

Guild Dwarves

Starting Setup

- 1 x Catapult
- 1 x Guild Defender

Events (2x)

Oldin
Summoner Unit • Guild Dwarves

12

Redeploy
After this unit moves, it may target a friendly adjacent structure with 5 or fewer base life. Place the target on the bottom of its owner's draw pile.

Master Plan
At the start of your Build Phase, you may draw 1 card from the bottom of your draw pile.



Supply Cache
Standard Event • Structure • Build Phase

0 2

After building this card, add 2 boost to it.

Before a friendly adjacent unit attacks, you may spend 1 boost. If you do, draw 1 card and that unit has +1 strength during that attack.



Baldar's Gate
Standard Event • Structure • Build Phase

1 3

After building this gate, you may summon a common adjacent to it. If you do, you may immediately resolve an extra attack with that common.



Battering Ram
Standard Event • Structure • Build Phase

2 5

Once per turn, during your Attack Phase, this card may target an adjacent enemy card. Force the target 1 space. If you do, add 2 damage to it.



Blueprints
Epic Event • Magic Phase

0

Place up to 2 structures from your hand under this card.

ACTIVE
Structures under this card cost 1 less and can be built during your Move, Build, or Attack Phase. Do not discard this card at the start of your turn if there are any structures under it.



Commons (4x)

Catapult
Common Unit • Structure • Guild Dwarves

1 3

Launch
After building or summoning this structure, you may target a non-summoner within 3 spaces of it. Add 1 damage to the target.



2

Ballista
Common Unit • Structure • Guild Dwarves

1 3

Primed
This unit has +1 strength the first time it attacks during the turn it was built or summoned.

Forceful Shot
After this unit attacks an enemy common or champion, you may force that enemy 1 space away from this unit.



2

Guild Defender
Common Unit • Guild Dwarves

2 5

Greater Engage
Each time an adjacent enemy unit moves or is forced away from this unit, add 2 damage to that enemy.



2

Guild Engineer
Common Unit • Guild Dwarves

1 3

Recalibrate
After this unit moves, it may target a friendly adjacent structure. Force the target 1 space.



2

Champions



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