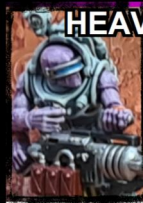




Wyrmlblade



HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Seismic Canon	6	4+	2/3
Blast ▲ Heavy			! Stun
Short Wave	4	3+	4/4
Rng ♥ Heavy			! P1 Stun
Gun Butt	3	4+	2/3

Cult Ambush

Suspensor System: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than ♥ in the same activation in which it performs a Shoot action with any of those ranged weapons.



HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Mining laser	5	4+	5/6
AP1 Heavy			
Gun Butt	3	4+	2/3

Cult Ambush

Suspensor System: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than ♥ in the same activation in which it performs a Shoot action with any of those ranged weapons.



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Flamer	5	2+	2/2
Rng ♥ Torrent ②			
Gun Butt	3	4+	2/3

Cult Ambush

Wyrmlblade



Operative

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Operative

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Operative

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023



GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Webber	5	3+	2/2
Rng ⑥ Lethal 5+			! Stun
Gun Butt	3	4+	2/3

Cult Ambush

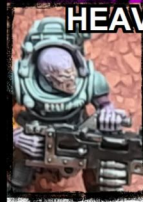


GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Frag	4	4+	2/4
Blast ②			
Krak	4	4+	4/5
AP1			
Gun Butt	3	4+	2/3

Cult Ambush



HEAVY GUNNER

M	APL	GA
3 ②	2	1
DF	SV	W
3	5+	7

Heavy stubber	5	4+	3/4
Ceaseless Fusillade Heavy			
Gun Butt	3	4+	2/3

Cult Ambush

Suspensor System: The Heavy special rule of ranged weapons the operative is equipped with is treated differently. Instead, an operative cannot move more than ⑥ in the same activation in which it performs a Shoot action with any of those ranged weapons.



KELERMORPH

M	APL	GA
3 ②	3	1
DF	SV	W
3	4+	9

Liberator autostubs	4	4+	3/4
			! P1 Rending
Short Range	5	2+	3/4
Rng ⑥			! P1 Rending
Knife	3	3+	3/4
			! Rending

Cult Ambush Preternatural Assassin

Heroic Inspiration

Expert Gunslinger: This operative can perform two Shoot actions during each of its activations.

Hypersense (1AP): The next time this operative performs a Shoot action during this activation, for that shooting attack, the short range profile of its liberator autostubs gains the Indirect and No Cover special rules but loses the P1 and Rending critical hit rules.

Operative

Wyrmlblade

Operative

Wyrmlblade

Operative

Wyrmlblade

Operative

Wyrmlblade



LEADER

M APL GA

3 ② 2 1

DF SV W

3 5+ 8

Bolt pistol 4 3+ 3/4

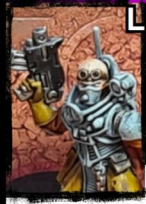
Rng ⚡

Power maul 4 3+ 4/5

! Stun

Cult Ambush

Shadow Vector: Once per Turning Point, you can use either the Slink Into Darkness or Coiled Serpent Tactical Ploy without spending any Command points if a friendly NEOPHYTE operative Visible to this operative is the friendly WYRMBLADE operative for that play.



LEADER

M APL GA

3 ② 2 1

DF SV W

3 5+ 8

Auto Pistol 4 3+ 2/3

Rng ⚡ Lethal 5+ Balanced

Power pick 4 3+ 4/5

! Rending

Cult Ambush

Shadow Vector: Once per Turning Point, you can use either the Slink Into Darkness or Coiled Serpent Tactical Ploy without spending any Command points if a friendly NEOPHYTE operative Visible to this operative is the friendly WYRMBLADE operative for that play.



SANCTUS SNIPER

M APL GA

3 ② 3 1

DF SV W

3 4+ 9

Sniper rifle 4 2+ 3/3

Heavy Silent ! MW3

Fists 3 3+ 2/4

Cult Ambush Preternatural Assassin

Target Vulnerability (1AP): Until the end of the activation, the Sanctus sniper rifle this operative is equipped with gains the Lethal 5+ special rule.

