

ARCHER GUARDIAN



#### **VULNERABILITY**



COST

MOVE

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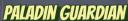


# ABILITY

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.







#### **VULNERABILITY**



MOVE



# 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.







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.

