



## Maldaria

Phoenix Elves



Offense 


Defense 

Mobility 

Reach 

Control 

### Phoenix Elves - Quick Reference



- Maldaria only has 9 life. She prefers to hang back behind her units and Gates, where she can attack and then use Call Protection later.
- Summon Ember Beasts next to enemy units for surprise damage. Ember Beasts can even summon next to each other.
- Spirit of the Phoenix boosts all damage done by your unit's abilities, but not your attacks or the Burn event.
- Using damaging abilities in the move phase (like Ember Beasts or Archers) can destroy enemies while you're moving.
- Holleas is a powerful champion that powers up your Ember units. The Fire Drake is strong but hard to summon.

## Grognaek

Tundra Orcs



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### Tundra Orcs - Quick Reference





- Grognaek has high attack and life, but has trouble escaping if enemies get behind him.
- While Frost Shamans have unreliable attack, they make good targets for Grognaek's Influence ability.
- Tundra Fighter's Frenzy and Grognaek's Primal Fury both benefit from Brutal Force, allowing them to hit the same target twice (or more!)
- For Glory can help your common units destroy 5 life Gates (something Tundra Orcs often like to do.)
- Shonk is a high life champion, making him excellent on the front line.


## Ava


Skyspear Avians




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### Skyspear Avians - Quick Reference



- If Ava is in a bad situation, don't be afraid to pull back. Gather the Flock and Gates can help her continue a push if Ava needs the support or needs to escape.
- Ava's low life total goes fast! Keep friendly units blocking the open spaces around Ava.
- Focus on Ava's formation, especially keeping Avian units within 2 spaces so they can keep Flight. Keeping Gates near Ava lets you summon new Avians for Flight.
- Remember Sky Assault only works on units with Flight.
- Sairook has all friendly Avian unit abilities, even ones they gain from Ava or events like Battle Song!



## Vlox

Cloaks

III

Offense 

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### Cloaks - Quick Reference

- Hiding a Guild Mechanist in the back with both Moto Boots and Hand Cannon gives Vlox a powerful target for Master of the Art.
- Gunners not only allow your other units to protect the Gunner, but can advance units behind it, as well.
- Out of Shadows can let your units leapfrog past one target onto another. Mechanists or Vlox attacking in the Move Phase is easier with Moto Boots.
- If Vlox copies Dagger, and you have a 0 cost unit to Sly with, both Vlox and Dagger could attack the same unit (usually the enemy summoner!)

## Edia

Eternal Council

III

Offense 

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### Eternal Council - Quick Reference

- Edia likes to be the superstar of the deck. Advisors help her to move further down to let Edia attack safely and gain more boosts.
- Card draw makes Insight and Psychic Assault better, but it is possible to draw too much in one turn. Pace yourself.
- Mind Knights are great at controlling spaces you don't want your opponent to move to.
- Be careful to not take too much damage with Edia early on. Edia hits hard at first, but can struggle at the end.
- Katu is a good target for the bottom of the deck. Try to have 6 magic so you can pay for him at the end.


## Kuldak


Fungal Dwarves

IV


Offense 

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### Fungal Dwarves - Quick Reference

- Kuldak doesn't have many movement tricks. Be careful he doesn't get pinned too early. He likes to play a long game.
- Keep Kuldak's units close to him. Your opponent can also help you boost your units by destroying them.
- Keep a Shaman behind Kuldak to build up boosts.
- Fungal Beasts can destroy your own units to create new Carriers. Do this to build up boosts around Kuldak.
- Monstrosity is a challenging goal. Maldar is a cheap champion that can help your Fungal Beasts build up boosts.
- Remember the active player chooses the order of simultaneous effects, such as Blood Bloom.