Familiar's Soulsight (1AP)



SANCTUS TALON

M APL GA

3 ② 3 1

DF SV W

3 4+ 9

Bio-dagger 4 2+ 3/6

Lethal 4+ ! Stun

Cult Ambush Preternatural Assassin
Familiar's Soulsight (1AP)
Creeping Shadow: This operative can perform a Charge action while it has a Conceal order. Each time after this operative fights in combat, it can perform a free Dash action, regardless of any other actions it has performed during this activation, and even if it is within Engagement Range of an enemy operative (but it cannot finish that move within Engagement Range of an enemy operative).

Operative

Wyrmlade

FAQ : 1.8, DECK:4.2
Datascene: Q4 2023

Operative

Wyrmlade

FAQ : 1.8, DECK:4.2
Datascene: Q4 2023

Operative

Wyrmlade

FAQ : 1.8, DECK:4.2
Datascene: Q4 2023

Operative

Wyrmlade

FAQ : 1.8, DECK:4.2
Datascene: Q4 2023



LOCUS

M APL GA

3 ② 3 1

DF SV W

3 4+ 9

Barbed tail 4 3+ 3/4

Rng ② Silent

Blades 5 2+ 4/6

Lethal 5+

Cult Ambush Preternatural Assassin

Quicksilver Strike (1AP):

Duellist: Each time this operative fights in combat, in the Resolve Successful Hits step of that combat, you can resolve one successful hit before the Attacker. If you do so, that successful hit must be used to parry.

Expert Swordsman: This operative can perform two Fight actions during each of its activations. Each time after this operative fights in combat, it can perform a free Charge action (even if it has done so during this activation), but can only move up to 3.



BROOD-ADEPT

M APL GA

3 ② 2 2

DF SV W

3 5+ 7

Shotgun 4 3+ 3/3

Rng ②

Gun Butt 3 4+ 2/3

Cult Ambush



BROOD-ADEPT

M APL GA

3 ② 2 2

DF SV W

3 5+ 7

Autogun 4 4+ 2/3

Gun Butt

3 4+ 2/3

Cult Ambush



ICON BEARER

M APL GA

3 ② 2 1

DF SV W

3 5+ 7

Shotgun 4 3+ 3/3

Rng ②

Gun Butt 3 4+ 2/3

Cult Ambush

Icon Bearer: When determining control of an objective marker, treat this operative's APL characteristic as being 1 higher. Note that this is not a modifier.

Signal the Strike (1AP): Until the end of the Turning Point, for the purposes of the Cult Ambush ability, if this operative is Visible to and within 3 of the friendly operative performing the Fight or Shoot action, you can re-roll any or all of your attack dice instead (rather than attack dice results of one result). This operative cannot perform this action while within Engagement Range of an enemy operative.

Operative

Wyrmlblade

Date: 1.8, DECK:4.2
Date: 1.8, DECK:4.2

Operative

Wyrmlblade

Date: 1.8, DECK:4.2
Date: 1.8, DECK:4.2

Operative

Wyrmlblade

Date: 1.8, DECK:4.2
Date: 1.8, DECK:4.2

Operative

Wyrmlblade

Date: 1.8, DECK:4.2
Date: 1.8, DECK:4.2



BROOD-ADEPT

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	7

Shotgun	4	3+	3/3
Rng ⑥			
Gun Butt	3	4+	2/3

Cult Ambush



BROOD-ADEPT

M	APL	GA
3 ②	2	2
DF	SV	W
3	5+	7

Autogun	4	4+	2/3
Gun Butt	3	4+	2/3

Cult Ambush

(2) PERFECT AMBUSH

Reveal this Tac Op in the Target Reveal step of any Turning Point before the fourth. Keep a tally of wounds lost by each player's operatives during that Turning Point. At the end of that Turning Point:

- If the total wounds lost by enemy operatives during that Turning Point is greater than that lost by friendly operatives during that Turning Point, you score 1VP.
- If the total wounds lost by enemy operatives during that Turning Point as a result of friendly CULT AGENT operatives (shooting attacks they make or combats they fight in) is greater than the total number of wounds lost by friendly operatives during that Turning Point, you score 1VP.

