

# SWORD DRILL ARENA (PvP)

**Player vs Player (Skirmish Model)** Below is the PvP Tracker guide that provides a space to store tokens and cards. It will help you track what your team has achieved during the game. No rules have been refined in PvP.

**Action & Guidance Token Tracker** Place your Action & Guidance Tokens here.

### New ARMORY Storage Space

Holding space for all unequipped items.

This is also where you will place Heaven's Armies Cards.

**NOTE:** Angels do not give you Boosts while in your Armory and you may only carry one at a time.

### New PAGE OF LIGHT TRACKER

Some games in the Sea of Glass require you to collect Pages of Light token(s). You can place tokens here to track what you/your team have collected.

Use LP Stones to mark the Armor of Light you have collected.

### New SEAL & ARMOR OF LIGHT TRACKER

# NEW ITEMS, NEW FOCUS, NEW STRATEGY.

*The dark presence that's infecting these streets never seems to let up, but they tend to use the same old tricks, using overplayed ancient lies and rusted snares; they strangle and trap their victims--stealing and destroying anything they can. We need to change up our strategy. Be vigilant and precise with our strikes or we're going to lose this battle.*

*As you trudge through The Unseen and attempt to burn out this ever looming darkness you will be gifted precious stones. As you fill your Storehouse with this treasure you will become brighter than ever before; a beacon of light, a signal for Heaven's Armies to aid your struggle. When things get intense and you and your friends need help, you will be given the authority to call these warriors to the battlefield. They're always at the ready, eager to empower you and your team's focus with Guidance, Faith and Explosive Light that flows abundantly from the throne of our King.*

## NEW ITEMS

### 1. TRACKER CARD X8

**Action & Guidance Token Tracker** Place your Action & Guidance Tokens here.

**New ARMORY Storage Space**  
Holding space for all unequipped items.

**New STOREHOUSE**  
When you hit/defeat an enemy you earn 1 LP Stone.  
Gather all 6 to draw a Heaven's Armies Card.  
Place the Angel card in your Storehouse and gain the BOOST from that Angel until played on the battlefield.

### 2. LP STONES

### New ARMORY Storage Space

Holding space for all unequipped items.

### New STOREHOUSE

When you hit/defeat an enemy you earn 1 LP Stone.  
Gather all 6 to draw a Heaven's Armies Card.  
Place the Angel card in your Storehouse and gain the BOOST from that Angel until played on the battlefield.