebuchet"						Uncommon	
CP	17	DMG	225 - 400	Morale	55	Ranged	
AR	10	Range	120	S/A	1	Machine	
DR	28	Stamina	100	Att/S	0.25		
HP	2000	Speed	3	Res	275	Siege Gear	Plating
"(passive) Trebuchets have +1500% AR and do +225% damage against walls and buildings."							

Light Cards

Rank	CP	"Back You Devils"	Uncommon	Cost	Warm
1	5	"Unfriendly units in target radius (5m) suffer -75% movement speed and -2 morale for 30 seconds."		11	0
…	…	…		…	…
10	14	"Unfriendly units in target radius (50m) suffer -75% movement speed and -20 morale for 75 seconds."		129	0

Rank	CP	"Bless"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (10m) gain +50% DR and +5 morale for 40 seconds."		29	0
…	…	…		…	…
10	14	"Friendly units in target radius (40m) gain +50% DR and +50 morale for 100 seconds."		167	0

Rank	CP	"Convert or Die"	Rare	Cost	Warm
1	5	"Unfriendly units in target radius (15m) gain -35% DR for 60 seconds."		37	0
…	…	…		…	…
5	9	"Unfriendly units in target radius (35m) gain -35% DR for 100 seconds."		120	0

Rank	CP	"Divine Retribution"	Rare	Cost	Warm
1	5	"Units in target radius (15m) burst into flame and suffer 6-12 damage every 5 seconds for 90 seconds."		62	0
…	…	…		…	…
5	9	"Units in target radius (15m) burst into flame and suffer 18-22 damage every 5 seconds for 90 seconds."		122	0

"Giant Bowmen"						Uncommon	
CP	3	DMG	10 - 45	Morale	65	Ranged	
AR	23	Range	70	S/A	1	Infantry	
DR	25	Stamina	100	Att/S	0.5		
HP	625	Speed	7	Res	40	Bow	Leather
"Defensive Fire - Target friendly unit gains +4% DR per Giant Bowman for 30 seconds. Cooldown: 90 seconds."							

"Giant Magus"						Uncommon	
CP	3	DMG	8 - 26	Morale	75	Ranged	
AR	24	Range	30	S/A	2	Infantry	
DR	27	Stamina	100	Att/S	0.5		
HP	650	Speed	8	Res	40	Staff	Cloth
"Magus Glare(passive) - Enemy units in 20 yard range take -1% DR every 3 seconds. Void(active) - Enemy units in target range are sucked into the center of the Target."							

"Giant Spearmen"						Uncommon	
CP	3	DMG	20 - 45	Morale	70	Ranged	
AR	20	Range	35	S/A	1	Infantry	
DR	25	Stamina	100	Att/S	0.5		
HP	650	Speed	7	Res	40	Spear	Plate
"Rain of Spears - Unit attacks 50% faster for 30 seconds. Cooldown: 90 seconds."							

"Giant Warriors"						Uncommon	
CP	3	DMG	15 - 40	Morale	75	Infantry	
AR	25	Range	1	S/A	2		
DR	28	Stamina	165	Att/S	0.5		
HP	750	Speed	7	Res	40	Sword	Plate
"Sunder Armor - Target enemy unit suffers -7% DR per Giant Warrior for 30 seconds. Cooldown: 60 seconds."							

"Gold Dragon"						Rare	
CP	25	DMG	65 - 105	Morale	100	Ranged	
AR	25	Range	15	S/A	8	Flying	
DR	31	Stamina	100	Att/S	0.25		
HP	3400	Speed	8	Res	375	Charm	Ward
"Thunder's Voice - Nearby enemies (25m) suffer 125-200 damage and -25% attack speed for 15 seconds. Cooldown: 120 seconds."							

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"Gryphon Riders"						Uncommon	
CP	6	DMG	15 - 40	Morale	65	Ranged	
AR	29	Range	50	S/A	2	Flying	
DR	30	Stamina	115	Att/S	0.5	Mounted	
HP	1200	Speed	8	Res	80	Crossbow	Chain
"Gryphon Call - Target enemy unit suffers 40-75 damage and -20 moral per Griffin Rider. Cooldown: 180 seconds."							

"Heavy Lancers"						Uncommon	
CP	2	DMG	15 - 30	Morale	75	Mounted	
AR	21	Range	1	S/A	1		
DR	27	Stamina	140	Att/S	0.5		
HP	500	Speed	9	Res	25	Lance	Plate
"Trample (passive) - Unit attacks enemy infantry with a +75% AR and does an additional +150% damage."							

Rank	CP	"Holy Light"	Rare	Cost	Warm
1	5	"Unfriendly target unit cannot move or attack for 60 seconds."		55	60
…	…	…		…	…
5	9	"Unfriendly target unit cannot move or attack for 100 seconds."		95	100

"Human Chariot Archers"						Uncommon	
CP	6	DMG	45 - 60	Morale	65	Ranged	
AR	25	Range	40	S/A	1	Mounted	
DR	27	Stamina	95	Att/S	0.5		
HP	1000	Speed	11	Res	80	Bow	Plate
"Glory to Ari-Alia. Target unit gains +7% DR and +25-40 HP per Chariot Archer for 30 seconds. Cooldown: 60 seconds."							

"Human Charioteers"						Uncommon	
CP	6	DMG	30 - 50	Morale	60	Ranged	
AR	27	Range	35	S/A	1	Mounted	
DR	28	Stamina	90	Att/S	0.75		
HP	1000	Speed	11	Res	80	Spear	Plate
"Divine Rage - Unit does an additional +300% damage for 15 seconds. Cooldown: 90 seconds."							

Light Cards

"Human Clerics"						Uncommon	
CP	2	DMG	15 - 30	Morale	65	Infantry	
AR	28	Range	1	S/A	1		
DR	25	Stamina	170	Att/S	0.5		
HP	375	Speed	6	Res	25	Mace	Chain
"Healing Aura - Friendly troops in target radius (20m) heal 30-40 hit point per cleric in unit. Cooldown: 90 seconds."							

"Human Knights"						Uncommon	
CP	2	DMG	10 - 33	Morale	70	Mounted	
AR	22	Range	1	S/A	1		
DR	28	Stamina	140	Att/S	0.5		
HP	425	Speed	11	Res	25	Sword	Plate
"For Glory - Unit gains +500% DR for 20 seconds. Cooldown: 60 seconds."							

"Human Light Lancers"						Uncommon	
CP	2	DMG	15 - 30	Morale	60	Mounted	
AR	25	Range	1	S/A	1		
DR	24	Stamina	155	Att/S	0.5		
HP	450	Speed	13	Res	20	Lance	Chain
"Thundering Hooves - Unit gains +25% AR, +30% movement speed, and does +100% damage for 30 seconds. Cooldown: 90 seconds."							

"Human Paladins"						Uncommon	
CP	2	DMG	15 - 30	Morale	85	Infantry	
AR	25	Range	1	S/A	1		
DR	29	Stamina	165	Att/S	0.5		
HP	400	Speed	6	Res	25	Sword	Plate
"Violence is Golden - Unit's gains +100% attack speed, +50% movement speed, and +25% damage for 30 seconds. Cooldown: 120 seconds."							

