

FE_RED

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COLLABORATORS

	<i>TITLE :</i> FE_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	FE_RED	1
1.1	Fallen Empires - Red Cards	1
1.2	Brassclaw Orcs	2
1.3	Dwarven Armorer	2
1.4	Dwarven Catapult	2
1.5	Dwarven Lieutenant	3
1.6	Dwarven Soldier	3
1.7	Goblin Chirurgeon	3
1.8	Goblin Flotilla	4
1.9	Goblin Grenade	4
1.10	Goblin Kites	4
1.11	Goblin War Drums	5
1.12	Goblin Warrens	5
1.13	Orcish Captain	5
1.14	Orcish Spy	6
1.15	Orcish Veteran	6
1.16	Orgg	6
1.17	Raiding Party	7

Chapter 1

FE_RED

1.1 Fallen Empires - Red Cards

Fallen Empires - Red Cards

Brassclaw Orcs

Dwarven Armorer

Dwarven Catapult

Dwarven Lieutenant

Dwarven Soldier

Goblin Chirurgeon

Goblin Flotilla

Goblin Grenade

Goblin Kites

Goblin War Drums

Goblin Warrens

Orcish Captain

Orcish Spy

Orcish Veteran

Orgg

Raiding Party

1.2 Brassclaw Orcs

Brassclaw Orcs

Color = Red
Rarity = FE(C4)
Type = Summon Orcs (3/2)
Cost = 2R
Artist = Dan Frazier / Heather Hudson / Rob Alexander / Rob Alexander
Print run = FE(8,925,500)

NOTE: There are FOUR different artworks for this card.

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

NO RULINGS

1.3 Dwarven Armorer

Dwarven Armorer

Color = Red
Rarity = FE(U1)
Type = Summon Dwarf (0/2)
Cost = R
Artist = Bryon Wackwitz
Print run = FE(744,000)

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

Rulings

1.4 Dwarven Catapult

Dwarven Catapult

Color = Red
Rarity = FE(U3)
Type = Instant
Cost = XR
Artist = Jeff A. Menges
Print run = FE(2,231,500)

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

Rulings

1.5 Dwarven Lieutenant

Dwarven Lieutenant

Color = Red
Rarity = FE(U3)
Type = Summon Dwarf (1/2)
Cost = RR
Artist = Douglas Shuler
Print run = FE(2,231,500)

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

NO RULINGS

1.6 Dwarven Soldier

Dwarven Soldier

Color = Red
Rarity = FE(C3)
Type = Summon Dwarf (2/1)
Cost = 1R
Artist = Douglas Shuler / Rob Alexander / Randy Asplund-Faith
Print run = FE(6,694,000)

NOTE: There are THREE different artworks for this card.

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

Rulings

1.7 Goblin Chirurgeon

Goblin Chirurgeon

Color = Red
Rarity = FE(C3)
Type = Summon Goblin (0/2)
Cost = R
Artist = Dan Frazier / Daniel Gelon / Phil Foglio
Print run = FE(6,694,000)

NOTE: There are THREE different artworks for this card.

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

Rulings

1.8 Goblin Flotilla

Goblin Flotilla

Color = Red
Rarity = FE(U1)
Type = Summon Goblins (2/2)
Cost = 2R
Artist = Tom Wanerstrand
Print run = FE(744,000)

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.

Rulings

1.9 Goblin Grenade

Goblin Grenade

Color = Red
Rarity = FE(C3)
Type = Sorcery
Cost = R
Artist = Christopher Rush / Dan Frazier / Ron Spencer
Print run = FE(6,694,000)

NOTE: There are THREE different artworks for this card.

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

Rulings

1.10 Goblin Kites

Goblin Kites

Color = Red
Rarity = FE(U3)
Type = Enchantment
Cost = 1R
Artist = Anson Maddocks
Print run = FE(2,231,500)

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(C4)
Type = Enchantment
Cost = 2R
Artist = Dan Frazier / Heather Hudson / Jeff A. Menges / Richard Kane-Ferguson
Print run = FE(8,925,500)

NOTE: There are FOUR different artworks for this card.

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

Rulings

1.12 Goblin Warrens

Goblin Warrens

Color = Red
Rarity = FE(U1)
Type = Enchantment
Cost = 2R
Artist = Dan Frazier
Print run = FE(744,000)

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

Rulings

1.13 Orcish Captain

Orcish Captain

Color = Red
Rarity = FE(U3)
Type = Summon Orc (1/1)
Cost = R
Artist = Mark Tedin
Print run = FE(2,231,500)

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.

Rulings

1.14 Orcish Spy

Orcish Spy

Color = Red
Rarity = FE(C3)
Type = Summon Orc (1/1)
Cost = R
Artist = Daniel Gelon / Pete Venters / Susan van Camp
Print run = FE(6,694,000)

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.

NO RULINGS

1.15 Orcish Veteran

Orcish Veteran

Color = Red
Rarity = FE(C4)
Type = Summon Orc (2/2)
Cost = 2R
Artist = Dan Frazier / Douglas Shuler / Melissa Benson / Quinton Hoover
Print run = FE(8,925,500)

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.

NO RULINGS

1.16 Orgg

Orgg

Color = Red
Rarity = FE(U1)
Type = Summon Orgg (6/6)

Cost = 3RR
Artist = Daniel Gelon
Print run = FE(744,000)

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.

Rulings

1.17 Raiding Party

Raiding Party

Color = Red
Rarity = FE(U3)
Type = Enchantment
Cost = 2R
Artist = Quinton Hoover
Print run = FE(2,231,500)

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
