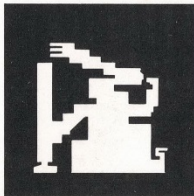


# ARCHON—Quick Reference Card

## The Opposing Forces

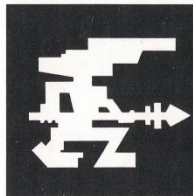
### LIGHT SIDE

#### WIZARD



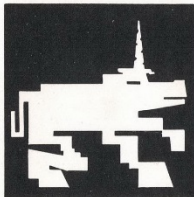
MOVEMENT: Teleport—3  
SPEED: Normal  
ATTACK MODE: Fireball  
ATTACK FORCE: Great  
ATTACK SPEED: Medium  
ATTACK INTERVAL: Average  
LIFESPAN: Average  
NUMBER ON SIDE: 1

#### VALKYRIE



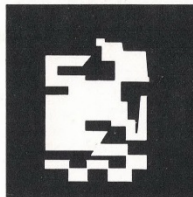
MOVEMENT: Fly—3  
SPEED: Normal  
ATTACK MODE: Magic spear  
ATTACK FORCE: Moderate  
ATTACK SPEED: Slow  
ATTACK INTERVAL: Average  
LIFESPAN: Average  
NUMBER ON SIDE: 2

#### UNICORN



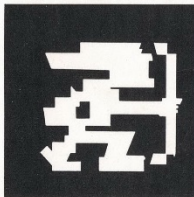
MOVEMENT: Ground—4  
SPEED: Normal  
ATTACK MODE: Energy bolt  
ATTACK FORCE: Moderate  
ATTACK SPEED: Fast  
ATTACK INTERVAL: Short  
LIFESPAN: Average  
NUMBER ON SIDE: 2

#### DJINNI



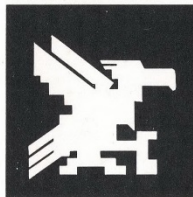
MOVEMENT: Fly—4  
SPEED: Normal  
ATTACK MODE: Whirlwind  
ATTACK FORCE: Moderate  
ATTACK SPEED: Medium  
ATTACK INTERVAL: Average  
LIFESPAN: Long  
NUMBER ON SIDE: 1

#### ARCHER



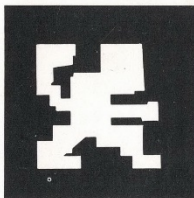
MOVEMENT: Ground—3  
SPEED: Normal  
ATTACK MODE: Arrow  
ATTACK FORCE: Minor  
ATTACK SPEED: Medium  
ATTACK INTERVAL: Average  
LIFESPAN: Short  
NUMBER ON SIDE: 2

#### PHOENIX



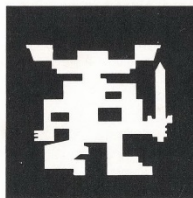
MOVEMENT: Fly—5  
SPEED: Normal  
ATTACK MODE: Fiery explosion  
ATTACK FORCE: Great  
ATTACK SPEED: Slow  
ATTACK INTERVAL: Long  
LIFESPAN: Long  
NUMBER ON SIDE: 1

#### GOLEM



MOVEMENT: Ground—3  
SPEED: Slow  
ATTACK MODE: Boulder  
ATTACK FORCE: Great  
ATTACK SPEED: Slow  
ATTACK INTERVAL: Long  
LIFESPAN: Long  
NUMBER ON SIDE: 2

#### KNIGHT



MOVEMENT: Ground—3  
SPEED: Normal  
ATTACK MODE: Sword  
ATTACK FORCE: Minor  
ATTACK SPEED: Instant  
ATTACK INTERVAL: Very Short  
LIFESPAN: Short  
NUMBER ON SIDE: 7

# ARCHON—Quick Reference Card

## The Opposing Forces

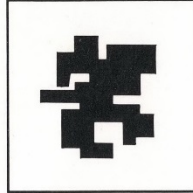
### DARK SIDE

#### SORCERESS



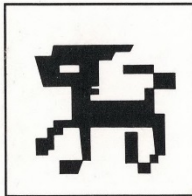
MOVEMENT: Teleport—3  
SPEED: Normal  
ATTACK MODE: Lightning bolt  
ATTACK FORCE: Moderate  
ATTACK SPEED: Fast  
ATTACK INTERVAL: Average  
LIFESPAN: Average  
NUMBER ON SIDE: 1

#### SHAPESHIFTER



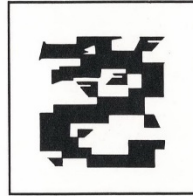
MOVEMENT: Fly—5  
SPEED: Varies  
ATTACK MODE: Varies  
ATTACK FORCE: Varies  
ATTACK SPEED: Varies  
ATTACK INTERVAL: Varies  
LIFESPAN: Unknown  
NUMBER ON SIDE: 1

#### BASILISK



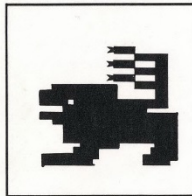
MOVEMENT: Ground—3  
SPEED: Normal  
ATTACK MODE: Eye beam  
ATTACK FORCE: Great  
ATTACK SPEED: Fast  
ATTACK INTERVAL: Short  
LIFESPAN: Short  
NUMBER ON SIDE: 2

#### DRAGON



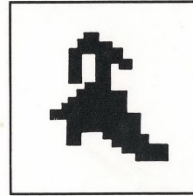
MOVEMENT: Fly—4  
SPEED: Normal  
ATTACK MODE: Fiery breath  
ATTACK FORCE: Very great  
ATTACK SPEED: Medium  
ATTACK INTERVAL: Long  
LIFESPAN: Very Long  
NUMBER ON SIDE: 1

#### MANTICORE



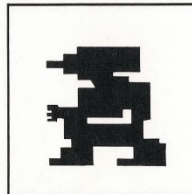
MOVEMENT: Ground—3  
SPEED: Normal  
ATTACK MODE: Tail Spikes  
ATTACK FORCE: Minor  
ATTACK SPEED: Slow  
ATTACK INTERVAL: Average  
LIFESPAN: Average  
NUMBER ON SIDE: 2

#### BANSHEE



MOVEMENT: Fly—3  
SPEED: Normal  
ATTACK MODE: Scream  
ATTACK FORCE: Moderate  
ATTACK SPEED: Instant  
ATTACK INTERVAL: Long  
LIFESPAN: Average  
NUMBER ON SIDE: 2

#### TROLL



MOVEMENT: Ground—3  
SPEED: Slow  
ATTACK MODE: Boulder  
ATTACK FORCE: Great  
ATTACK SPEED: Slow  
ATTACK INTERVAL: Long  
LIFESPAN: Long  
NUMBER ON SIDE: 2

#### GOBLIN



MOVEMENT: Ground—3  
SPEED: Normal  
ATTACK MODE: Club  
ATTACK FORCE: Minor  
ATTACK SPEED: Instant  
ATTACK INTERVAL: Very short  
LIFESPAN: Short  
NUMBER ON SIDE: 7