"Human Priestess"						Uncommon	
CP	2	DMG	15 - 30	Morale	60	Ranged	
AR	25	Range	35	S/A	1	Infantry	
DR	24	Stamina	100	Att/S	0.5		
HP	325	Speed	6	Res	25	Charm	Cloth
"Ring of Fire - Target enemy unit suffers 15-20 damage and -3% DR for 30 seconds per Priestess. Cooldown: 120 seconds."							

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"Human Swordmaidens"						Common	
CP	1	DMG	7 - 13	Morale	65	Infantry	
AR	22	Range	1	S/A	1		
DR	25	Stamina	145	Att/S	0.5		
HP	275	Speed	7	Res	15	Sword	Chain
"Guiding Blade - Target enemy unit is stunned 1 second per sword maiden. Cooldown: 120 seconds."							

Rank	CP	"Make Haste"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (10m) gain +50% movement and +5% attack speed for 60 seconds."		28	0
…	…	…		…	…
10	14	"Friendly units in target radius (15m) gain +100% movement and +30% attack speed for 140 seconds."		130	0

"Paladin Giants"						Uncommon	
CP	3	DMG	15 - 30	Morale	75	Infantry	
AR	25	Range	1	S/A	2		
DR	32	Stamina	165	Att/S	0.5		
HP	750	Speed	6	Res	40	Sword	Plate
"Regal Aura - Nearby enemy units (30m) suffer -5% attack speed per Giant for 30 seconds. Cooldown: 90 seconds."							

"Phoenix"						Uncommon	
CP	6	DMG	70 - 120	Morale	70	Ranged	
AR	24	Range	25	S/A	1	Flying	
DR	31	Stamina	100	Att/S	0.25		
HP	1100	Speed	9	Res	80	Charm	Ward
"Ignite - Nearby troops (25m) are engulfed in flame taking 30-60 damage per Phoenix. Cooldown: 120 seconds."							

Rank	CP	"Righteous Indignation"	Uncommon	Cost	Warm
1	5	"Friendly unit gains +50% damage per attack for 80 seconds."		26	0
…	…	…		…	…
10	14	"Friendly unit gains +90% damage per attack for 240 seconds."		143	0

Light Cards

"Siege Giants"						Uncommon	
CP	3	DMG	15 - 30	Morale	90	Infantry	
AR	25	Range	1	S/A	2		
DR	28	Stamina	165	Att/S	0.5		
HP	700	Speed	7	Res	40	Mace	Chain
"(passive) Unit has +100% AR, +25% DR, and does an additional +75% damage against walls, structures, and machines."							

Rank	CP	"Unstable Footing"	Uncommon	Cost	Warm
1	5	"Unfriendly units in target radius (15m) suffer -30% movement for 25 seconds."		13	0
…	…	…		…	…
10	14	"Unfriendly units in target radius (15m) suffer -75% movement and -45% attack speed for 70 seconds."		66	0

"White Dragon"						Rare	
CP	15	DMG	45 - 85	Morale	80	Ranged	
AR	23	Range	15	S/A	6	Flying	
DR	29	Stamina	135	Att/S	0.25		
HP	3200	Speed	12	Res	225	Charm	Ward
"Teleport - White Dragon may teleport up to 250 meters away. Cooldown: 45 seconds."							

Machines Cards

"Automatic Ballista"						Rare	
CP	15	DMG	35 - 100	Morale	65	Ranged	
AR	23	Range	90	S/A	3	Machine	
DR	27	Stamina	190	Att/S	0.5		
HP	2000	Speed	5	Res	225	Siege Gear	Plating
"Siege (passive) - Automatic Ballista has a +150% AR and does an additional +50% damage against infantry."							

"Cannon"						Uncommon	
CP	6	DMG	30 - 70	Morale	65	Ranged	
AR	25	Range	65	S/A	3	Machine	
DR	25	Stamina	120	Att/S	0.25		
HP	1000	Speed	5	Res	80	Siege Gear	Plating
"Sonic Charges - Infantry in target radius are stunned for 4 seconds per Cannon. Cooldown: 120 seconds."							

Rank	CP	"Death From Above"	Uncommon	Cost	Warm
1	5	"All of your flying units gain +15% AR for 30 seconds."		30	30
…	…	…		…	…
10	14	"All of your flying units gain +105% AR for 75 seconds."		101	75

"Dragon Slayers"						Rare	
CP	15	DMG	75 - 110	Morale	65	Ranged	
AR	19	Range	90	S/A	3	Machine	
DR	25	Stamina	190	Att/S	0.25		
HP	2500	Speed	5	Res	225	Siege Gear	Plating
"Dragon Slaying (passive) - Unit attacks with a +300% AR, +100% DR, and does an additional +125% damage against flying troops."							

"Dwarven Axemen"						Common	
CP	1	DMG	5 - 16	Morale	70	Infantry	
AR	23	Range	1	S/A	1		
DR	24	Stamina	175	Att/S	0.5		
HP	325	Speed	7	Res	20	Axe	Chain
"Hardiness (passive) - +25% AR and +65% DR against ranged attackers."							

"Dwarven Balloonists"						Uncommon	
CP	6	DMG	45 - 65	Morale	65	Ranged	
AR	28	Range	45	S/A	1	Flying	
DR	30	Stamina	105	Att/S	0.5		
HP	1000	Speed	8	Res	80	Firearm	Leather
"Gas bomb - Nearby units (25m) suffer -25% movement speed and -50% attack speed for 30 seconds. Cooldown: 60 seconds."							

"Dwarven Bombardiers"						Uncommon	
CP	2	DMG	35 - 65	Morale	70	Ranged	
AR	23	Range	85	S/A	1	Infantry	
DR	25	Stamina	90	Att/S	0.25		
HP	425	Speed	5	Res	35	Siege Gear	Leather
"Fire Powder - Attacks do an additional +75% damage for 15 seconds. Cooldown: 60 seconds."							

"Dwarven Crossbowmen"						Uncommon	
CP	2	DMG	35 - 55	Morale	65	Ranged	
AR	22	Range	50	S/A	1	Infantry	
DR	24	Stamina	110	Att/S	0.25		
HP	425	Speed	5	Res	35	Crossbow	Chain
"Dwarven Chant - Friendly units in target radius (30m) gain +2 morale and heal 15-25 hitpoints per Crossbowman. Cooldown: 120 seconds."							

"Dwarven Flamethrowers"						Uncommon	
CP	2	DMG	25 - 35	Morale	70	Ranged	
AR	21	Range	15	S/A	2	Infantry	
DR	26	Stamina	135	Att/S	0.25		
HP	425	Speed	6	Res	35	Siege Gear	Leather
"Inferno Burst - +50% AR, +400% damage for 5 seconds. Cooldown: 45 seconds."							

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"Dwarven Hand Cannoneers"						Uncommon	
CP	2	DMG	30 - 50	Morale	65	Ranged	
AR	23	Range	45	S/A	1	Infantry	
DR	26	Stamina	130	Att/S	0.25		
HP	375	Speed	7	Res	25	Firearm	Leather
"Frag Rounds - Units in target radius (10m) suffer -3% movement speed and -2% attack speed per Cannoneer for 20 seconds. Cooldown: 30 seconds."							

