

Phoenix Elves

Starting Setup

- 1 x Ember Archer
- 1 x Royal Guardian

Events (2x)

Queen Maldaria
 Summoner • Phoenix Elves

9

Call Protection
 At the end of your Attack Phase, if this unit attacked an enemy card during this turn, you may place a friendly unit adjacent to this unit.

Save the Queen
 Adjacent friendly units cannot be attacked through or forced.

4



Burn
 Standard • Move Phase

0

Target a common or champion within 2 spaces of your summoner. Add 2 damage to the target.



Blinding Flare
 Standard • Magic Phase

1

ACTIVE
 When your summoner or a friendly unit adjacent to your summoner is being attacked, add 1 damage to it for each 1 rolled, instead of each 1 or 2 rolled.



Divine Retribution
 Standard • Magic Phase

0

ACTIVE
 Your summoner has this ability:
Aura of the Phoenix
 After this unit or a friendly unit within 3 spaces is attacked by an enemy unit, add 1 damage to that enemy.



Spirit Of The Phoenix
 Epic • Summon Phase

0

ACTIVE
 When the ability of a friendly unit adds damage to an enemy unit without attacking it, the ability adds 1 more damage.



Commons (4x)

Royal Guardian
 Common • Phoenix Elves

2 4

Engage
 Each time an adjacent enemy unit moves or is forced away from this unit, add 1 damage to that enemy.

Shove
 After this unit attacks an adjacent enemy common or champion, you may force that enemy 1 space.

1



Ember Archer
 Common • Phoenix Elves

1 2

Quick Shot
 After this unit moves, it may target a unit within 3 clear straight spaces. Add 1 damage to the target.

2



Ember Mage
 Common • Phoenix Elves

1 2

Guarded
 The first time this unit is attacked on a turn, do not add more than 1 damage to it for that attack.

2



Ember Beast
 Common • Phoenix Elves

2 3

Born of Fire
 This unit may be summoned adjacent to a friendly Ember unit.

Wildfire
 At the start of your Move Phase, add 1 damage to each adjacent enemy unit.

3



Champions

Fanessa
Champion • Phoenix Elves

5 ♦ 9 ♥

Riposte
After this unit is attacked by an adjacent enemy unit, if this unit is still in play, add 1 damage to that enemy.

3



Fire Drake
Champion • Phoenix Elves

8 ♦ 10 ♥

Protector
This unit may be summoned adjacent to your summoner.

Fire Breath
This unit may attack through units. When it does, ↖ = add 1 damage to each unit between this unit and its target.

4



Holleas
Champion • Phoenix Elves

5 ♦ 7 ♥

Fiery Summon
You may summon Ember units adjacent to this unit.

Ignite
Friendly adjacent Ember units have +1 strength.

3



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