


<p>1 TYRANUS</p>  <p> <i>Can destroy 2 enemy units (people first, then buildings)</i> <i>Defends as a normal unit</i> <i>None</i> </p>	<p>1 ALERIAN</p>  <p> <i>Attack as a normal unit</i> <i>Must be attacked first and can only be destroyed if attacked by two units</i> <i>None</i> </p>
<p>1 GAVIWOL</p>  <p> <i>Uses its attack to take out one enemy unit without dying</i> <i>Defends as a normal unit</i> <i>None</i> </p>	<p>1 JOBRICOB</p>  <p> <i>Cannot attack</i> <i>Must be attacked first. Can only be destroyed by another hero</i> <i>None</i> </p>
<p>1 BERSKOI</p>  <p> <i>Can destroy 2 enemy units (people first, then buildings)</i> <i>When attacked dies without killing the other unit</i> <i>None</i> </p>	<p>Initium</p>
<p>2 PEREGRINUS</p>  <p> <i>Cannot attack</i> <i>When attacked dies without killing the other unit</i> <i>Can spawn a building as his action. If all buildings are spawned, can be respawned as a different hero.</i> </p>	<p>2 CRIPTIO</p>  <p> <i>Attack as a normal unit</i> <i>Defends as a normal unit</i> <i>Can spawn a person as his action, but only on tiles the player controls</i> </p>
<p>2 MONTARIUS</p>  <p> <i>Can only attack people on tiles diagonal to this unit, but does not die when he attacks. Cannot attack buildings.</i> <i>Defends as a normal unit</i> <i>None</i> </p>	<p>2 SUOVE</p>  <p> <i>Can attack and destroy all buildings on a tile, if there are any people on the tile the hero and the buildings die</i> <i>When attacked dies without killing the other unit</i> <i>None</i> </p>
<p>2 JACTURA</p>  <p> <i>Cannot attack</i> <i>Defends as a normal unit</i> <i>After three turns can be sacrificed to swap the location of two tiles on the board</i> </p>	