"Dwarven Hunters"						Uncommon	
CP	2	DMG	15 - 30	Morale	65	Ranged	
AR	24	Range	65	S/A	1	Infantry	
DR	24	Stamina	110	Att/S	0.5		
HP	425	Speed	6	Res	35	Firearm	Chain
"Beast Hunter (passive) - Unit gains +100% AR and do +80% damage against mounted units."							

"Dwarven Mechanists"						Uncommon	
CP	2	DMG	20 - 30	Morale	75	Ranged	
AR	21	Range	15	S/A	1	Infantry	
DR	26	Stamina	135	Att/S	0.5		
HP	400	Speed	6	Res	25	Siege Gear	Leather
"Field Repairs - Heal a nearby machine for 75-125 hit points per Mechanist. Cooldown: 60 seconds."							

"Dwarven Munitions Experts"						Uncommon	
CP	2	DMG	15 - 32	Morale	90	Infantry	
AR	23	Range	1	S/A	1		
DR	27	Stamina	175	Att/S	0.5		
HP	475	Speed	7	Res	35	Mace	Leather
"Detonate - Unit uses explosive charges which cause 75-150 damage per Dwarf to nearby structures and machines (25m). Cooldown: 50 seconds."							

"Dwarven Rocketeers"						Uncommon	
CP	2	DMG	25 - 30	Morale	70	Infantry	
AR	29	Range	1	S/A	1		
DR	26	Stamina	150	Att/S	0.5		
HP	450	Speed	6	Res	35	Mace	Leather
"Launch - Dwarves fly up to 100 meters away with a small chance of a mid-flight explosion. Cooldown: 60 seconds."							

Machines Cards

"Dwarven Zeppelin"						Rare	
CP	13	DMG	30 - 50	Morale	75	Ranged	
AR	24	Range	60	S/A	8	Flying	
DR	30	Stamina	190	Att/S	0.25	Machine	
HP	3250	Speed	9	Res	200	Siege Gear	Plating
"Motherlode - Nearby units (30m) suffer 80-175 damage. Cooldown: 90 seconds."							

"Flying Fortress"						Rare	
CP	25	DMG	25 - 45	Morale	110	Ranged	
AR	28	Range	30	S/A	4	Flying	
DR	36	Stamina	190	Att/S	0.75	Machine	
HP	4400	Speed	7	Res	200	Siege Gear	Plating
"Paratroopers - Drops Hand Cannoneers or Hunters (25m) on to the battlefield for 120 seconds. Cooldown: 240 seconds."							

"Iron Tank"						Rare	
CP	25	DMG	70 - 125	Morale	80	Ranged	
AR	35	Range	60	S/A	5	Machine	
DR	34	Stamina	190	Att/S	0.25		
HP	3800	Speed	5	Res	275	Siege Gear	Plating
"Explosive Shot - Unit does an additional +100% damage for 25 seconds. Cooldown: 90 seconds."							

Rank	CP	"Let Them Burn"	Rare	Cost	Warm
1	5	"Units in target radius (30m) suffer 50-100 damage and -5 morale."		76	90
…	…	…		…	…
5	9	"Units in target radius (50m) suffer 150-500 damage and -25 morale."		187	70

"Mech Giant"						Rare	
CP	25	DMG	130 - 175	Morale	95	Machine	
AR	25	Range	1	S/A	4		
DR	34	Stamina	200	Att/S	0.25		
HP	4800	Speed	7	Res	375	Siege Gear	Plating
"Heat Expulsion - Nearby units (15m) take 110-175 damage and suffer -25% movement speed for 15 seconds. Cooldown: 90 seconds."							

Rank	CP	"Scorched Earth"	Rare	Cost	Warm
1	5	"Units in target radius (15m) suffer 2 damage every second for 60 seconds"		49	70
…	…	…		…	…
5	9	"Units in target radius (35m) suffer 6 damage every second for 60 seconds"		139	30

"Siege Drill"						Rare	
CP	13	DMG	50 - 100	Morale	100	Machine	
AR	28	Range	1	S/A	1		
DR	34	Stamina	190	Att/S	0.5		
HP	4500	Speed	6	Res	200	Siege Gear	Plating
"(passive) Unit has +1500% AR, +250% DR, and does an additional +175% damage against walls, buildings, and machines."							

Rank	CP	"Smog"	Rare	Cost	Warm
1	5	"Targeted enemy unit suffers 1-3 damage every 2 seconds for 240 seconds"		72	90
…	…	…		…	…
5	9	"Targeted enemy unit suffers 5-7 damage every 2 seconds for 240 seconds"		216	50

Rank	CP	"Stoke the Fire"	Rare	Cost	Warm
1	5	"All of your machinery gains +100% movement for 55 seconds."		64	30
…	…	…		…	…
5	9	"All of your machinery gains +100% movement for 115 seconds."		134	50

"Wooden Tank"						Uncommon	
CP	6	DMG	30 - 55	Morale	70	Ranged	
AR	22	Range	65	S/A	3	Machine	
DR	29	Stamina	190	Att/S	0.25		
HP	1100	Speed	8	Res	80	Siege Gear	Plating
"Supercharge - Unit gains +100% movement speed, +25% attack speed, and +25% damage for 30 seconds. Cooldown: 90 seconds."							

Magic Cards

"Black Dragon"						Rare	
CP	25	DMG	60 - 100	Morale	100	Ranged	
AR	32	Range	15	S/A	6	Flying	
DR	28	Stamina	105	Att/S	0.25		
HP	3300	Speed	8	Res	375	Charm	Ward
"Disease - Enemy units within target radius (30m) suffer 75-190 damage -20% attack speed, and -50% movement speed for 30 seconds. Cooldown: 120 seconds."							

Rank	CP	"Blindness"	Uncommon	Cost	Warm
1	5	"Unfriendly units in target radius (20m) suffer -40% AR for 30 seconds."		24	0
…	…	…		…	…
10	14	"Unfriendly units in target radius (20m) suffer -85% AR and -45 morale for 120 seconds."		122	0

Rank	CP	"Blood Storm"	Rare	Cost	Warm
1	5	"Units in target radius (10m) suffer 5-10 damage every 3 seconds for 60 seconds."		54	0
…	…	…		…	…
5	9	"Units in target radius (30m) suffer 25-30 damage every 3 seconds for 60 seconds."		192	0

"Bone Golem"						Uncommon	
CP	6	DMG	20 - 50	Morale	150		
AR	23	Range	1	S/A	4		
DR	30	Stamina	155	Att/S	0.25		
HP	950	Speed	6	Res	80	Charm	Ward
"Bone Shards - Nearby targeted enemies (15m) suffer 15-32 damage and -2 morale per Golem. Cooldown: 30 seconds."							

"Bronze Golem"						Uncommon	
CP	6	DMG	20 - 60	Morale	150		
AR	23	Range	1	S/A	4		
DR	33	Stamina	160	Att/S	0.25		
HP	1500	Speed	5	Res	80	Charm	Ward
"Maim - Golem does an additional +250% damage for 30 seconds. Cooldown: 90."							

