

**ATHENA STORMKAI**  
Commander

3  
1

6 7

Phaser Prodigy - Once per turn, if you use a card as energy shield you may draw one card.

(Athena's attack generate 1 Focus.)

4 1 2 10

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**ATHENA STORMKAI**  
Commander - Evol (1)

4  
2

6 7

Tactical Genius - [Discard 3 Focus: Draw one card.]  
Phaser Prodigy - Once per turn, if you use a card as energy shield you may draw one card.

(Athena's attack generate 1 Focus.)

3 1 2 10

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**ATHENA STORMKAI**  
Commander - Evol (2)

5  
3

6 7

Tactical Genius - [Discard 2 Focus: Draw one card.]  
Phaser Prodigy - Once per turn, if you use a card as energy shield you may draw one card.

(Athena's attack generate 1 Focus.)

2 1 2 15

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**AZURE WRATH**  
Valkyrian

2  
1

Reserve - Weapon  
Comes into play Rested.

Azure Blade - Rest: Give a Phasing Unit +1 dmg, or +1 dmg to Commander, +2 dmg if Commander is Athena.

Azure Wrath - Rest & Sacrifice Azure Wrath: Generate 2 Focus.  
Remove card from the game.

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**KNIGHT'S FALL**  
Valkyrian

1

Reserve - Armor  
Comes into play Rested.

Knight's Armor - Rest Knight's Fall: Target Unit doesn't require energy to activate Phasing.

Knight's Wrath - Rest & Sacrifice Knight's Fall: Generate + 2 energy shield to target Unit or Commander.  
Remove card from the game.

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**PHASE TEMPLE**  
Valkyrian

2

Reserve - Battlefield  
Comes into play Rested.

When a Unit activates Phasing, Rest Phase Temple:  
Draw 1 card and Discard 1 card.  
"If an 5th Army Unit card was Discarded generate 1 Focus."

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**OVERLOAD**  
Athena Stormkai

5

Reserve - Feat - Spell  
Rest all enemy Units.  
They don't ready next turn.  
Remove card from the game.

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**QUEEN'S CHAMPION**  
Athena Stormkai

4

Reserve - Feat - Spell  
Give Athena +1 dmg and +2 armor until your next turn.  
Give all 5th Army Units +1 dmg this turn.  
Move one 4 cost or less 5th Army Unit card from your energy field face up onto battlefield (Considered played from hand).  
Remove card from the game.

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**GOLEM CORE**  
5th Army

**Golem Core**  
When playing this Core you can substitute a face down card on the Resource Area for this Core.

**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

1 2 0 2

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**GOLEM CORE**  
5th Army

**Golem Core**  
When playing this Core you can substitute a face down card on the Resource Area for this Core.

**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

1 2 0 2

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**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

1 2 0 2

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**SHINING GOLEM CORE**  
5th Army

**Golem Core**  
When playing this Core you can substitute a face down card on the Resource Area for this Core.

**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

2 3 0 3

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**SHINING GOLEM CORE**  
5th Army

**Golem Core**  
When playing this Core you can substitute a face down card on the Resource Area for this Core.

**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

2 3 0 3

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**FIGHTER GOLEM CORE**  
5th Army

**Golem Core**  
When playing this Core you can substitute a face down card on the Resource Area for this Core.

**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

3 4 0 4

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**FIGHTER GOLEM CORE**  
5th Army

**Golem Core**  
When playing this Core you can substitute a face down card on the Resource Area for this Core.

**Phase** - When attacking rest 1 to switch with a Phase Unit from energy field.

**Phasing** - (from the energy field) +1 dmg for one turn.

3 4 0 4

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**BASTION**  
5th Army

**Unit**  
Defender (This Unit can be rested to defend incoming attacks.)

**Trap** - Sacrifice this card & remove from game.  
(Athena is the target of an enemy attack, the attack deals no dmg.)

1 1 0 1

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**BASTION**  
5th Army

Unit  
Defender (This Unit can be rested to defend incoming attacks.)

Trap - Sacrifice this card & remove from game.  
(Athena is the target of an enemy attack, the attack deals no dmg.)

Cost: 1 (Energy), 1 (Focus), 0 (Shield)  
Rest: 1 (Focus), 1 (Health)

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**PHASE SQUIRE**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Phasing (Focus) - (from the energy field) +2 dmg for one attack.

Cost: 1 (Energy), 2 (Focus), 0 (Shield)  
Rest: 2 (Focus), 3 (Health)

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**PHASE SQUIRE**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Phasing (Focus) - (from the energy field) +2 dmg for one attack.

Cost: 1 (Energy), 2 (Focus), 0 (Shield)  
Rest: 2 (Focus), 3 (Health)

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**PHASE SQUIRE**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Phasing (Focus) - (from the energy field) +2 dmg for one attack.

