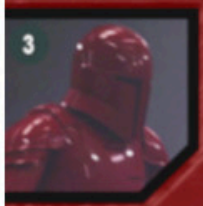
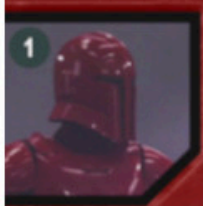


The Praetorian Guard™



 <p>Attack 5*</p> <p>Praetorian Guard SYNCHRONIZED ATTACK</p> <p>Play when Praetorian is attacking. *Add 2 to the attack value for each additional Praetorian Guard adjacent to the defending character.</p>	 <p>Attack 5*</p> <p>Praetorian Guard SYNCHRONIZED ATTACK</p> <p>Play when Praetorian is attacking. *Add 2 to the attack value for each additional Praetorian Guard adjacent to the defending character.</p>	 <p>Attack 5*</p> <p>Praetorian Guard SYNCHRONIZED ATTACK</p> <p>Play when Praetorian is attacking. *Add 2 to the attack value for each additional Praetorian Guard adjacent to the defending character.</p>
 <p>5* Defend</p> <p>Praetorian Guard SYNCHRONIZED DEFENSE</p> <p>Play when Praetorian is defending. *Add 2 to the defense value for each Praetorian Guard adjacent to the defending character.</p>	 <p>5* Defend</p> <p>Praetorian Guard SYNCHRONIZED DEFENSE</p> <p>Play when Praetorian is defending. *Add 2 to the defense value for each Praetorian Guard adjacent to the defending character.</p>	 <p>Attack 7</p> <p>Praetorian Guard STUNNING BLOW</p> <p>Play when Praetorian is attacking. If the defending character takes damage, it may not move on its next turn.</p>
 <p>Attack 7</p> <p>Praetorian Guard STUNNING BLOW</p> <p>Play when Praetorian is attacking. If the defending character takes damage, it may not move on its next turn.</p>	<p>SPECIAL</p>  <p>Praetorian Guard ELECTRO PLASMA ATTACK</p> <p>Play anytime on your turn. Any enemy character adjacent to a Praetorian Guard takes 3 damage. Each player affected discards a card at random.</p>	<p>SPECIAL</p>  <p>Praetorian Guard ELECTRO PLASMA ATTACK</p> <p>Play anytime on your turn. Any enemy character adjacent to a Praetorian Guard takes 3 damage. Each player affected discards a card at random.</p>

SPECIAL



Praetorian Guard

SYNCHRONIZED MOVEMENT

Play anytime on your turn.
Move each Praetorian Guard up to 5 spaces. Draw a card.

SPECIAL



Praetorian Guard

SYNCHRONIZED MOVEMENT

Play anytime on your turn.
Move each Praetorian Guard up to 5 spaces. Draw a card.


SPECIAL



Praetorian Guard


SYNCHRONIZED MOVEMENT

Play anytime on your turn.
Move each Praetorian Guard up to 5 spaces. Draw a card.



Attack **5**

Defend **1**




Attack **5**

Defend **1**




Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**



Attack **3**

Defend **3**

