

Breakers

Starting Setup

- 1 x Mind Witch
- 1 x Deceiver


Events (2x)

Taculla
Summoner • Breakers

13

Mind Capture
When this unit attacks an enemy unit, if the damage added would be enough to destroy the target, you may instead ignore that damage and take control of the target.

3



Blast
Standard • Move Phase

1

Target a common or champion within 3 clear straight spaces of your summoner. Force the target 1 to 3 spaces. It may be forced through commons and champions. Add 1 damage to the target and to each unit it was forced through.



Perplexing Tempest
Standard • Magic Phase

0

ACTIVE
Units move 1 fewer space.



Mind Control
Epic • Summon Phase

0

Target any number of enemy commons and champions within 2 spaces of your summoner. Take control of the targets until the end of your turn.



Hypnotic Call
Standard • Summon Phase

0

Target a common or champion. You may force the target 1 space toward your summoner.
ACTIVE
Your summoner has +1 strength when attacking the target.



Commons (4x)

Wind Mage
Common • Breakers

1 3

Push
After this unit attacks, or instead of attacking, this unit may target a common or champion within 2 spaces. Force the target 1 space.

2



Wind Archer
Common • Breakers

2 2

Far Shot
This unit may attack cards up to 4 clear straight spaces away.

Swift
When this unit moves, it may move 1 extra space.

4



Deceiver
Common • Breakers

1 4

Stupify
When an adjacent enemy attacks any card, if 1 or more are rolled, the attack adds 1 less damage.

Engage
Each time an adjacent enemy unit moves or is forced away from this unit, add 1 damage to that enemy.

1



Mind Witch
Common • Breakers

1 2

Mimic
At the start of your Move Phase, this unit may target a common within 3 spaces. This unit has the target's abilities until the end of your turn.

3



Champions

Guldane
Champion • Breakers

6 ♦ 6 ♥

Telepathic Command
After this unit attacks an enemy card, this unit may target a friendly common within 3 spaces. The target resolves an extra attack.

4



Gwalark
Champion • Breakers

6 ♦ 8 ♥

Flight
When this unit moves, it may move 1 extra space and through cards.

Levitate
Any friendly common that starts its move within 2 spaces of this unit has Flight during that move.

3




Kalal
Champion • Breakers

7 ♦ 8 ♥

Greater Push
After this unit attacks, or instead of attacking, this unit may target a common or champion within 3 spaces. Force the target 1 space.

Steadfast
This unit cannot be forced.

4



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