

Isle Vekkid

Starting Setup

1 x Seashard Sniper
1 x Battle Dancer

Events (2x)

Waveborne Relic
Standard Event • Attack Phase

0♦

Place this card under a friendly common. It has +1 strength and this ability:

Forceful Attack
After this unit attacks and damages a unit, you may force that unit 1 space away from this unit.



Plunge
Standard Event • Build Phase

0♦

Target a friendly unit. Place the target adjacent to another friendly unit within 2 spaces.



Spiteskin Armor
Standard Event • Magic Phase

0♦

Place this card under a friendly common. It has +1 life and this ability:

Spikes
At the start of your opponent's Attack Phase, add 1 damage to each adjacent enemy unit.



Island's Might
Epic Event • Summon Phase

0♦

ACTIVE
Once per turn, during your turn, your summoner may resolve an extra attack.



Commons (4x)

Battle Dancer
Common Unit • Isle Vekkid

2♦ 4♥

Tempo
After this unit attacks an enemy unit, it may target a friendly adjacent unit. Place this unit adjacent to the target.



Crab Knight
Common Unit • Isle Vekkid

3♦ 4♥

Strong
This unit has +1 strength.

Tough
The first time this unit is attacked on a turn, that attack adds 1 less damage.



Fleetfoot Fighter
Common Unit • Isle Vekkid

1♦ 2♥

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

Fluid
This unit may move through friendly units. Friendly units may attack through this unit.



Seashard Sniper
Common Unit • Isle Vekkid

1♦ 3♥

Spot Weakness
This unit has +1 strength when it attacks a unit that was already attacked this turn.



Rokomoko
Summoner Unit • Isle Vekkid

13♥

Bonded
This unit has the abilities of every friendly adjacent common. When this unit moves or is forced, its abilities do not change until the end of that move or force.



Champions



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