

Vanguards

Starting Setup

- 1 x Temple Priest
- 1 x Citadel Knight

Sera Eldwyn
 Summoner • 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.

Events (2x)

Holy Judgment
 Epic • 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 • 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 • Move Phase

1

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

Guarding Spirits
 Standard • 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 • 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 • 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 • Vanguards

2 4

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

3

Temple Priest
 Common • 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 and rolled.

2

Champions


Valna Stoutheart
Champion • 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 • Vanguard

5 ♦ 6 ♥

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

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.

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