

Swamp Orcs

Starting Setup

- 1 x Vinemancer
- 1 x Bog Shaman

Mugglug
 Summoner • Swamp Orcs

13

Reap
 Before this unit attacks, it may spend 1 boost from any number of friendly units within 3 spaces. This unit has +1 strength during that attack for each boost spent.

Far Strike
 This unit may attack cards up to 2 clear straight spaces away.

3!



Events (2x)

Regenerate
 Standard • Attack Phase

0

Target a friendly summoner or champion. Spend 1 boost from up to 3 friendly boosted units within 3 spaces of the target. Remove 1 damage from the target for each boost spent.



Sow
 Standard • Attack Phase

0

Either target all friendly boosted commons or target all friendly unboosted commons. Boost each target.



Vine Gate
 Standard • Structure

0 3

After you summon a unit adjacent to this gate, boost that unit, unless it was already boosted by a Vine Gate.



Emerge
 Epic • Summon Phase

0

Move 1 boost from up to 3 friendly units to this card. You may retrieve a champion from your draw or discard pile, reveal it, and add it to your hand.

ACTIVE
 Reduce the cost of the next champion you summon by the number of boost on this card.



Commons (4x)

Bog Witch
 Common • Swamp Orcs

1 2

Grow
 After this unit moves, boost it.

Augment
 Instead of attacking with this unit, you may spend 2 boost to resolve an extra attack with a friendly adjacent summoner or champion.

2



Bog Shaman
 Common • Swamp Orcs

1 3

Entwine
 After a friendly unit ends its move within 2 spaces of this unit, if this unit has 2 or fewer boost, boost this unit.

2



Mud Drudger
 Common • Swamp Orcs

1 1

Tireless
 You may choose this unit as an extra moving unit during your Move Phase.

Prune
 When 1 or more damage would be added to your summoner, if it is adjacent to any friendly units with Prune, instead destroy those units.

3!



Vinemancer
 Common • Swamp Orcs

1 3

Grow
 After this unit moves, boost it.

Vine Pull
 Once per turn, during your attack phase, you may spend 1 boost to target a friendly unit or enemy common within 3 spaces of this unit. Force the target 1 space toward this unit.

2!



Champions



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