

The Forged

Starting Setup

- 1 x Mag Cog
- 1 x Ember Cog

The Inventor
 Summoner • The Forged

10

Master Builder
 You may build structures diagonal to this unit.

Forged in Flames
 After building a structure adjacent or diagonal to this unit, add 1 damage to each enemy card adjacent to that structure.

3!

Events (2x)

Modular Upgrade
 Standard • Build Phase

0

Place this card under a friendly structure. It has this ability:

Reconfigure
 Once per turn during your Attack Phase, this card may exchange places with a friendly adjacent structure.

Coolant Upgrade
 Standard • Build Phase

0

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

Prevention
 When damage would be added to this card during your turn, instead ignore that damage.

Barricade
 Standard • Structure

0 5

This structure can be built during your Attack Phase.

Workshop
 Epic • Structure

0 3

Friendly adjacent summoners and structure units have +1 strength.

Commons (4x)

Sentry Cog
 Common • Structure • The Forged

1 3

Preemptive Fire
 At the beginning of your opponent's Attack Phase, add 1 damage to each enemy unit within 3 clear straight spaces.

2

Mag Cog
 Common • Structure • The Forged

1 2

Attract
 Once per turn during your Attack Phase, this unit may target a friendly structure within 2 spaces. Place this unit adjacent to the target.

2

Ember Cog
 Common • Structure • The Forged

2 5

Heavy Mobile
 This card may move. After it moves, add 1 damage to it.

Reach
 This unit may attack cards that are diagonal to it or up to 2 clear straight spaces away.

2!

Blastforge Cog
 Common • Structure • The Forged

2 4

Heavy Mobile
 This card may move. After it moves, add 1 damage to it.

Shockwave
 After this unit attacks and destroys a card, add 1 damage to every other card that was adjacent to the destroyed card.

3!


Champions

Sprocket
Champion • Structure • The Forged

5♦ 7♥

Heavy Mobile
This card may move. After it moves, add 1 damage to it.

Turbo
Once per turn, during your Build Phase, you may force this unit 1 to 3 spaces.




3

Titan
Champion • Structure • The Forged

3♦ 6♥

Heavy Mobile
This card may move. After it moves, add 1 damage to it.

Relocate
After this unit moves, it may target an adjacent friendly structure. Place the target adjacent to this unit.




2

Hellmaw
Champion • Structure • The Forged

5♦ 8♥

Heavy Mobile
This card may move. After it moves, add 1 damage to it.

Smelt Down
After this unit attacks an enemy card, it may target a friendly structure within 3 spaces. Place the target on the bottom of its owner's draw pile.



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