

## Krusk

Sand Goblins

II

Offense 

Defense 

Mobility 

Reach 

Control 



## Sand Goblin - Quick Reference

- Leave summoning spots open or Build units in advance to make the most of Krusk's Carry ability.
- While discarding cards with Burn Hot or Mortar sounds bad, cards like Scavenger or Uncle Sparks can get some of them back.
- Bug Biters can reach odd spots and can be blown up by your own upgrades, creating new paths to attack.
- Your 10 HP gate is like a fourth champion. Advance it forward with the Thruster Upgrade, attack with Gunner and Mortar, and then blow it up with Detonate and do it all again.

## Balzar

Obsidian Dwarves

I

Offense 

Defense 

Mobility 

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Control 



## Obsidian Dwarves - Quick Reference

- Balzar gains more attacks from his boosts, but also needs to spend boost to perform most of his units' tricks.
- When Balzar moves forward for a Volcanic Blast, he can leave himself open. Ember Guards can jump in to help cover him after he uses his Epic Event.
- Avoid taking too much early damage with Balzar; it will limit how aggressive he can be later.
- Try to set up the Willpower event for large turns where a unit or gate must be removed.
- Summon the Hell Forge in a central spot that is difficult for your opponent to reach.

## Celeste

Wayfarers

I

Offense 

Defense 

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Control 



## Wayfarers - Quick Reference

- Celeste and friends are some of the fastest units in the game. Make sure they don't overextend!
- Make the most out of your Coordinate turns, as it gives highly mobility as well as damage output.
- Astral Waypoint gives great escape routes but is also very flimsy. Be careful where you place it.
- Eager Adventurers can use their boosts any time during your turn, even allowing you to possibly summon more than one unit from a single Gate.
- Many Wayfarer cards take advantage of diagonals. Find those weak points in your opponent's line up.




## Selundar

Shadow Elves

IV

Offense	■ ■ ■ ■
Defense	■ ■ ■ ■
Mobility	■ ■ ■ ■
Reach	■ ■ ■ ■
Control	■ ■ ■ ■



### Shadow Elves - Quick Reference

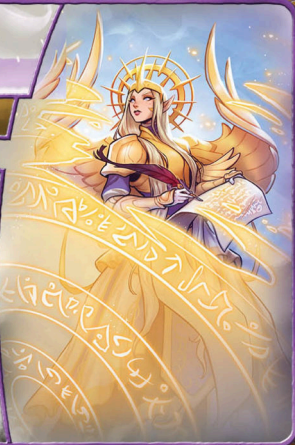
- Selundar works best reacting to the opponent's pace, trying to stay ahead or letting them run out of fuel.
- Selundar's ability allows you to save units and cards, giving you card advantage when played right.
- Shadow Mages are vital for giving Selundar boosts by damaging your own Gates.
- Sage Ranger and True Seeker give you one-time abilities on summon, unless you can return and summon them over and over again.
- Samara and your other champions can be summoned multiple times a game, making them true menaces.

## Valeria the Just

High Elves

IV

Offense	■ ■ ■ ■
Defense	■ ■ ■ ■
Mobility	■ ■ ■ ■
Reach	■ ■ ■ ■
Control	■ ■ ■ ■



### High Elves - Quick Reference

- Valeria hits enemy commons very hard due to her forcing abilities, but can reposition friendlies for more benefit.
- While some of Valeria's commons could fight melee, playing keep away with ranged units supported by Arbiter of War and Arbiter of Peace is effective.
- Law of Sanctity can let Valeria clean up enemy commons and take minimal damage afterward.
- Oblige is a flexible card that can lead to explosive turns.
- Be sure that Law of Liberty benefits you more than your foe! Valeria's dictate and ranged commons help.
- Keep your auras beneficial for you and painful for others.

## Mugglugg

Swamp Orcs

II

Offense	■ ■ ■ ■
Defense	■ ■ ■ ■
Mobility	■ ■ ■ ■
Reach	■ ■ ■ ■
Control	■ ■ ■ ■



### Swamp Orcs - Quick Reference

- Mugglugg can venture out a little bit, but mostly prefers the protecting and growing the swamp.
- Your common units can build up a swamp of boosts for Mugglugg to use for her events and abilities.
- Vinemancers can pull back Mugglugg after an attack or pull a unit into Mugglugg's range. Try to keep them alive.
- Bog Witch can't usually reach 2 boosts the same turn its summoned, but gets a bonus boost if summoned from a Vine Gate or if the Sow event is played.
- Bog Shamans are often a safe unit to center your swamp around since they collect boosts passively.