

# Moonsteppe Wolves

## Starting Setup

- 1 x Dire Wolf
- 1 x Moonlight Hunter

## Events (2x)

### Luna Nightsong

Summoner Unit • Moonsteppe Wolves

13

Wax & Wane

At the start of your turn, boost this unit. At the end of your opponent's turn, if this unit has 3 or more boost, remove all boost and 1 damage from it. While this unit has 3 or more boost, it is a Wolf unit, has +3 strength, and when it moves, it may move 1 extra space.

3!



### Dark Conjuring

Standard Event • Summon Phase

0

Add 1 damage to your summoner. Gain 1 magic. Draw 2 cards. You cannot play a Dark Conjuring event again this turn.



### Pack Formation

Standard Event • Move Phase

0

Add 3 boost to this card.

**ACTIVE**

During your turn, you may spend 1 boost to target a friendly Wolf unit within 2 spaces of your summoner. Place the target adjacent to your summoner.



### Frown

Standard Event • Attack Phase

0

**ACTIVE**

Friendly Wolf units have this ability:

**Pounce**

After a friendly unit attacks and destroys an enemy unit within 2 spaces of this unit, you may replace the destroyed unit with this unit.



### Blood Moon

Epic Event • Summon Phase

1

Add 2 boost to this card.

**ACTIVE**

Once per turn, during your turn, you may move 1 boost from this card to your summoner. Do not discard this card at the start of your turn if it is boosted.



## Commons (4x)

### Dire Wolf

Common Unit • Moonsteppe Wolves

2 5

**Pack Call**

After summoning this unit, it may target a friendly Wolf common within 2 spaces. Place the target adjacent to this unit.

**Pack Strength**

When this unit attacks an enemy unit, it has +1 strength for each other friendly Wolf unit adjacent or diagonal to the target.

2!



### Pack Initiate

Common Unit • Moonsteppe Wolves

1 3

**Wolf Form**

While your summoner is a Wolf unit, this unit is a Wolf unit.

**Follow Scent**

Once per turn, during your turn, you may force this unit 1 space toward the enemy summoner. If this unit is a Wolf unit, this ability is "twice per turn" instead.

2!



### Pack Wolf

Common Unit • Moonsteppe Wolves

0 3

**Pack Strength**

When this unit attacks an enemy unit, it has +1 strength for each other friendly Wolf unit adjacent or diagonal to the target.

1!



### Moonlight Hunter

Common Unit • Moonsteppe Wolves

1 3

**Feed the Pack**

During your turn, this unit may target a damaged friendly Wolf unit within 2 spaces. If it does, destroy this unit and remove 2 damage from the target.

2



# Champions



Copyrights for the Summoner Wars logo and art belong to Plaid Hat Games, used herein with their express permission.



PlaidHatGames.com