



There are areas you cannot go on, like mountains n stuff

Choke point at the center area

Rough terrain areas are like half speed

$\frac{1}{2}$ should be rough terrain

You can only move to spaces connected to where you are

Big world map inspo

<https://www.redblobgames.com/maps/mapgen4/>

Item spaces on the board with boosts

How many squares - 20x20

2 of the 5 mana pools should have little x's on them

Units

Tiger Mercenary

Set spawn position - whoever wins the bid places the tiger where they want, in their own territory

TBD

Scout - 5 mana

Health - 1 Shield - 1 Attack - 1 Speed - 3

Warrior - 10 mana Speed - 2

Health - 3 Shield - 1 Attack - 2

Battle Medic - 15 mana Speed - 2

Health - 2 Shield - 3 Attack - 1 Heal - 2

Brute - 20 mana Speed - 1

Health - 8 Shield - 0 Attack - 3

Hero - Health - 10 Shield - 3 Attack - 5 Speed - 2

Hero Abilities

Four - Knights, feeple, demons, plants - 25 mana, 5 turn cooldown

Cd- 3turnKnights - rally cry, you get one extra shield and extra health to a friendly Unit somewhere near the hero

Cd- 3turnFeeple - all units near your hero get double movement speed for 2 turns

Cd - 5 turn Demons - all units around your hero in a cross shape get the ability to fly over mountains for three turns

Cd - 5 turnPlants - pick a unit next to your hero, they get the root ability (makes terrain difficult), for the next three turns, they can activate the ability and difficult terrain on one of your units in a cross shape

(unlockable) - Knights, feeple, demons, plants - item

5 - 4 that are out of the way, with two near each other on each side of the map

One time use ability - increase 3 level one units to level 2

Final item in the center that can be grabbed from any of the four centermost squares

Reduce the power of all units for one kingdom

Fluffy vibes, but still death

Four factions - fluffy demons, knights, plants, feople (reverse mermaids)

Player card with stats on it

Mana you spend to get things

Max on mana - 100

If your hero dies you lose

Back of the players cards and the corner of the board has a list of the things you can buy with mana

Mana

1. Spells - artificially upgrade a unit - add either a health or a shield to your unit - 20
2. Upgrade a territory permanently - a mana pool gains one permanent max lv 4 -35
3. Fireball - motor strike goes anywhere - 2 dmg in a 2x2 square - 25
4. Confusion - a unit randomly starts attacking its friendly units for 2 turn - 15
5. Heal - heal one unit by one - 10

Hero card info

1. Name of hero
2. Picture of hero
3. Stats of the hero
4. The ability name and what it does for each hero
5. Is the cooldown of the ability on #4