

DELIVER THE RING OF ARC

TRAINING MISSION

- Put the Ring of Arc into zone 1.
- If the Ring of Arc is in zone 4, you win.

SAS\_108

RETRIEVE THE RING OF ARC

TRAINING MISSION

- Put the Ring of Arc into zone 4.
- If the Ring of Arc is in zone 1, you win.

SAS\_108

RING OF ARC

FEATURE: OBJECT

Lead heroes in this zone get "Free Action: I pick up the Ring of Arc."

A hero with the Ring of Arc gets +2 ATK and +2 DEF.

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ATK 5 DEF 4

MAJOR HERO • GOOD • Draco-Titan

KILTHANE

THE BLACK KNIGHT

**Knight's Charge** — If you play me in round 3 or later, you may play me into any zone where you already have a hero.

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ATK 5 DEF 4

MAJOR HERO • GOOD • Draco-Titan

KILTHANE

THE BLACK KNIGHT

**Knight's Charge** — If you play me in round 3 or later, you may play me into any zone where you already have a hero.

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ATK 4 DEF 5

MAJOR HERO • GOOD • Litho-Titan

PONDEROUS

ROCKY DINO

**Unblockable**

If it's round 1, eliminate me.

*Though made of stone, Ponderous loves swimming, especially in Scottish lakes.*

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ATK 4 DEF 4

MAJOR HERO • GOOD • Yama-Titan

SHINOBI

SMOKE NINJA

**Ninja Flight** — I can move up to 3 zones forward.

*Shinobi is as quiet as shadow and as fast as darkness itself.*

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ATK 4 DEF 4

MAJOR HERO • GOOD • Yama-Titan

SHINOBI

SMOKE NINJA

**Ninja Flight** — I can move up to 3 zones forward.

*Shinobi is as quiet as shadow and as fast as darkness itself.*

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DAKTARI

ENIGMATIC ALLY

MINOR HERO

GOOD • Seeker

ATK 3 DEF 2

**Sudden Arrival** — You may play me from your hand into a zone whose number is the same as the round number.

*A doctor by trade, Dakтари shows up when—and where—you least expect him.*

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