FE_RED

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COLLABORATORS

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FE_RED

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          Fallen Empires - Red Cards


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1.2 Brassclaw Orcs

```
Brassclaw Orcs

Color   = Red
Rarity  = FE(C1/C1/C1/C1) / 5E(C)
Type    = Summon Orcs (3/2)
Cost    = 2R
Artist  = Dan Frazier (FE) / Heather Hudson (FE) / Rob Alexander (FE) /
          Rob Alexander (FE/5E)

NOTE: There are FOUR different artworks for this card.

Text(5E): Brassclaw Orcs cannot be assigned to block any creature with
          power 2 or greater.

Text(FE): Cannot be assigned to block any creature of power greater than 1.

Flavor Text: "Modern Sarpadia's swarming with thrulls. It's a testament
              to the orcs that they've survived there so long."
              ---Elbieta, Argivian scholar.

Flavor Text: "Brassclaws were typical Orcs - quick to laud their own
              prowess in battle, quick to jeer at their opponents,
              and quicker still to run away when things started to
              look slightly dangerous."
              ---Sarpadian Empires, vol. IV

Flavor Text: "The large brass claws worn by some Sarpadian Orc tribes
              were among the least feared weapons ever known."
              ---Sarpadian Empires, vol. IV

Flavor Text: "A whole skin is worth a thousand victories."
              ---Orcish Veteran of the Battle of Montford

Flavor Text: "The Brassclaws delighted in lightning raids on Icatian
              and Dwarven towns; an unprepared enemy is easier to defeat."
              ---Sarpadian Empires, vol. IV

 NO RULINGS
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1.3 Dwarven Armorer

```
Dwarven Armorer

Color   = Red
Rarity  = FE(U1)
Type    = Summon Dwarf (0/2)
Cost    = R
Artist  = Bryon Wackwitz

Text(FE): <RT>: Discard a card from your hand to put either a +0/+1 or a
        +1/+0 counter on a target creature.
```

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Flavor Text: "The few remaining pieces from this period suggest the
              Dwarves eventually made weapons and armor out of
              everything, even children's toys."
              ---Sarpadian Empires, vol. IV
```

Rulings

1.4 Dwarven Catapult

```
Dwarven Catapult

Color  = Red
Rarity = FE(U3) / 5E(U)
Type   = Instant
Cost   = XR
Artist = Jeff A. Menges

Text(5E): Dwarven Catapult deals X damage divided evenly, rounded down,
          among all creatures target opponent controls.

Text(FE): Dwarven Catapult does X damage, divided evenly among all of
          opponent's creatures (round down).

Flavor Text: "Often greatly outnumbered in battle, Dwarves relied on
              catapults as one means of damaging a large army."
              ---Sarpadian Empires, vol. IV
```

Rulings

1.5 Dwarven Lieutenant

```
Dwarven Lieutenant

Color  = Red
Rarity = FE(U3)
Type   = Summon Dwarf (1/2)
Cost   = RR
Artist = Douglas Shuler

Text(FE): <1R>: Target Dwarf gets +1/+0 until end of turn.

Flavor Text: "Dwarven officers were tireless in battle, moving up and
              down the lines to rally their troops and boost morale."
              ---Sarpadian Empires, vol. IV
```

 NO RULINGS

1.6 Dwarven Soldier

```
Dwarven Soldier

Color  = Red
Rarity = FE(C1/C1/C1) / 5E(C)
Type   = Summon Dwarf (2/1)
Cost   = 1R
Artist = Douglas Shuler (FE) / Rob Alexander (FE) /
         Randy Asplund-Faith (FE/5E)
```

NOTE: There are THREE different artworks for this card.

Text(5E): If Dwarven Soldier blocks or is blocked by any Orcs, it gets +0/+2
         until end of turn.

Text(FE): If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2
         until end of turn.

Flavor Text: "Orc must die / Orc mist die / Not an orc? / March on by."
              ---Dwarven marching song

Flavor Text: "Although the Dwarves staunchly defended their walled
              city-states against the Orcs, their civilization was
              the first to fall, and its name was sadly lost."
              --- Sarpadian Empires, vol. I

Flavor Text: "Let no one say we did not fight until the last..."
              ---Headstone fragment from a mass grave
                 found in the Crimson Peaks

Flavor Text: There is a legend among present-day Dwarves that the
             Dwarves of Sarpadia will one day return to defend
             Dwarvenkind against a deadly peril.

