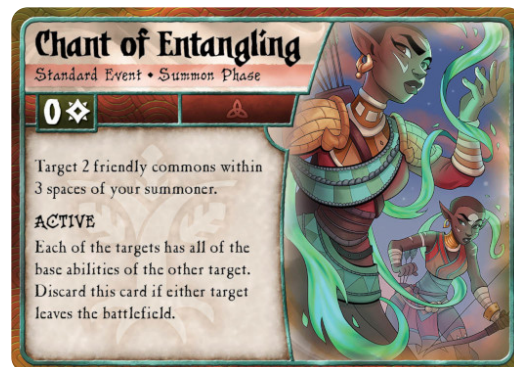


Savanna Elves

Starting Setup

1 x Border Archer
1 x Lioness

Events (2x)



Commons (4x)



Champions

Makeinda Ru
Champion Unit • Savanna Elves

5♦ 9♥

Prepare
Instead of moving this unit, you may boost it.

Swift Shot
Once per turn, after this unit attacks, you may spend 1 boost to resolve an extra attack with it.

2



Miti Hyru
Champion Unit • Savanna Elves

5♦ 7♥

Inspire
After this unit moves, boost each friendly adjacent unit.

Withdraw
After this unit attacks, you may spend either 1 boost or 1 magic. If you do, force this unit 1 or 2 spaces.

4



Miti Mumway
Champion Unit • Savanna Elves

8♦ 11♥

Imbued Strength
This unit has +1 strength for each boost it has, to a maximum of +5.

Trample
When this unit moves, it may move through commons. After this unit moves, add 1 damage to each common it moved through.

1



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