Rank	CP	"Call the Horde"	Rare	Cost	Warm
1	5	"Summon a random unit of level 2 orcs which last for 120 seconds or until dead."		40	30
…	…	…		…	…
5	9	"Summon a random unit of level 10 orcs which last for 200 seconds or until dead."		120	70

Rank	CP	"Curse"	Uncommon	Cost	Warm
1	5	"Unfriendly units in target radius (15m) gain -35% DR for 40 seconds."		24	0
…	…	…		…	…
10	14	"Unfriendly units in target radius (15m) gain -80% DR for 130 seconds and suffer -18 morale."		95	0

"Daemon"						Rare	
CP	22	DMG	30 - 65	Morale	100		
AR	28	Range	1	S/A	4		
DR	34	Stamina	195	Att/S	0.75		
HP	4400	Speed	8	Res	350	Charm	Ward
"Purge - Enemy troops in target radius (30m) take 80-160 damage and suffer -25 morale for 10 seconds. Cooldown: 150 seconds."							

Rank	CP	"Daemon Lord"	Rare	Cost	Warm
1	5	"Summon a level 2 Daemon which lasts for 120 seconds or until death."		40	30
…	…	…		…	…
5	9	"Summon a level 10 Daemon which lasts for 200 seconds or until death."		120	70

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"Dark Elf Assassin"						Uncommon	
CP	2	DMG	25 - 42	Morale	85	Infantry	
AR	32	Range	1	S/A	1		
DR	25	Stamina	85	Att/S	0.5		
HP	400	Speed	8	Res	25	Sword	Leather
"Stealth - Assassins are invisible, movement -50%. First attack guaranteed hit at 200% damage Cooldown: 60 seconds."							

"Dark Elf Bowmen"						Uncommon	
CP	2	DMG	8 - 14	Morale	55	Ranged	
AR	23	Range	65	S/A	1	Infantry	
DR	24	Stamina	80	Att/S	0.75		
HP	400	Speed	7	Res	25	Bow	Leather
"Raven's Claws - For 15 seconds all attacks do an additional +300% damage. Cooldown: 60 seconds."							

"Dark Elf Magi"						Common	
CP	1	DMG	7 - 12	Morale	50	Ranged	
AR	25	Range	35	S/A	1	Infantry	
DR	20	Stamina	70	Att/S	0.5		
HP	300	Speed	6	Res	15	Staff	Cloth
"Dark Aura - Enemies in target radius (15m) suffer 4-6 damage and are stunned 1 second per Magi. Cooldown: 120 seconds."							

"Dark Elf Raven Riders"						Uncommon	
CP	6	DMG	13 - 25	Morale	55	Ranged	
AR	27	Range	45	S/A	2	Flying	
DR	25	Stamina	90	Att/S	0.75	Mounted	
HP	1000	Speed	11	Res	80	Bow	Chain
"Flaming Arrows - For 30 seconds each attack does an additional +100% damage. Cooldown: 60 seconds."							

"Dark Elf Shaman"						Uncommon	
CP	2	DMG	5 - 20	Morale	55	Ranged	
AR	23	Range	30	S/A	1	Infantry	
DR	24	Stamina	75	Att/S	0.75		
HP	400	Speed	7	Res	25	Staff	Cloth
"Spirit Communion - Units in target radius (15m) heal 30-40 hit points per Shaman. Cooldown: 120 seconds."							

Magic Cards

"Dark Elf Summoners"						Uncommon	
CP	6	DMG	45 - 75	Morale	45	Ranged	
AR	28	Range	35	S/A	1	Infantry	
DR	24	Stamina	120	Att/S	0.5		
HP	550	Speed	7	Res	80	Staff	Cloth
"Summon - Each troop summons a Daemon or Minor Daemon which remains for up to 120 seconds. Cooldown: 300 seconds."							

"Dark Elf Swordsmen"						Uncommon	
CP	2	DMG	15 - 25	Morale	60	Infantry	
AR	26	Range	1	S/A	1		
DR	27	Stamina	165	Att/S	0.5		
HP	400	Speed	7	Res	25	Sword	Chain
"Dark Covenant - Dark Elf Swordsmen gain +50% AR and +50% speed for 30 seconds and heal 125-200 hit points. Cooldown: 90 seconds."							

Rank	CP	"Death Ray"	Rare	Cost	Warm
1	5	"Units in target radius (30m) suffer 50-70 damage."		45	0
…	…	…		…	…
5	9	"Units in target radius (30m) suffer 250-270 damage."		105	40

Rank	CP	"Die"	Rare	Cost	Warm
1	5	"Targeted unfriendly enemy unit suffers 100-150 points of damage."		37	0
…	…	…		…	…
5	9	"Targeted unfriendly enemy unit suffers 300-350 points of damage."		97	40

Rank	CP	"Dragon Master"	Rare	Cost	Warm
1	5	"Summon a random level 2 Brotherhood dragon which lasts 120 seconds or until death."		40	30
…	…	…		…	…
5	9	"Summon a random level 10 Brotherhood dragon which lasts 200 seconds or until death."		120	70

Rank	CP	"Force Field"	Uncommon	Cost	Warm
1	5	"Target unit gains +1000% DR for 10 seconds."		28	10
…	…	…		…	…
10	14	"Target unit gains +1000% DR for 55 seconds."		154	55

"Hell Hound Riders"						Uncommon	
CP	2	DMG	5 - 25	Morale	65	Mounted	
AR	22	Range	1	S/A	1		
DR	26	Stamina	175	Att/S	0.75		
HP	475	Speed	12	Res	25	Sword	Chain
"Flaming Breath - Nearby enemy units (15m) suffer 8-15 damage per Hell Hound. Cooldown: 90 seconds."							

Rank	CP	"Magic Armor"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (10m) gain +50% DR for 40 seconds"		29	0
…	…	…		…	…
10	14	"Friendly units in target radius (10m) gain +140% DR for 76 seconds."		198	0

"Minor Daemon"						Uncommon	
CP	6	DMG	10 - 40	Morale	75		
AR	23	Range	1	S/A	2		
DR	31	Stamina	165	Att/S	0.75		
HP	1000	Speed	7	Res	80	Charm	Ward
"Shadow Flight - Unit gains +200% speed, +35% damage, and +50% AR for 30 seconds. Cooldown: 90 seconds."							

"Ogre Magi"						Uncommon	
CP	3	DMG	10 - 22	Morale	60	Ranged	
AR	31	Range	30	S/A	2	Infantry	
DR	23	Stamina	95	Att/S	0.5		
HP	550	Speed	6	Res	40	Staff	Cloth
"Sunder - Units in target radius (15m) suffer 9-14 damage and -10% movement speed per Ogre Magi for 15 seconds. Cooldown: 60 seconds."							

Rank	CP	"Paralysis"	Uncommon	Cost	Warm
1	5	"Enemy units in target radius (10m) are unable to move for 20 seconds."		11	20
…	…	…		…	…
10	14	"Enemy units in target radius (10m) are unable to move for 65 seconds."		37	65

Rank	CP	"Release the Hounds"	Rare	Cost	Warm
1	5	"Summon a unit of level 2 hell hounds which last for 120 seconds or until dead."		40	30
…	…	…		…	…
5	9	"Summon a unit of level 10 hell hounds which last for 200 seconds or until dead."		120	70

"Stone Golem"						Uncommon	
CP	6	DMG	40 - 65	Morale	150		
AR	23	Range	1	S/A	3		
DR	29	Stamina	165	Att/S	0.25		
HP	1600	Speed	7	Res	80	Charm	Ward
"Rock Shards - Golems gain +500% Damage and +50% DR for 10 seconds at the cost of 175-250 hp per Golem. Cooldown: 30 seconds."							