   Rulings

1.7 Goblin Chirurgeon

```
Goblin Chirurgeon

Color  = Red
Rarity = FE(C1/C1/C1)
Type   = Summon Goblin (0/2)
Cost   = R
Artist = Dan Frazier / Daniel Gelon / Phil Foglio
```

NOTE: There are THREE different artworks for this card.

Text(FE): <0>: Sacrifice a Goblin to regenerate a target creature.

Flavor Text: "Perhaps Goblins are good for something after all."
             ---Attributed to General Khurzog

Flavor Text: The Chirurgeons patched up their fallen comrades with
             a gruesome mix of twisted limbs and mangled flesh.

```
Flavor Text: "I asked one of my aides how they do it, but all he'd
              say was, 'Trust me, Mayor, you don't want to know.'"
              ---Lydia Wynforth, Mayor of Trokair
```

    Rulings

1.8   Goblin Flotilla

```
Goblin Flotilla

Color   = Red
Rarity  = FE(U1)
Type    = Summon Goblins (2/2)
Cost    = 2R
Artist  = Tom Wanerstrand

Text(FE): Islandwalk
          At the beginning of the attack, pay <R> or any creatures
          blocking or blocked by Goblin Flotilla gain first strike
          until end of turn.

Flavor Text: Exceptionally poor sailors, Goblins usually arrived at
             their destination retching and in no condition to fight.
```

    Rulings

1.9   Goblin Grenade

```
Goblin Grenade

Color   = Red
Rarity  = FE(C1/C1/C1)
Type    = Sorcery
Cost    = R
Artist  = Christopher Rush / Dan Frazier / Ron Spencer

NOTE: There are THREE different artworks for this card.

Text(FE): Sacrifice a Goblin to have Goblin Grenade deal 5 damage to one
          target.

Flavor Text: "Without their massive numbers, the Goblins could never
              have launched such a successful offensive."
              ---Sarpadian Empires, vol. VI

Flavor Text: "I don't suppose we could teach them to
              throw the cursed things?"
              ---Ivra Jursdotter

Flavor Text: "According to accepted theory, the Grenade held some
              kind of flammable mixture and was carried to its
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                        target by a hapless Goblin."
                        ---Sarpadian Empires, vol. IV
```

   Rulings

1.10 Goblin Kites

```
Goblin Kites

Color  = Red
Rarity = FE(U3)
Type   = Enchantment
Cost   = 1R
Artist = Anson Maddocks

Text(FE): <R>: A target creature you control, which cannot have a
          toughness greater than 2, gains flying until end of turn. Other
          effects may later be used to increase the creature's toughness.
          At end of turn, flip a coin; opponent calls heads or tails while
          coin is in the air. If the flip ends up in opponent's favor,
          bury that creature.
```

   Rulings

1.11 Goblin War Drums

```
Goblin War Drums

Color  = Red
Rarity = FE(C1/C1/C1/C1) / 5E(C)
Type   = Enchantment
Cost   = 2R
Artist = Dan Frazier (FE/5E) / Heather Hudson (FE) / Jeff A. Menges (FE) /
         Richard Kane Ferguson (FE)

NOTE: There are FOUR different artworks for this card.

Text(5E): Each creature you control cannot be blocked by only one creature.

Text(FE): Each attacking creature you control that opponent chooses to
          block may not be blocked with fewer than two creatures.

Flavor Text: "Goblins charge with a deafening war cry. The cry doesn't
              mean anything ---it just drowns out the drums!"
              ---Reod Dai, mercenary

Flavor Text: "The Goblins' dreaded War Drums struck terror into
              the hearts of even their bravest foes."
              ---Sarpadian Empires, vol. IV

Flavor Text: The War Drums enabled Goblin and Orcish armies to
              crush the sparsely defended Dwarven cities.
```

```
Flavor Text: When creating a new War Drum, Goblin designers sought
             out the highest quality skulls. Serra Angel skulls were
             most highly prized, although most acknowledged that the
             skull of the exotic Sea Serpent made for a richer tone.

Flavor Text: "Defending the outer trenches, we strained our eyes in
              the darkness. All we could hear was the Drums' terrible
              pounding. Dobbs, on my right, broke first. Soon we were
              all heading for the walls."
              ---Corporal Peter Douglas, courtmartial testimony
```