Wound more

(3) MARK FOR ASSASSINATION

Reveal this Tac Op in the Target Reveal step of any Turning Point.
Friendly NEOPHYTE operatives can perform the following mission action:
MARK FOR ASSASSINATION 1AP:An operative can perform this action while an enemy operative with a Group Activation characteristic of 1 is Visible to and within ④ of it. That enemy operative gains a Marked token. An operative cannot perform this action while within Engagement Range of an enemy operative, or if another friendly operative has performed this action during this Turning Point.

- If an enemy operative with a Marked token is incapacitated, you score 1 VP.
- If another enemy operative with a Marked token is incapacitated, you score 1VP.

Tag then kill

Operative

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Operative

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Tac Op

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Tac Op

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

(1) NOWHERE UNREACHABLE

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Your opponent places one of your Location tokens anywhere in the killzone that is more than 6 from their drop zone.

► At the end of any Turning Point, if a friendly operative is within 1 of that location token, you score 1 VP.

► If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.

Get to Point

Tac Op

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

METICULOUS PLAN

Strategic

1CP

Until the end of the Turning Point, each time a friendly NEOPHYTE operative is activated, if it has a Conceal order, it can perform a mission action or the Pick Up action for one less action point (to a minimum of 0AP). You can only use this Strategic Play once.

Mission Action -1AP

Strategic

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

ONE WITH THE SHADOWS

Strategic

1CP

Until the end of the Turning Point, when determining Line of Sight from an enemy operative to a friendly WYRMLADE operative, if that friendly WYRMLADE operative has a Conceal order, Light terrain is Obscuring.

Light Obscures

Strategic

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

WRITHING INGRESS

Strategic

1CP

Place one of your Ingress tokens within 1 of a terrain feature no more than 1 thick. Until the end of the battle, friendly WYRMLADE operatives can move through that terrain feature as if it were not there, so long as they do so within 1 of that token. You can only use this Strategic Play once.

Door in Terrain

Strategic

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

CROSSFIRE

Strategic

1CP

Until the end of the Turning Point:

- Each time after a friendly WYRMLADE operative makes a shooting attack, if the target has not been incapacitated and does not have a Crossfire token, the target gains a Crossfire token until the end of the Turning Point.
- Each time a friendly WYRMLADE operative makes a shooting attack, if the target has a Crossfire token, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

Retain hits

SLINK INTO DARKNESS

Tactical

1CP

Use this Tactical Ploy at the end of a friendly WYRMLADE operative's activation. If that operative has an Engage order, change it to a Conceal order. You can only use this Tactical Ploy for each friendly operative once.

Go Conceal

COILED SERPENT

Tactical

1CP

Use this Tactical Ploy when a friendly WYRMLADE operative is activated and its order is changed from Conceal to Engage. The first time that operative performs either a Fight or Shoot action during that activation, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your successful normal hits as a critical hit instead.

Ambush Crit

UNQUESTIONING LOYALTY

Tactical

1CP

Use this Tactical Ploy when a friendly WYRMLADE LEADER or CULT AGENT operative is selected as the target for combat. Select one other friendly LOCUS or NEOPHYTE operative (excluding a LEADER operative) within 3 of that friendly operative to intervene.

- If that intervening friendly operative is not within Engagement Range of an enemy operative, you can interrupt that combat to perform a free Charge action with it, but it must finish that move within Engagement Range of the enemy operative fighting in that combat.
- If that intervening friendly operative is within Engagement Range of that enemy operative, it becomes the target for that combat.

Counter charge

Strategic

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Tactical

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Tactical

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Tactical

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

HIDING

Tactical

1 CP

You can only use this Tactical Ploy once. Use this Tactical Ploy in the Set Up Operatives step of the mission sequence, when you would set up operatives. Select up to two friendly NEOPHYTE operatives to be set up hiding instead. In the Firefight phase of the first Turning Point:

- Friendly operatives hiding have a Group Activation characteristic of 1, are considered to be within the killzone for activation purposes and can be activated as normal.
- When a friendly operative hiding is activated for the first time, set it up with an order of your choice anywhere in the killzone within 6 of your drop zone and more than 3 from enemy operatives. That operative is treated as having performed a Normal Move action (subtract action points accordingly), then continue its activation as normal.
- Any hiding operatives not activated by the end of the first Turning Point are incapacitated.

