

# Cloaks

## Starting Setup

- 1 x Guild Machinist
- 1 x Guild Sniper



## Events (2x)



## Commons (4x)



# Champions

## The Admiral

Champion • Cloaks

6

7

**Relentless**  
You may choose this unit as an extra attacking unit during your Attack Phase.

**Swift**  
When this unit moves, it may move 1 extra space.

4

## Dagger

Champion Unit • Cloaks

4

6

**Sly**  
Once per turn, during your Attack Phase, this unit may exchange places with a friendly 0 cost unit.

**Backstab**  
When this unit attacks a unit from behind, it has +2 strength.

3

## Sin-Sin

Champion Unit • Cloaks

0

6

**Bounty**  
After this unit is destroyed, your opponent gains 3 magic.

**Infiltrate**  
At the end of your turn, if this unit is in your opponent's back row, you may place it in your back row to add 1 damage to the enemy summoner.

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