Rank	CP	"Wizard Blast"	Uncommon	Cost	Warm
1	5	"Unfriendly target unit cannot move or attack for 25 seconds."		23	25
…	…	…		…	…
10	14	"Unfriendly target unit cannot move or attack for 70 seconds and each troops suffers 65-90 damage."		89	70

"Wood Spriggans"						Common	
CP	1	DMG	10 - 15	Morale	40		
AR	30	Range	1	S/A	1		
DR	22	Stamina	200	Att/S	0.5		
HP	225	Speed	8	Res	15	Charm	Ward
"Thorns - Wood Spriggans sprout thorns which do an additional +75% damage for 30 seconds. Cooldown: 60 seconds."							

Nature Cards

"Chersus"						Rare	
CP	15	DMG	6 - 16	Morale	100	Ranged	
AR	30	Range	40	S/A	8		
DR	34	Stamina	100	Att/S	1		
HP	4500	Speed	4	Res	225	Bow	Ward
"Gaia's Call - Nearby friendly units (30m) gain +15% AR, Damage, and Attack Speed for 30 seconds. Cooldown: 120 seconds."							

Rank	CP	"Earthquake"	Rare	Cost	Warm
1	5	"Units in target radius (20m) suffer 100-120 damage, -20% movement speed, and -25 morale for 30 sec."		71	0
…	…	…		…	…
5	9	"Units in target radius (60m) suffer 140-160 damage, -40% movement speed, and -25 morale for 30 sec."		157	0

"Earth Elementals"						Uncommon	
CP	6	DMG	20 - 50	Morale	100		
AR	24	Range	1	S/A	2		
DR	30	Stamina	160	Att/S	0.5		
HP	1450	Speed	7	Res	80	Charm	Ward
"Bludgeon - Unit does an additional +200% damage for 30 seconds. Cooldown: 60 seconds."							

"Elven Archers"						Common	
CP	1	DMG	7 - 14	Morale	55	Ranged	
AR	28	Range	65	S/A	1	Infantry	
DR	20	Stamina	75	Att/S	0.5		
HP	225	Speed	9	Res	20	Bow	Leather
"Adrenaline - Unit gains +100% movement and +15% attack speed for 15 seconds. Cooldown: 45 seconds."							

"Elven Bear Riders"						Uncommon	
CP	2	DMG	10 - 40	Morale	60	Mounted	
AR	25	Range	1	S/A	1		
DR	26	Stamina	145	Att/S	0.5		
HP	500	Speed	9	Res	35	Sword	Chain
"Fury - Unit gains +75% AR and does an additional +50% damage for 30 seconds. Cooldown: 60 seconds."							

"Elven Druids"						Uncommon	
CP	3	DMG	10 - 25	Morale	55	Ranged	
AR	23	Range	35	S/A	2	Infantry	
DR	25	Stamina	95	Att/S	0.5		
HP	575	Speed	9	Res	60	Charm	Cloth
"Refreshing Aura - Friendly troops in target radius (20m) heal 25-35 hit points and +2 morale per druid in unit. Cooldown: 90 seconds."							

"Eagle Riders"						Uncommon	
CP	6	DMG	35 - 55	Morale	55	Ranged	
AR	38	Range	55	S/A	1	Flying	
DR	26	Stamina	90	Att/S	0.5	Mounted	
HP	850	Speed	13	Res	80	Bow	Cloth
"Eagle's Cry - Nearby friendly units (30m) gain +5% AR and +10 morale per Eagle Rider for 30 seconds. Cooldown: 180 seconds."							

"Elven Longbowmen"						Uncommon	
CP	2	DMG	13 - 20	Morale	55	Ranged	
AR	37	Range	80	S/A	1	Infantry	
DR	23	Stamina	95	Att/S	0.5		
HP	350	Speed	8	Res	35	Bow	Chain
"Sure Shot - For 30 seconds each attack is made at +150% AR and does +35% damage. Cooldown: 60 seconds."							

"Elven Sabertooth Riders"						Uncommon	
CP	2	DMG	10 - 22	Morale	55	Mounted	
AR	25	Range	1	S/A	1		
DR	24	Stamina	165	Att/S	0.75		
HP	450	Speed	14	Res	35	Spear	Leather
"Scent of Blood - Unit gains 50% movement speed and +25% AR for 30 seconds. Cooldown: 90 seconds."							

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"Elven Saboteurs"						Uncommon	
CP	2	DMG	20 - 35	Morale	60	Infantry	
AR	17	Range	1	S/A	1		
DR	27	Stamina	150	Att/S	0.5		
HP	400	Speed	8	Res	35	Mace	Leather
"(passive) Unit gains a +100% AR, +50% DR, and does +50% damage against walls, buildings, and machines."							

"Elven Warriors"						Uncommon	
CP	2	DMG	15 - 30	Morale	60	Infantry	
AR	22	Range	1	S/A	1		
DR	26	Stamina	145	Att/S	0.5		
HP	450	Speed	8	Res	25	Sword	Chain
"Hardiness (passive) - +65% DR against ranged attacks."							

"Fire Elementals"						Uncommon	
CP	6	DMG	35 - 43	Morale	80		
AR	25	Range	1	S/A	2		
DR	29	Stamina	150	Att/S	0.5		
HP	1200	Speed	8	Res	80	Charm	Ward
"Inferno - Nearby enemies (25m) suffer 15-40 damage per Elemental. Cooldown: 120 seconds."							

"Green Dragon"						Rare	
CP	25	DMG	75 - 125	Morale	90	Ranged	
AR	30	Range	15	S/A	6	Flying	
DR	29	Stamina	90	Att/S	0.25		
HP	3300	Speed	11	Res	375	Charm	Ward
"Spit Acid - Targeted units (20m) suffer 75-250 damage and -10 morale. Cooldown: 120 seconds."							

Rank	CP	"Guiding Winds"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (25m) gain +50% movement speed and +15% attack speed for 30 sec."		29	0
…	…	…		…	…
10	14	"Friendly units in target radius (25m) gain +95% movement speed and +25% attack speed for 120 sec."		140	0

Nature Cards

Rank	CP	"Lightning Bolt"	Uncommon	Cost	Warm
1	5	"Units in target radius (5m) suffer 20-80 damage."		95	0
…	…	…		…	…
10	14	"Units in target radius (25m) suffer 200-260 damage and -45 morale for 70 seconds."		212	0

"Lightning Elementals"						Uncommon	
CP	6	DMG	35 - 45	Morale	80	Ranged	
AR	25	Range	20	S/A	2		
DR	29	Stamina	145	Att/S	0.5		
HP	950	Speed	9	Res	80	Charm	Ward
"Shocking Strike (passive) - Unit gains +50% AR and does +75% damage against troops wearing chain and plate."							

