

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.



3

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.



3

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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