

Breakers

Starting Setup

1 x Mind Witch
1 x Deceiver

Events (2x)

Blast
Standard Event • 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 Event • Magic Phase

0♦

ACTIVE
Units move 1 fewer space.



Mind Control
Epic Event • 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 Event • 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 Unit • 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.



Wind Archer
Common Unit • Breakers

2♦ 2♥

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

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



Deceiver
Common Unit • Breakers

1♦ 4♥

Stupefy
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.



Mind Witch
Common Unit • 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.



Tacellu
Summoner Unit • 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.



Champions



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