

Ranger Rules

Part 1 of 2



Setup:

When playing with the Ranger Character Pack, you begin the game with 58 health. You may keep score with the two health-tracking cards. Put those cards, the **Ranger** character card, and the **Headshot** and **Track** ability cards into play in front of you. None of these cards ever go into your personal deck.

Shuffle the other cards (**Ruby**, **Horn of Calling**, **Hunting Bow**, two **Black Arrow**, and five **Gold**) to create your ten-card personal deck.

Using Headshot:

- Ability cards, like **Headshot**, may only be used during their owner's turn.
- **Headshot** is sacrificed when you use it. (Move it to the Sacrifice Pile to gain the effect listed.)

Using Black Arrow:

- If you have any card in play with "bow" as a subtype, you draw a card.

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Using Track:

- Ability cards, like *Track*, may only be used during their owner's turn.
- To use *Track* and gain its effect, you must pay two gold and expend the card.
- Just like champion cards, *Track* prepares at the end of its owner's turn, allowing it to be used again on that player's next turn.
- If you use this ability and do not have at least three cards in your deck, set aside whatever cards are in your deck and shuffle your discard pile to make a new deck. Then, continue to set cards aside until you have three cards to examine.

Hero Realms Character Packs can be used not only in head-to-head play, but also as part of exciting cooperative game formats. Adventure with your friends, take on dangerous missions and battle against fearsome bosses!

Learn more about cooperative play at
www.HeroRealms.com/coop