

# Vanguards

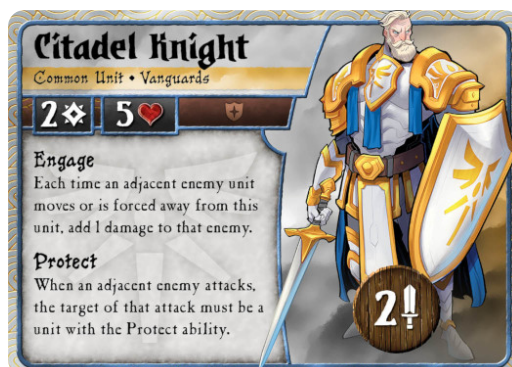
## Starting Setup

1 x Temple Priest  
1 x Citadel Knight

## Events (2x)



## Commons (4x)



# 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

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.



3

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