Rank	CP	"Living Forest"	Rare	Cost	Warm
1	5	"Friendly units in target radius (25m) gain -25% movement and +50% DR for 60 seconds."		66	0
…	…	…		…	…
5	9	"Friendly units in target radius (25m) gain -25% movement and +70% DR for 140 seconds."		192	0

Rank	CP	"Natures Tempest"	Uncommon	Cost	Warm
1	5	"Unfriendly units in target radius (20m) gain -10% DR for 30 seconds."		21	0
…	…	…		…	…
10	14	"Unfriendly units in target radius (20m) gain -55% DR for 120 seconds."		129	0

Rank	CP	"Neurotoxin"	Rare	Cost	Warm
1	5	"Target unfriendly unit suffers 75-125 damage and -25 morale."		31	10
…	…	…		…	…
5	9	"Target unfriendly unit suffers 275-325 damage and -60 morale."		91	50

Rank	CP	"Poison Mist"	Rare	Cost	Warm
1	5	"Unfriendly units in target radius (20m) suffer 20-30 damage every 5 seconds for 20 seconds."		48	120
…	…	…		…	…
5	9	"Unfriendly units in target radius (20m) suffer 20-30 damage every 5 seconds for 100 seconds."		168	120

"Stone Giants"						Uncommon	
CP	3	DMG	15 - 35	Morale	70	Ranged	
AR	23	Range	35	S/A	3	Infantry	
DR	26	Stamina	90	Att/S	0.25		
HP	625	Speed	7	Res	40	Charm	Leather
"Stomp - Nearby enemies (10m) take 15-20 damage and -3 morale per Stone Giant. Cooldown: 90 seconds."							

Rank	CP	"Summon Behemoth"	Rare	Cost	Warm
1	5	"Summon a random level 2 behemoth which last for 120 seconds or until dead."		40	30
…	…	…		…	…
5	9	"Summon a random level 10 behemoth which last for 200 seconds or until dead."		120	70

Rank	CP	"Summon Dragon"	Rare	Cost	Warm
1	5	"Summons a random level 2 Order dragon. Lasts for 120 seconds or until death."		40	30
…	…	…		…	…
5	9	"Summons a random level 10 Order dragon. Lasts for 200 seconds or until death."		120	70

Rank	CP	"Summon Elemental"	Rare	Cost	Warm
1	5	"Summon a unit of level 2 elementals which last for 120 seconds or until dead."		40	30
…	…	…		…	…
5	9	"Summon a unit of level 10 elementals which last for 200 seconds or until dead."		120	70

"Treant Warriors"						Uncommon	
CP	6	DMG	42 - 70	Morale	90		
AR	36	Range	1	S/A	3		
DR	27	Stamina	85	Att/S	0.25		
HP	1500	Speed	9	Res	80	Charm	Ward
"Take Root - Treant Warriors are Immobile, Gain 1000% DR, and Heal 500-750 HP for 45 seconds. Cooldown: 120 seconds."							

"Treants"						Uncommon	
CP	6	DMG	30 - 50	Morale	75	Ranged	
AR	25	Range	75	S/A	3		
DR	27	Stamina	75	Att/S	0.25		
HP	1200	Speed	8	Res	80	Charm	Ward
"Boulder Toss - Treants throw larger rocks which do an additional +150% damage for 15 seconds. Cooldown: 60 seconds."							

"Wood Giants"						Uncommon	
CP	3	DMG	15 - 40	Morale	65	Infantry	
AR	22	Range	1	S/A	3		
DR	25	Stamina	165	Att/S	0.25		
HP	675	Speed	9	Res	40	Mace	Leather
"Root Snare - Troops in a large radius (25m) are slowed down 10% per Giant for 60 seconds. Cooldown: 90 seconds."							

Undead Cards

"Abomination"						Rare	
CP	25	DMG	65 - 85	Morale	95		
AR	29	Range	1	S/A	3		
DR	31	Stamina	165	Att/S	0.5		
HP	3800	Speed	8	Res	325	Siege Gear	Ward
"(passive) Abomination has a +100% AR, +100% Damage, and +100% DR against infantry."							

"Bone Wagon"						Uncommon	
CP	6	DMG	45 - 65	Morale	75	Ranged	
AR	24	Range	40	S/A	1	Machine	
DR	31	Stamina	100	Att/S	0.5		
HP	1100	Speed	9	Res	80	Firearm	Plating
"(passive) Bone Wagons have a +100% AR, +100% damage, and +50% DR against mounted units."							

Rank	CP	"Creeping Dread"	Uncommon	Cost	Warm
1	5	"Enemy troops in target radius (10m) suffers -5% movement speed for 60 seconds."		19	15
…	…	…		…	…
10	14	"Enemy troops in target radius (30m) suffers -95% movement speed for 150 seconds."		173	60

"Death Bringer"						Rare	
CP	25	DMG	35 - 100	Morale	75	Ranged	
AR	25	Range	65	S/A	4	Machine	
DR	31	Stamina	100	Att/S	0.5		
HP	4800	Speed	9	Res	225	Siege Gear	Plating
"Plague Shot - Enemy units in target radius (15m) suffer -50% to attack and movement speed for 20 seconds. Cooldown: 30 seconds."							

"Diabolist"						Uncommon	
CP	3	DMG	15 - 20	Morale	75	Ranged	
AR	24	Range	25	S/A	1	Infantry	
DR	20	Stamina	100	Att/S	0.75		
HP	750	Speed	7	Res	40	Staff	Cloth
"Balefire - Units in target radius (15m) suffer 18-27 damage per Diabolist. Cooldown: 90 seconds."							

Rank	CP	"Earth Fire"	Rare	Cost	Warm
1	5	"Unfriendly units in target radius (10m) suffer 5-25 damage every 3 seconds for 30 seconds."		54	0
…	…	…		…	…
5	9	"Unfriendly units in target radius (30m) suffer 5-25 damage every 3 seconds for 90 seconds."		162	0

Rank	CP	"Fell Trance"	Rare	Cost	Warm
1	5	"Unfriendly target unit cannot move or attack for 35 seconds."		33	35
…	…	…		…	…
5	9	"Unfriendly target unit cannot move or attack for 75 seconds."		70	75

"Forsaken Rider"						Uncommon	
CP	2	DMG	10 - 30	Morale	85	Mounted	
AR	22	Range	1	S/A	1		
DR	25	Stamina	175	Att/S	0.75		
HP	475	Speed	12	Res	25	Lance	Chain
"Forsaken Charge - Unit gains +50% movement speed and +50% damage for 30 seconds. Cooldown: 90 seconds."							

"Forsaken Warrior"						Common	
CP	1	DMG	9 - 19	Morale	85	Infantry	
AR	19	Range	1	S/A	1		
DR	22	Stamina	165	Att/S	0.5		
HP	285	Speed	7	Res	20	Sword	Chain
"Regeneration - Each Forsaken Warrior gains 40 - 50 hit points. Cooldown: 60 seconds."							

Rank	CP	"Horror"	Rare	Cost	Warm
1	5	"Units in target radius (15m) suffer -50% AR for 50 seconds."		27	0
…	…	…		…	…
5	9	"Units in target radius (35m) suffer -90% AR for 58 seconds."		75	0

"Humongous"						Uncommon	
CP	6	DMG	20 - 50	Morale	85	Infantry	
AR	25	Range	1	S/A	3		
DR	31	Stamina	150	Att/S	0.5		
HP	1600	Speed	9	Res	80	Sword	Plate
"Cleave - Unit gains +100% AR and does +150% damage for 10 seconds. Cooldown: 60 seconds."							