2 Deep Strike

HEROIC INSPIRATION:

Ability

Heroic Inspiration: If this operative incapacitates an enemy operative, until the end of the Turning Point, it is a Heroic Inspiration. Each time a friendly WYRMBLADE NEOPHYTE operative fights in combat or makes a shooting attack, if this operative is a Heroic Inspiration and is Visible to and within 3 the friendly operative, in the Roll Attack Dice step of that combat or shooting attack, you can retain one of your attack dice results of 5+ that is a successful normal hit as a critical hit instead.

KELERMORPH

QUICKSILVER STRIKE

Ability

Quicksilver Strike (1AP): Once this Turning Point, when an enemy operative is performing a Normal Move or Dash action and moves within 5 of this operative, you can interrupt that action to perform a free Charge action with this operative (it must finish that move within Engagement Range of that enemy operative, and if this operative has a Conceal order, change it to an Engage order to do so). If you do so, that enemy operative's action ends without finishing their move, and you must then perform a free Fight action with this operative against that enemy operative. This action is treated as a Fight action for the purposes of action restrictions.

LOCUS

FAMILIAR'S SOULSIGHT

Ability

Familiar's Soulsight (1AP): Select one enemy operative. Until end of the Turning Point, each time this operative makes a shooting attack against that enemy operative:

- The Sanctus sniper rifle this operative is equipped with gains the No Cover special rule for that shooting attack.
- That enemy operative cannot be Obscured for that shooting attack.
- Areas of smoke cannot prevent that enemy operative from being Visible for that shooting attack.

SANCTUS SNIPER

Tactical

Wyrmlade

Date: 1.8, DECK:4.2
FAQ: Q4 2023

Ability

Wyrmlade

Date: 1.8, DECK:4.2
FAQ: Q4 2023

Ability

Wyrmlade

Date: 1.8, DECK:4.2
FAQ: Q4 2023

Ability

Wyrmlade

Date: 1.8, DECK:4.2
FAQ: Q4 2023

FAMILIAR'S SOULSIGHT

Ability

Familiar's Soulsight (1AP): Select one enemy operative. Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, the Sanctus bio-dagger this operative is equipped with gains the Brutal and Balanced special rules for that combat.

Until the end of the Turning Point, each time this operative fights in combat with that enemy operative, in the Resolve Successful Hits step of that combat, the first time you resolve one of your successful critical hits, you can immediately resolve one of your successful normal hits (or a successful critical hit if you have none).

SANCTUS TALON

CULT KNIFE

2EP

The operative is equipped with the following melee weapon for the battle:

Cult Knife 4 4+ 2/3

CULT KNIFE

2EP

The operative is equipped with the following melee weapon for the battle:


Cult Knife 4 4+ 2/3

FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade 4 3+ 2/3
Rng  Blast (2) Indirect Limited

Ability

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

BLASTING CHARGE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle:

Blasting charge	4	3+	3/4
Rng	Blast	Indirect	Limited

FLASH VISOR

1EP

The operative gains the following ability for the battle:

Flash Visor: Each time this operative is activated, you can ignore any or all modifiers to its APL.

Ignore APL Mods

SPOTLIGHT

3EP

The operative gains the following ability for the battle:

Spotlight: While an enemy operative is Visible to and within 6 of a friendly operative with this ability, that enemy operative cannot be Obscured.

Enemy not Obscured

CULT TALISMAN

2EP

The operative gains the following ability for the battle:

Cult Talisman: Once per battle, when a shooting attack is made against this operative, in the Resolve Successful Saves step of that shooting attack, you can change one of your retained normal saves to a critical save.

Normal to Crit

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

CULT TALISMAN

2EP

The operative gains the following ability for the battle:

Cult Talisman: Once per battle, when a shooting attack is made against this operative, in the Resolve Successful Saves step of that shooting attack, you can change one of your retained normal saves to a critical save.

