

Controls

Left/Right Arrow Keys to select units

Up/Down Arrow Keys to select actions

Spacebar to confirm

Warrior

- 1) Dash – Move 2 spaces
- 2) Swing – Attack enemy within 1 range of a single direction
- 3) Shockwave – Swing the sword vigorously and damage enemies within 3 range of a single direction

Archer

- 1) Position – Move 2 spaces
- 2) Pierce – Shoot an arrow to a single direction, damaging all enemies it hits
- 3) Volley – Fire multiple arrows that will damage enemies within the width of 3

Assassin

- 1) Teleport – Move 4 spaces
- 2) Shuriken – Hit an enemy within range of 3, applying mark
- 3) Backstab – Hit an enemy, if target is weakened, consume the effect and deal x2 damage.

Horseman

- 1) Charge – Charge towards nearest enemy, weakening it.
- 2) Lance – Hit an enemy, if target is weakened, consume the effect and deal x2 damage.
- 3) Heal – Heal all nearby allies of range 2, including self