

# Cloaks


## Starting Setup

- 1 x Guild Machinist
- 1 x Guild Sniper

**Vlox**  
Summoner • Cloaks

13

**Master of the Art**  
At the end of your Summon Phase, this unit may target a friendly unit. This unit has the target's abilities until the end of your turn.



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## Events (2x)

**Smoke Bomb**  
Standard • Magic Phase

0

Target a friendly common or champion within 3 spaces of your summoner.

**ACTIVE**  
The target cannot be targeted by attacks.



**Moto Boots**  
Standard • Move Phase

1

Place this card under a common. It has this ability:

**Burst of Speed**  
Once per turn, during your Move Phase, you may force this unit 1 or 2 spaces. It may be forced through units.



**Hand Cannon**  
Standard • Build Phase

0

Place this card under a common. It has this ability:

**Power Shot**  
When this unit attacks a non-adjacent card, it has +1 strength.



**Out Of Shadows**  
Epic • Summon Phase

0

**ACTIVE**  
Friendly units have this ability:

**Blindside**  
After this unit attacks an adjacent enemy unit, if that enemy is still in play, this unit may target a friendly unit within 2 spaces. Place the target adjacent to that enemy.




## Commons (4x)

**Guild Gunner**  
Common • Cloaks

1 2

**Cover Fire**  
After this unit attacks an enemy unit, this unit may target a friendly unit within 2 spaces. Force the target 1 or 2 spaces.



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**Guild Machinist**  
Common • Cloaks

2 4

**Versatile**  
This unit may attack instead of moving and may move instead of attacking.



2

**Guild Sniper**  
Common • Cloaks

1 3

**Steady Shot**  
If this unit moved 1 or fewer spaces this turn, it may attack through units.



2

**Rustside Bandit**  
Common • Cloaks

0 3

**Gang Up**  
When this unit attacks, it has +1 strength for each other friendly unit adjacent to its target.

**Heist**  
At the end of your turn, if this unit is in your opponent's back row, you may place it in your back row to gain 1 magic.



1

# Champions

**The Admiral**  
Champion • Cloaks

6 ♦ 7 ♥

**Relentless**  
You may choose this unit as an extra attacking unit during your Attack Phase.

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



4

**Dagger**  
Champion • Cloaks

4 ♦ 6 ♥

**Sly**  
Once per turn, during your Attack Phase, this unit may exchange places with a friendly 0 cost unit.

**Backstab**  
When this unit attacks a unit from behind, it has +2 strength.



3

**Sin-Sin**  
Champion • Cloaks

0 ♦ 6 ♥

**Bounty**  
After this unit is destroyed, your opponent gains 3 magic.

**Infiltrate**  
At the end of your turn, if this unit is in your opponent's back row, you may place it in your back row to add 1 damage to the enemy summoner.



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