   Rulings

1.12 Goblin Warrens

```
Goblin Warrens

Color   = Red
Rarity  = FE(U1) / 5E(R)
Type    = Enchantment
Cost    = 2R
Artist  = Dan Frazier

Text(5E): <2R>, Sacrifice two Goblins: Put three Goblin tokens into play.
          Treat these tokens as 1/1 red creatures.

Text(FE): <2R>: Sacrifice two Goblins to put three Goblin tokens into
          play. Treat these tokens as 1/1 red creatures.

Flavor Text: "Goblins bred underground, their numbers hidden from
             the enemy until it was too late"
             ---Sarpadian Empires, vol. IV

Flavor Text: "Goblins bred underground, their numbers hidden from
              the enemy until it was too late."
              ---Sarpadian Empires, vol. IV
```

   Rulings

1.13 Orcish Captain

```
Orcish Captain

Color   = Red
Rarity  = FE(U3) / 5E(U)
Type    = Summon Orc (1/1)
Cost    = R
Artist  = Mark Tedin (FE) / Charles Gillespie (5E)

Text(5E): <1>: Flip a coin: target opponent calls heads or tails while
          coin is in the air. If flip end up in your favor, target Orc
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                   gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2
                   until end of turn.
```

Text(FE): <1>: Choose a target Orc. Flip a coin; opponent calls heads or
          tails while coin is in the air. If the flip ends up in your
          favor, that Orc gets +2/+0 until end of turn. Otherwise, that
          Orc gets -0/-2 until end of turn.

Flavor Text: There's a chance to win every battle.

   Rulings

1.14 Orcish Spy

Orcish Spy

Color = Red
Rarity = FE(C1/C1/C1)
Type   = Summon Orc (1/1)
Cost   = R
Artist = Daniel Gelon / Pete Venters / Susan van Camp

NOTE: There are THREE different artworks for this card.

Text(FE): <T>: Look at the top three cards of target player's library and
          return them in the same order.

Flavor Text: "Orcish armies often employed the smaller, swifter,
             and less intelligent Goblins as spies."
             ---Sarpadian Empires, vol. I

Flavor Text: "You idiot! Never let the spies mingle with the Orcish
             regulars after completing a mission. Now we'll never
             get them to fight!"
             ---General Khurzog

Flavor Text: "Yeah, they're ugly, they desert in droves, and their
             personal habits are enough to make you sick. But I'll
             say this for Orcs: they make great spies."
             ---Ivra Jursdotter

  NO RULINGS

1.15 Orcish Veteran

Orcish Veteran

Color = Red
Rarity = FE(C1/C1/C1/C1)
Type   = Summon Orc (2/2)
Cost   = 2R
Artist = Dan Frazier / Douglas Shuler / Melissa Benson / Quinton Hoover

NOTE: There are FOUR different artworks for this card.

Text(FE): Cannot be assigned to block any white creature of power
         greater than 1.
         <R>: First strike until end of turn.

Flavor Text: "Orcs often greeted promotions to Icatian battle with
              anguished wails and pleas for mercy."
              ---Sarpadian Empires, vol. VI

Flavor Text: Orcs are not exactly known for their valor – although
             most Orcs have seen countless battles, only a handful
             have actually fought in them.

Flavor Text: Although models of courage for Orcs, the
             Veterans quickly learned to fear the swift
             justice of their Icatian enemies.

Flavor Text: Unsuccessful in their early battle for Montford,
             the Orcs quickly tempered their bloodlust
             with cowardice.

  NO RULINGS

1.16 Orgg

Orgg

Color = Red
Rarity = FE(U1) / 5E(R)
Type   = Summon Orgg (6/6)
Cost   = 3RR
Artist = Daniel Gelon

Text(5E): Trample
          Orgg cannot attack of defending player controls an untapped
          creature with power 3 or greater. Orgg cannot be assigned to
          block any creature with power 3 or greater.

Text(FE): Trample
          Orgg may not attack if opponent controls an untapped creature
          of power greater than 2. Orgg cannot be assigned to block any
          creature of power greater than 2.

Flavor Text: It's bigger than it thinks.

  Rulings

1.17 Raiding Party

```
Raiding Party

Color   = Red
Rarity  = FE(U3)
Type    = Enchantment
Cost    = 2R
Artist  = Quinton Hoover

Text(FE): Raiding Party may not be the target of white spells or effects.
          <0>: Sacrifice an Orc to destroy all plains. A player may tap a
          white creature to prevent up to two plains from being destroyed.
          Any number of creatures may be tapped in this manner.

   Rulings
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