

# Vanguards

## Starting Setup

- 1 x Temple Priest
- 1 x Citadel Knight

## Events (2x)

**Sera Eldwyn**  
Summoner Unit • Vanguards

12

**The Citadel's Might**  
After this unit attacks an enemy unit, if there are 1 or more friendly Citadel units on the battlefield, you may retrieve a Citadel unit from your discard pile, reveal it, and add it to your hand.

**Holy Judgment**  
Epic Event • Attack Phase

0

Add 2 boost to this card.

**ACTIVE**  
Friendly commons have +1 strength.  
At the start of your turn, you may spend 1 boost instead of discarding this event.  
Each time a friendly unit is destroyed, remove 1 boost from this card, if able.

**Renewed Hope**  
Standard Event • Summon Phase

0

**ACTIVE**  
You may summon units during any phase of your turn. Units may be summoned adjacent to your summoner.

**Mass Heal**  
Standard Event • Any Phase

0

Remove 2 damage from each friendly common and champion within 2 spaces of your summoner.

**Guarding Spirits**  
Standard Event • Magic Phase

0

**ACTIVE**  
Friendly commons within 3 spaces of your summoner have this ability:  
**Guarded**  
The first time this unit is attacked on a turn, do not add more than 1 damage to it for that attack.

## Commons (4x)

**Citadel Knight**  
Common Unit • Vanguards

2 5

**Engage**  
Each time an adjacent enemy unit moves or is forced away from this unit, add 1 damage to that enemy.

**Protect**  
When an adjacent enemy attacks, the target of that attack must be a unit with the Protect ability.

2!

**Citadel Archer**  
Common Unit • Vanguards

2 5

**Arrow of Light**  
Before this unit attacks, reveal and discard any number of distinct units from your hand. Gain 1 magic for each. This unit has +1 strength during that attack for each.

1

**Citadel Paladin**  
Common Unit • Vanguards

2 4

**Intercession**  
After this unit attacks an enemy unit, draw cards equal to the number of 1 rolled.

3!

**Temple Priest**  
Common Unit • Vanguards

0 2

**Heal**  
Before this unit attacks a friendly common or champion, you may discard 1 card from your hand. If you do, instead of adding damage, remove a number of damage equal to the number of 1 and 2 rolled.

2!

# Champions

**Valna Stoutheart**  
Champion Unit • Vanguard

6 ♦ 9 ♥

**Guidance**  
At the start of your Summon Phase, draw 2 cards.

**Citadel Champion**  
This unit has +1 strength for each friendly Citadel unit within 2 spaces.



2 ♣

**Jacob Eldwyn**  
Champion Unit • Vanguard

3 ♦ 5 ♥

**Radiant Shot**  
This unit has +1 strength for every 2 magic you have.

**Bow Captain**  
After this unit attacks an enemy unit, the next A common that attacks this turn has +1 strength during that attack.



2 ♣

**Colleen Brighton**  
Champion • Vanguard

6 ♦ 8 ♥

**Divine Shield**  
Each time a friendly Citadel unit within 3 spaces of this unit is targeted by an attack from an enemy, roll 2 dice. For each rolled, reduce the attacking unit's strength by 1 during that attack, to a minimum of 1.



3 ♣

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