Cost: 1 (Energy), 2 (Focus), 0 (Shield)  
Rest: 2 (Focus), 3 (Health)

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**PHASE RANGER**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Scout - (Can attack ready Stealth Units.)  
Phasing (Focus) - (from the energy field) +2 dmg for one attack.

Cost: 2 (Energy), 3 (Focus), 0 (Shield)  
Rest: 1 (Focus), 4 (Health)

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**PHASE RANGER**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Scout - (Can attack ready Stealth Units.)  
Phasing (Focus) - (from the energy field) +2 dmg for one attack.

Cost: 2 (Energy), 3 (Focus), 0 (Shield)  
Rest: 1 (Focus), 4 (Health)

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**PHASE RANGER**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Scout - (Can attack ready Stealth Units.)  
Phasing (Focus) - (from the energy field) +2 dmg for one attack.

Cost: 2 (Energy), 3 (Focus), 0 (Shield)  
Rest: 1 (Focus), 4 (Health)

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**SABRINA**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Enlightenment - On play generate 1 Focus.  
Phasing (Focus) - (from the energy field) Generate 1 Focus.

Cost: 2 (Energy), 2 (Focus), 0 (Shield)  
Rest: 1 (Focus), 3 (Health)

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**SABRINA**  
5th Army

Unit  
Phase - When attacking rest 1 (Focus) to switch with a Phase Unit from the energy field.  
Enlightenment - On play generate 1 Focus.  
Phasing (Focus) - (from the energy field) Generate 1 Focus.

Cost: 2 (Energy), 2 (Focus), 0 (Shield)  
Rest: 1 (Focus), 3 (Health)

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**4**

**4**

**1**

**0**

**4**

**CHAPLAIN ROXIDIAN**  
5th Army

**Unit**  
Phase - When attacking rest 1 ♣ to switch with a Phase Unit from the energy field.  
Heal ♣ - On play heal 2 dmg from Commander.  
Feedback ♣ - While Phasing you may Discard up to 2 ♣ Focus to give this Unit +2 dmg for each Focus (4 max) for next attack.

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**4**

**5**

**1**

**2**

**5**

**PHASE KNIGHT**  
5th Army

**Unit**  
Phase - When attacking rest 1 ♣ to switch with a Phase Unit from the energy field.  
Phasing ♣ - (from the energy field) +2 dmg for one attack.

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**4**

**5**

**1**

**2**

**5**

**PHASE KNIGHT**  
5th Army

**Unit**  
Phase - When attacking rest 1 ♣ to switch with a Phase Unit from the energy field.  
Phasing ♣ - (from the energy field) +2 dmg for one attack.

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**4**

**5**

**1**

**2**

**5**

**PHASE KNIGHT**  
5th Army

**Unit**  
Phase - When attacking rest 1 ♣ to switch with a Phase Unit from the energy field.  
Phasing ♣ - (from the energy field) +2 dmg for one attack.

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**6**

**6**

**1**

**1**

**6**

**CAPTAIN STAIN**  
5th Army

**Unit**  
Phase - When attacking rest 1 ♣ to switch with a Phase Unit from the energy field.  
Master Phaser - When this Unit Phases, 1 or more Units can Phase onto the field (up to 6 casting cost combined). Only 1 Unit has to target the original target.  
Phasing ♣ - (from the energy field) +2 dmg for one attack.

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**6**

**6**

**1**

**1**

**6**

**CAPTAIN STAIN**  
5th Army

**Unit**  
Phase - When attacking rest 1 ♣ to switch with a Phase Unit from the energy field.  
Master Phaser - When this Unit Phases, 1 or more Units can Phase onto the field (up to 6 casting cost combined). Only 1 Unit has to target the original target.  
Phasing ♣ - (from the energy field) +2 dmg for one attack.

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**2**

**1**

**1**

**DISPLACEMENT**  
Athena Stormkal

**Ability**  
Play before attack damage is dealt.  
Switch the target of enemy attacking Commander or Unit with another defending Commander or Unit.  
If new target is ready, then rest it.  
Generate 1 ♣ Focus Card.

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**2**

**1**

**1**

**DISPLACEMENT**  
Athena Stormkal

**Ability**  
Play before attack damage is dealt.  
Switch the target of enemy attacking Commander or Unit with another defending Commander or Unit.  
If new target is ready, then rest it.  
Generate 1 ♣ Focus Card.

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**2**

**1**

**1**

**DISPLACEMENT**  
Athena Stormkal

**Ability**  
Play before attack damage is dealt.  
Switch the target of enemy attacking Commander or Unit with another defending Commander or Unit.  
If new target is ready, then rest it.  
Generate 1 ♣ Focus Card.

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