



## **ARCHER GUARDIAN**



**VULNERABILITY**



**COST** 6

**MOVE** 0



## **ABILITY**

Attacks during Traps  
Fire segment. Only  
attacks enemies  
exactly two tiles away.

In the Hero Upgrade  
Phase, any player can  
spend 1 skull to move  
the Archer 1 tile.



## **PALADIN GUARDIAN**



+ kill one Lesser Minion

**VULNERABILITY**



**COST 12**

**MOVE 0**



## **ABILITY**

Attacks during Traps Fire segment, targeting his own tile. (Remember, when he is in the Rift, he will attack before Minions exit).

In the Hero Upgrade Phase, any player can spend 3 skulls to move the Paladin 1 tile.



**DWARF GUARDIAN**



**VULNERABILITY**



**COST** 9

**MOVE** 0



**ABILITY**

Attacks during Traps  
Fire segment. Only  
attacks enemies in  
adjacent tiles.

In the Hero Upgrade  
Phase, any player can  
spend 2 skulls to move  
the Dwarf 1 tile.

# **GUARDIAN RULES**

Players may purchase a Guardian during the Hero Upgrade Phase. A team can pool their skulls to buy a Guardian. Guardians are always placed in the Rift (though you may move them at a cost), and are a last- ditch defense against the enemy.

Guardians can be attacked, though minions in the Rift still exit rather than attacking a Guardian. For each hit on a Guardian, place 1 skull on his loyalty card. When the total skulls equals the Guardian's cost, he dies. Guardians do not heal.

They make the game easier for players. Their use can be balanced by using tougher maps or other means (as described in the rulebook) to heighten overall game challenge.



**ORCS**  
**MUST DIE!**  
THE  
**BOARDGAME!**