"Humongous Ballistary"						Uncommon	
CP	6	DMG	90 - 140	Morale	85	Ranged	
AR	29	Range	85	S/A	1	Infantry	
DR	27	Stamina	140	Att/S	0.25		
HP	1200	Speed	7	Res	80	Siege Gear	Leather
"Long Flight - Unit gains +100% range and -10% AR for 30 seconds. Cooldown: 75 seconds."							

"Lich"						Rare	
CP	25	DMG	40 - 65	Morale	85	Ranged	
AR	27	Range	60	S/A	4		
DR	31	Stamina	100	Att/S	0.5		
HP	2900	Speed	9	Res	300	Staff	Cloth
"Fear - Unfriendly units in target radius (20m) suffer -100 morale and -15% movement speed for 15 seconds. Cooldown: 45 seconds."							

"Necromancer"						Uncommon	
CP	6	DMG	23 - 45	Morale	60	Ranged	
AR	23	Range	35	S/A	2	Infantry	
DR	27	Stamina	100	Att/S	0.5		
HP	950	Speed	7	Res	80	Staff	Cloth
"Mending - Friendly troops in target radius (25m) heal 45-50 hit points per Necromancer. Cooldown: 120 seconds."							

Rank	CP	"Regeneration"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (10m) heal 4 hit points per second for 30 seconds."		45	0
…	…	…		…	…
10	14	"Friendly units in target radius (10m) heal 13 hit points per second for 75 seconds."		300	45

"Shadow Dragon"						Rare	
CP	25	DMG	75 - 90	Morale	125	Ranged	
AR	30	Range	15	S/A	4	Flying	
DR	35	Stamina	90	Att/S	0.5		
HP	3600	Speed	8	Res	275	Charm	Ward
"Unholy Reversion - Shadow Dragon gains 600-1000 hit points and suffers -25% AR for 30 seconds. Cooldown: 90 seconds."							

"Undead Arbalister"						Uncommon	
CP	2	DMG	30 - 45	Morale	65	Ranged	
AR	26	Range	60	S/A	1	Mounted	
DR	21	Stamina	90	Att/S	0.25		
HP	450	Speed	10	Res	40	Crossbow	Leather
"Poison Bolt - Target unit suffers -5% attack speed and -2% movement speed per Arbalister for 30 seconds. Cooldown: 90 seconds."							

"Undead Archer"						Uncommon	
CP	2	DMG	15 - 30	Morale	80	Ranged	
AR	23	Range	75	S/A	1	Infantry	
DR	25	Stamina	80	Att/S	0.5		
HP	350	Speed	7	Res	25	Bow	Leather
"Fell Shot - Target unit suffers 5-7 damage and -4% movement speed per Archer for 30 seconds. Cooldown: 60 seconds."							

"Undead Knight"						Uncommon	
CP	3	DMG	25 - 40	Morale	140	Mounted	
AR	25	Range	1	S/A	1		
DR	30	Stamina	150	Att/S	0.5		
HP	600	Speed	8	Res	40	Axe	Plate
"Shadow Shift - Unit teleports up to 150m. Cooldown: 60 seconds."							

"Undead Pikeman"						Uncommon	
CP	2	DMG	20 - 40	Morale	70	Infantry	
AR	21	Range	3	S/A	1		
DR	26	Stamina	150	Att/S	0.5		
HP	500	Speed	7	Res	25	Polearm	Chain
"None Shall Pass - Nearby enemy units (15m) are unable to move for 2 seconds per pikeman. Cooldown: 60 seconds."							

"Undead Raider"						Uncommon	
CP	2	DMG	15 - 35	Morale	95	Ranged	
AR	24	Range	60	S/A	1	Infantry	
DR	21	Stamina	90	Att/S	0.5		
HP	400	Speed	8	Res	25	Firearm	Leather
"Cursed Volley - Enemy ranged units in target radius (30m) suffer -3% movement speed and -4% attack speed per Raider for 30 seconds. Cooldown: 60 seconds."							

"Undead Reaper"						Uncommon	
CP	2	DMG	11 - 33	Morale	80	Infantry	
AR	22	Range	1	S/A	1		
DR	27	Stamina	140	Att/S	0.5		
HP	450	Speed	9	Res	25	Axe	Plate
"Dripping Wounds - Target unit suffers -5% DR per Reaper for 30 seconds. Cooldown: 75 seconds."							

Rank	CP	"Visions of Death"	Rare	Cost	Warm
1	5	"Units in target radius (15m) suffer -60 morale for 30 sec."		15	0
…	…	…		…	…
5	9	"Units in target radius (35m) suffer -140 morale for 55 sec."		65	0

"Wight"						Uncommon	
CP	6	DMG	50 - 65	Morale	85	Ranged	
AR	27	Range	55	S/A	1	Infantry	
DR	31	Stamina	90	Att/S	0.5	Flying	
HP	1200	Speed	9	Res	80	Crossbow	Leather
"Chilling Winds - Flying units in target radius (25m) suffer -6% DR and -12% movement speed per Wight for 30 seconds. Cooldown: 60 seconds."							

War Cards

Rank	CP	"Come Get Some"	Rare	Cost	Warm
1	5	"Friendly units in target radius (15m) gain +15% damage per attack for 120 seconds."		66	0
…	…	…		…	…
5	9	"Friendly units in target radius (15m) gain +30% damage per attack for 200 seconds."		136	0

"Flaming Catapult"						Rare	
CP	15	DMG	75 - 150	Morale	70	Ranged	
AR	24	Range	60	S/A	5	Machine	
DR	30	Stamina	100	Att/S	0.25		
HP	2500	Speed	5	Res	225	Siege Gear	Plating
"Rapid Fire - Flaming Catapults fire 50% faster for 30 seconds. Cooldown: 60 seconds."							

"Human Barbarians"						Uncommon	
CP	2	DMG	10 - 35	Morale	80	Infantry	
AR	26	Range	1	S/A	1		
DR	27	Stamina	160	Att/S	0.5		
HP	375	Speed	7	Res	25	Sword	Cloth
"Battle Cry - Nearby friendly units (40m) gain +3 morale, +4% attack speed, and +3% movement speed per Barbarian for 60 seconds. Cooldown: 120 seconds."							

"Juggernaut"						Rare	
CP	20	DMG	15 - 22	Morale	115	Ranged	
AR	22	Range	40	S/A	10	Machine	
DR	34	Stamina	100	Att/S	0.75		
HP	4100	Speed	5	Res	275	Bow	Plating
"Dread - Nearby enemy units (35m) suffer -40 morale and -25% to attack and movement speed for 30 seconds. Cooldown: 60 seconds."							

Rank	CP	"Move You Slugs"	Uncommon	Cost	Warm
1	5	"Friendly units in target radius (5m) gain +75% movement for 60 seconds."		21	0
…	…	…		…	…
10	14	"Friendly units in target radius (50m) gain +75% movement for 105 seconds."		178	0

"Ogre Champions"						Uncommon	
CP	3	DMG	15 - 27	Morale	80	Infantry	
AR	23	Range	1	S/A	2		
DR	29	Stamina	165	Att/S	0.5		
HP	700	Speed	9	Res	40	Sword	Plate
"Thundering March - Unit and nearby friendly units (20m) gain +3% DR and +3 morale per Ogre for 60 seconds. Cooldown: 120 seconds."							

