

## Sneeks

Cave Goblins

Offense 

Defense 

Mobility 

Reach 

Control 





## Cave Goblins - Quick Reference


- ♦ Sneeks can absorb some damage for your weaker units, but make sure he isn't exposed on too many sides.
- ♦ While your units are cheap, don't summon units without something for them to do.
- ♦ Horde Slingers work well with Enrage the Horde since they have range, giving them multiple targets.
- ♦ The Cave Goblins are very good at crowding gates and blocking summoning spots for your opponent.
- ♦ Try passing Clingers from one unit to another.
- ♦ Powering up Blarf away from the opponent can let you swap in a powerful champion with Sneeks later.


## Sera


Vanguards


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## Vanguards - Quick Reference

- ♦ While Sera's ability is good at recovering cards, you have to expose her. Citadel Knights can use their Protect ability to make a counter attack more difficult.
- ♦ Citadel Knights are great at controlling space and forcing enemies to attack them.
- ♦ Citadel Archers may discard units, but those units become magic that helps you summon champions later.
- ♦ Renewed Hope can summon during any phase, including the Attack phase and even the Draw phase.
- ♦ Colleen Brighton is a strong pick for protecting your expensive Citadel units.

## Abua Shi

Savannah Elves

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## Savannah Elves - Quick Reference

- ♦ Abua Shi has a powerful 5 strength, but few ways to escape being surrounded. He tends to support from a distance.
- ♦ Border Archers can hit multiple targets, often clearing a blocker to hit a summoner behind them.
- ♦ Stacking boosts on Abua Shi allows him to give all of them to another unit with his ability, Spirit Bond.
- ♦ Chant of Entangling and Chant of Power is a deadly combo for most units entangled with a Border Archer.
- ♦ While Makenda Ru appears to be a larger Border Archer, she's a great unit to stack boosts on for Chant of Power.



## Svara

Polar Dwarves

III

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### Polar Dwarves - Quick Reference





- ♦ Svara is unique in how frequently she can move Gates and Structures, opening new paths to attack and advance units.
- ♦ Frost Mages fill in gaps in Svara's Ice Fortress, shooting while having great life for their cost.
- ♦ Ice Golems can afford to advance a little further since Ice Repair can recover some life. Try sending them in groups.
- ♦ Glacial Shift allows you to take full advantage of Ice Ram. Also consider letting your Ice Golems hit each other to create chain reactions.
- ♦ Jarmund is a great champion for taking advantage of how many structures you control.

## Tacullu


Breakers


II


Offense 

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### Breakers - Quick Reference





- ♦ When Tacullu attacks with her ability, she must choose between destroying the unit for magic, or using a unit who is usually wounded.
- ♦ Allow Tacullu to advance to take advantage of Mind Control, but use Deceivers and Wind Mages to control the spaces around her.
- ♦ Blast can push your units and your opponent's. Combine it with Mind Control for revenge attacks.
- ♦ Mind Witches can copy each other's newly gained abilities.
- ♦ Gulldune can provide some melee consistency to your ranged attacks while letting your commons attack twice.


## Ret-Talus


Fallen Kingdom


III


Offense 

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### Fallen Kingdom - Quick Reference



- ♦ Do not be afraid to use Raise the Dead frequently, even with its life cost. Use Sacrificial Pyre to recover later.
- ♦ Sacrificial Pyre works best by destroying your units or when your opponent can destroy your units for you.
- ♦ Target one or two life units to multiply Undead Carriers and take positions away from enemy units.
- ♦ Undead Archers have many opportunities to sneak into weird places, especially when you destroy enemy blockers in the Attack Phase.
- ♦ Balance destroying your units for gain with maintaining enough guards for Ret Talus to stay alive.