

Thornhold Drey

Starting Setup

1 x Thistle Wizard
1 x Bramble Knight

Events (2x)

Tanglewood Bunker
Standard Event • Structure • Build Phase

0♦ 5♥

Once per turn, during your turn, if there is a unit under this card, you may target an enemy unit within 3 clear straight spaces of this card. Add 1 damage to the target.



Lumberwheel
Standard Event • Structure • Build Phase

1♦ 4♥

Once per turn, during your turn, if there are cards under this card, you may force it 1 or more spaces, up to the number of cards under it. If you do, you may add damage to an adjacent unit equal to the number of boost on this card.



Bursting Stores
Standard Event • Summon Phase

0♦

Boost all friendly structures.
Target any number of enemy units adjacent to 1 or more structures you control. Force each target 1 space toward your opponent's back row.



Go Nuts
Epic Event • Attack Phase

1♦

ACTIVE
During your Attack Phase, after placing a unit using your summoner's Deploy Troops ability, you may resolve an extra attack with the placed unit.



Commons (4x)

Thistle Wizard
Common Unit • Thornhold Drey

1♦ 3♥

Climb
When this unit moves, it may move 1 extra space and through structures.

Store
After this unit attacks an enemy unit, this unit may boost a friendly structure within 3 spaces.



Gladewatch Scout
Common Unit • Thornhold Drey

0♦ 1♥

Take Post
At the end of your Build and Attack Phases, you may place this unit under a friendly adjacent structure.

Scurry
After each time this unit enters the battlefield, you may force it 1 space.



Bramble Knight
Common Unit • Thornhold Drey

2♦ 4♥

Climb
When this unit moves, it may move 1 extra space and through structures.

Squadron
This unit has +1 strength for each friendly adjacent boosted card.



Guild Tinkerer
Common Unit • Thornhold Drey

0♦ 1♥

Take Post
At the end of your Build and Attack Phases, you may place this unit under a friendly adjacent structure.

Mend Structure
After placing this unit under a friendly structure, remove 1 damage from that structure.



Fenn Timberheart
Summoner Unit • Thornhold Drey

9♥

Bolster
After this unit moves, it may boost a friendly structure within 2 spaces.

Deploy Troops
During your turn, you may spend 1 boost from a friendly structure to target a friendly unit under it that has Take Post. Place the target adjacent to that structure.



Champions

The Nutcracker

Champion Unit • Structure • Thornhold Drey

5 ♦ **8** ♥

Driver's Seat
Once per turn, during your turn, if there is a unit under this card, you may force this card 1 or 2 spaces.

Smashing Strike
After this unit attacks and destroys an enemy card, boost this unit.

3 ♣



The Rumblebus

Champion Unit • Structure • Thornhold Drey

6 ♦ **8** ♥

Driver's Seat
Once per turn, during your turn, if there is a unit under this card, you may force this card 1 or 2 spaces.

Driving Strike
Once per turn, after this unit attacks, if there is a unit under it, you may resolve an extra attack with this unit.

2 ♣



Vira Ironbranch

Champion Unit • Thornhold Drey

3 ♦ **3** ♥

Take Post
At the end of your Build and Attack Phases, you may place this unit under a friendly adjacent structure.

Post Commander
While this unit is under a structure, that structure has this effect: Friendly adjacent commons have +1 strength.

2 ♣



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