"Ogre Halberdiers"						Uncommon	
CP	3	DMG	12 - 33	Morale	75	Infantry	
AR	28	Range	1	S/A	2		
DR	28	Stamina	160	Att/S	0.5		
HP	550	Speed	8	Res	40	Polearm	Chain
"Piercing Charge - Unit gains +50% movement speed, +50% AR, +125% damage for 30 seconds. Cooldown: 90 seconds."							

"Ogre Hammerfiends"						Uncommon	
CP	3	DMG	13 - 35	Morale	75	Infantry	
AR	23	Range	1	S/A	2		
DR	27	Stamina	160	Att/S	0.5		
HP	600	Speed	8	Res	40	Mace	Plate
"Hammer of the Gods - Hammerfiends do an additional +200% damage for 30 seconds. Cooldown: 60 seconds."							

"Orc Archers"						Uncommon	
CP	2	DMG	15 - 30	Morale	65	Ranged	
AR	20	Range	60	S/A	1	Infantry	
DR	23	Stamina	75	Att/S	0.5		
HP	425	Speed	7	Res	35	Bow	Leather
"Siege (passive) - +75% damage and +150% AR against walls, buildings, and machines."							

"Orc Arsonists"						Uncommon	
CP	2	DMG	15 - 28	Morale	70	Infantry	
AR	30	Range	1	S/A	1		
DR	30	Stamina	155	Att/S	0.5		
HP	375	Speed	8	Res	25	Spear	Leather
"Arson (passive) - Unit has +100% AR, +25% DR, and does +50% damage against walls, structures, and machines."							

"Orc Berserkers"						Uncommon	
CP	2	DMG	10 - 32	Morale	85	Infantry	
AR	23	Range	1	S/A	1		
DR	28	Stamina	175	Att/S	0.5		
HP	400	Speed	7	Res	25	Sword	Leather
"Berserk - Unit gains +150% AR, +35% movement speed, and does +100% damage at the cost of -25% DR for 30 seconds. Cooldown: 90 seconds."							

"Orc Boar Riders"						Uncommon	
CP	3	DMG	30 - 50	Morale	70	Mounted	
AR	24	Range	1	S/A	1		
DR	28	Stamina	150	Att/S	0.5		
HP	575	Speed	12	Res	40	Sword	Leather
"The Hunt - Nearby friendly units (20m) gain +5% AR per Boar Rider for 30 seconds. Cooldown: 180 seconds."							

"Orc Crossbowmen"						Uncommon	
CP	2	DMG	35 - 55	Morale	65	Ranged	
AR	20	Range	50	S/A	1	Infantry	
DR	24	Stamina	80	Att/S	0.25		
HP	450	Speed	6	Res	35	Crossbow	Chain
"Target Practice (passive) - Unit gains +100% AR and +100% damage against flying units."							

"Orc Dog Soldiers"						Uncommon	
CP	2	DMG	18 - 30	Morale	65	Ranged	
AR	23	Range	30	S/A	1	Infantry	
DR	24	Stamina	105	Att/S	0.5		
HP	450	Speed	7	Res	35	Spear	Leather
"Healing Chant - Friendly troops in target radius (20m) heal 20-25 hit points and gain +2% DR per Dog Soldier for 30 seconds. Cooldown: 120 seconds."							

Rank	CP	"Orc Stench"	Rare	Cost	Warm
1	5	"Unfriendly target unit cannot move or attack for 35 seconds."		33	35
…	…	…		…	…
5	9	"Unfriendly target unit cannot move or attack for 75 seconds."		70	75

"Orc Infantry"						Common	
CP	1	DMG	9 - 17	Morale	70	Infantry	
AR	21	Range	1	S/A	1		
DR	24	Stamina	150	Att/S	0.5		
HP	300	Speed	7	Res	15	Sword	Chain
"Frenzy - Attacks do an additional +4% damage and +1 morale for each orc in the unit for 30 seconds. Cooldown: 60 seconds."							

"Orc Pavises"						Uncommon	
CP	6	DMG	15 - 35	Morale	70	Ranged	
AR	26	Range	45	S/A	2		
DR	31	Stamina	90	Att/S	0.5		
HP	1300	Speed	6	Res	80	Crossbow	Chain
"Pavise Wall - Nearby units (35m) gain +10% DR and +5 morale per Pavise for 45 seconds. Cooldown: 60 seconds."							

"Orc Snipers"						Uncommon	
CP	2	DMG	25 - 40	Morale	70	Ranged	
AR	28	Range	80	S/A	1	Infantry	
DR	24	Stamina	90	Att/S	0.25		
HP	350	Speed	7	Res	25	Crossbow	Chain
"Kill Shot - Unit gains +200% AR and does +400% damage for 5 seconds. Cooldown: 60 seconds."							

Rank	CP	"Rage"	Rare	Cost	Warm
1	5	"Friendly units in target radius (15m) gain +100% AR, +50% movement speed, +25% damage, and -20% DR for 60 sec."		72	30
…	…	…		…	…
5	9	"Friendly units in target radius (15m) gain +100% AR, +50% movement speed, and +25% damage for 100 sec."		130	50

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"Red Dragon"						Rare	
CP	25	DMG	65 - 105	Morale	105	Ranged	
AR	30	Range	15	S/A	8	Flying	
DR	31	Stamina	115	Att/S	0.25		
HP	3800	Speed	10	Res	375	Charm	Ward
"Fiery Blast - Units in target area (30m) suffer 125-200 damage and -20 morale for 30 seconds. Cooldown: 120 seconds."							

Rank	CP	"Stand Your Ground"	Rare	Cost	Warm
1	5	"Friendly units in target radius (10m) gain +100% DR and -75% movement for 50 seconds."		70	0
…	…	…		…	…
5	9	"Friendly units in target radius (30m) gain +100% DR and -35% movement for 70 seconds."		146	0

Rank	CP	"Take No Prisoners"	Rare	Cost	Warm
1	5	"All unfriendly units suffer -15% DR for 80 seconds."		35	10
…	…	…		…	…
5	9	"All unfriendly units suffer -35% DR for 120 seconds."		79	50

Rank	CP	"Victory or Death"	Rare	Cost	Warm
1	5	"All friendly units gain +50% AR, -20% DR, +25% attack speed, and +100 morale for 50 seconds."		70	45
…	…	…		…	…
5	9	"All friendly units gain +50% AR, +20% DR, +25% attack speed, and +100 morale for 90 seconds."		148	65

"War Elephants"						Uncommon	
CP	6	DMG	30 - 40	Morale	85	Mounted	
AR	24	Range	1	S/A	4		
DR	30	Stamina	140	Att/S	0.25		
HP	1500	Speed	9	Res	80	Charm	Plating
"Stampede - Nearby enemy units (20m) take 25-65 damage and -9 morale per Elephant for 30 seconds. Cooldown: 120 seconds."							

War Cards

"War Rhinos"						Uncommon	
CP	6	DMG	75 - 95	Morale	120	Mounted	
AR	30	Range	1	S/A	2		
DR	27	Stamina	150	Att/S	0.25		
HP	1050	Speed	10	Res	80	Lance	Plate
"Rhino Rage - Send the rhino riders into an uncontrollable rage. Does 800% damage, charges and attacks random enemies for 5 seconds each, for up to 30 seconds"							