

ALLEGIANCE

War of Factions

"Set 11 Cards" - 1st Edition

In many tournament documents (and elsewhere in the Allegiance: War of Factions world) the term "set 11" or "set 11 cards" is used. These terms refer to the 11 commons that appear in every starter pack, and they will be allowed, in addition to whatever you draft, in any draft tournament, as well as any sealed tournament that does not include a starter deck (for whatever reason).

The cards are:

<u>Name</u>	<u>Type</u>	<u>Rarity</u>	<u>Artist</u>
Blacksmith's Shop	Structure	Common (Set)	J.T. Kauffman
Campaign Office	Structure	Common (Set)	Lance W. Card
Holy Site	Structure	Common (Set)	Lance W. Card
Inn	Structure	Common (Set)	Lance W. Card
Law School	Structure	Common (Set)	Lance W. Card
Lord's Estate	Stronghold	Common (Set)	Lance W. Card
Lumber Mill	Structure	Common (Set)	Lance W. Card
Pig Farm	Structure	Common (Set)	Lance W. Card
Political Forum	Structure	Common (Set)	Lance W. Card
Sacred Pool	Structure	Common (Set)	Lance W. Card
Shrine	Structure	Common (Set)	Lance W. Card

These cards currently appear as the first 11 cards in the starter (with Blacksmith's Shop on top), and are all together. You may get duplicates later on within a starter, as these cards are also commons, but this is what people mean when they say "set 11." Additionally, the cards also appear in booster packs.