

# Game Manual

The game is a tactical battle between the characters controlled by the two players. At the start of the game, characters are chosen and positioned on the play area. On each turn, the current player can do 2 actions.

## Play area

The battle will take place on a grid of square tiles. The initial placement of the characters is done anywhere on the field. The budget is 30 points, and most characters are worth 10 points.

## Flanking

Positioning provides an advantage. If at least two of your characters are within one tile of the foe you are attacking, the attack does 20% more damage.

## Characters

Characters can have unique abilities. Unless otherwise specified, all have a movement range of 2 tiles (1 on the diagonals), a melee attack that can target all tiles directly next to the character, a health of 40 points, and a cost of 10 points. The first player chooses from the left column while the second player chooses from the right one.

### **Warrior**

Double damage

### **Mage**

Half damage

Teleportation within a long range

Magic missile with a long range

### **Archer**

Ranged attack with a medium range

### **Healer**

Heals allies or itself for 5 points

### **Cube**

Vampirism, heals itself for 5 points when attacking

### **Flying**

Half health

Half cost

Ranged attack with a short range

### **Goblin**

Half cost

Movement range increased by 50%

### **Heavy**

Damage increased by 50%

Cost increased by 50%

Attacks all 9 tiles in the square centered on its target, including itself.

### **Blue**

Has no abilities