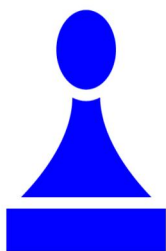
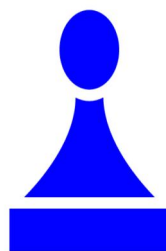


## TYRANUS



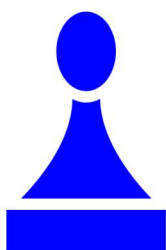
*On attack, can destroy 2 enemy units (people first, then buildings). On defense, defends as a normal unit.*

## ALEERIAN



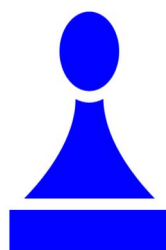
*On attack, attack as a normal unit. On defense, must be attacked first and must take two attacks to be destroyed.*

## GAVIWOL



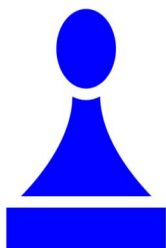
*Instead of attacking as normal, uses its attack to take out one enemy unit without dying. On defense, defends as a normal unit.*

## JOBRICOB



*Cannot attack. Must be attacked first and must take three attacks to be destroyed.*

## BERSKÖL



*On attack, can destroy three enemy units (people first, then buildings). On defense, immediately die when attacked and kill no enemy units.*