Normal to Crit

CLIMBING EQUIPMENT

2EP

The operative gains the following ability for the battle:

Climbing Equipment: Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 (2) it travels is counted as (2) for that climb.

- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

Easy Climb

CLIMBING EQUIPMENT

2EP

The operative gains the following ability for the battle:

Climbing Equipment: Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 (2) it travels is counted as (2) for that climb.

- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

Easy Climb

CLIMBING EQUIPMENT

2EP

The operative gains the following ability for the battle:

Climbing Equipment: Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 (2) it travels is counted as (2) for that climb.

- This operative does not need to be within ▲ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

Easy Climb

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Equipment

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

WYRMBLADE KILL TEAM

Seek and Destroy, Infiltration

1 leader and 13 operatives

NEOPHYTE LEADER

Either Shotgun or Autogun, or Pistol and Chainsword, power maul or power pick

CULT AGENT (Costs 2, Max 2)

LOCUS, KELERMORPH, SANCTUS SNIPER, SANCTUS TALON

GUNNER (Max 2)

Flamer, Grenade Launcher or Webber

HEAVY GUNNER (Max 2)

Mining laser, seismic canon or heavy stubber

ICON BEARER

Shotgun or Autogun

BROOD-ADEPT

Shotgun or Autogun

CULT AMBUSH

Faction Ability

During the first Turning Point, when this operative is activated, you can change its order.

The First time this operative performs either a Fight or Shoot action in each of its activations, if its order was changed from Conceal to Engage during that activation, or it wasn't **visible to every enemy operative** at the start of that activation, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

PRETERNATURAL ASSASSIN

Faction Ability

This operative cannot be equipped with equipment.

This operative has a 4+ invulnerable save.

Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, if it is in Cover, you can do one of the following:

- Retain one additional dice as a successful normal save as a result of Cover.
- Retain one dice as a successful critical save instead of a normal save as a result of Cover.

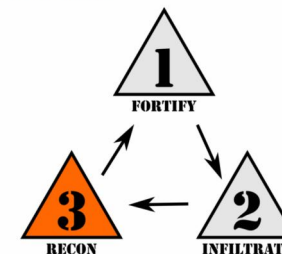
RECON

Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



Team

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Abilities

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Abilities

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Scouting

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

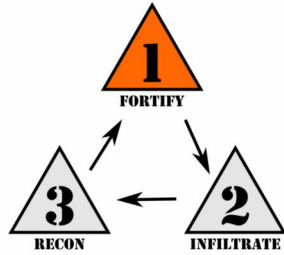
FORTIFY

Matched Play

Set up one additional barricade within 🏠 of your drop zone

Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



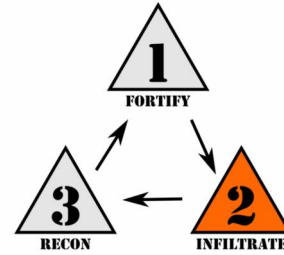
INFILTRATE

Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
 - READY OPERATIVES
 - DETERMINE INITIATIVE
- STRATEGY PHASE
 - GENERATE COMMAND POINTS
 - PLAY STRATEGIC PLOYS
 - TARGET REVEAL
- FIREFIGHT PHASE
 - PERFORM ACTIONS

Scouting

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Scouting

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Matched

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Matched

Wyrmlblade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
		1	2
		1	2
		2	3
		3	4

PHIL TEAM

This deck was from ko-fi.com/phil_g



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at bigphilgunner@gmail.com

Images taken from [instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

PHIL TEAM

This deck was from ko-fi.com/phil_g



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at bigphilgunner@gmail.com

Images taken from [instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

PHIL TEAM

This deck was from ko-fi.com/phil_g



Visit for many more free decks, and to get a custom decks for your teams.

or contact directly at bigphilgunner@gmail.com

Images taken from [instagram.com/phil.paints.stuff](https://www.instagram.com/phil.paints.stuff)

Give this card away

Scorecard

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Credits

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Credits

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023

Credits

Wyrmlade

FAQ : 1.8, DECK:4.2
Date: Q4 2023