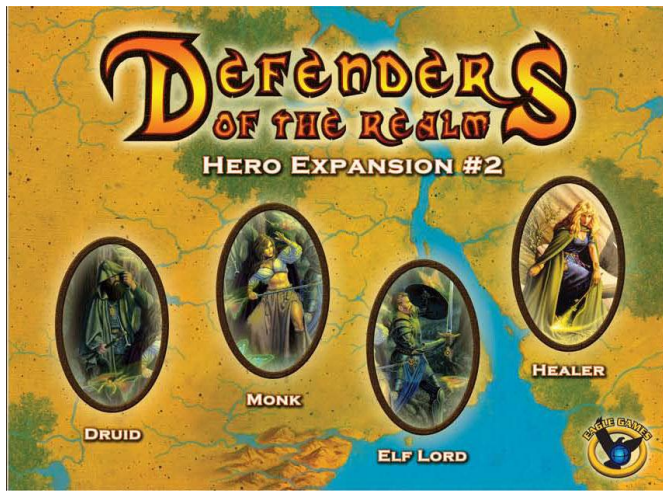


Defenders Hero Expansion #2



Game Components:

- 4 New Hero Boards
- 4 Matching Character Cards
- 6 New Global Effects Cards
- 1 Token
- Expansion Rules

“Sire, the war is not going well. We need to move you and the Queen from Monarch City as quickly as possible.” “Now is not the time to flee, but rather the time to fight!” the King announced as he looked each of his advisors one by one in the eyes. “Send fast riders to all corners of the Realm, seeking more heroes to come to our aid. Call for the Captain of the Guard and have him gather his elite troops—we will stand against these invaders. Monarch City shall not fall!”

Here are four new Heroes with matching Character Cards (Druid, Elf Lord, Healer and the Monk) who have come to help defend Monarch City; each with special powers. There are no new rules simply add the cards and token to the base game to begin a new adventure.

Global Effects Cards should be added to the Global Effects Cards from the other Expansions to create one “Good” and one “Bad” Global Effects Deck. Several cards from each deck are added to the Darkness Spreads Deck and will change game play in a thematic way. Options allow players to increase or decrease the level of difficulty.

Now answer the King’s call to defend Monarch City!

Game designed by Richard Launius
Art by Larry Elmore
Published by Gryphon Games
Made in China

Players:	1 - 4 players
Playing time:	120+ minutes
Age:	Adult 13+
Case size:	12 (600g/unit)

Product Code:	101292N
UPC:	7 1812256489 7
Size:	8.5" x 6.25" x 2"
MSRP:	\$24.99

Target Audience:

- Casual to advanced gamers
- Fans of cooperative game play
- Game, book, hobby and gift stores

Core Information:

- Easy to learn, fast-paced game
- Striking, thematic art work
- Exercises communication, advanced planning & reasoning skills; encourages flexible thinking

