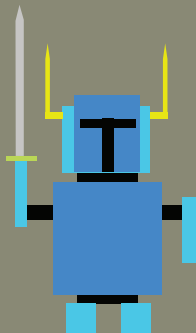


# HERO STATS

NOTE: A Villain usually has 20 Attack points and an HP of 150

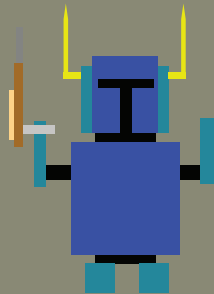


## ATTACKER

HP 100

ATTACK: 50

Special Ability: 25% chance of hitting double damage

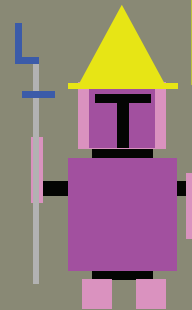


## ATTACKER TWO

HP 100

ATTACK: 50

Special Ability: 25% chance of making a quick attack before the villain makes a move

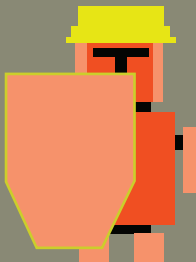


## WIZARD

HP 100

ATTACK: 50

Special Ability: Always carries a Map so you will know the directions in a city

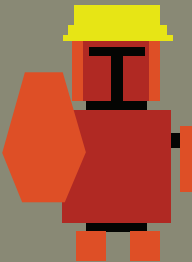


## DEFENDER

HP 120

ATTACK: 50

Special Ability: Higher HP, can take an extra hit

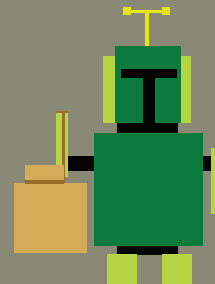


## DEFENDER TWO

HP 100

ATTACK: 50

Special Ability: Can consume double the HP when consuming healing items



## GUARDIAN

HP 80

ATTACK: 50

Special Ability: Disables the chance of homebase being robbed, but has a lower HP