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| **Castle cards:** | | |
| **Name** | **Basic values** | **Special abilities** |
| Pikeman | Attack: 2  Health: 4  Melee | **Counterattack**: when this unit is attacked in melee, his enemy loses 1 hp before fight. |
| Archer | Attack:3  Health:2  Ranged |  |
| Griffin | Attack:4  Health:7  Flying |  |
| Knight | Attack:5  Health:8  Melee | **Armor**: when this unit attacks or is attacked, he received 1 damage less |
| Monk | Attack:3  Health:6  Ranged | **Healer**: at the end of turn this unit heals every unit on the player’s board and player himself by 1.  **Bless:** for every 2 monks that were placed during the game, an angel appears in the player’s deck |
| Cavalier | Attack:7  Health:12  Melee | **Charge:** if this unit attacks enemy unit in frontline and kills it, he immediately attacks enemy unit behind it (or the enemy itself, if the target was in backrank) for half of his attack, round up. |
| Angel | Attack:10  Health:15  Flying | **Resurrect:** when this unit is placed on the board, he immediately resurrects two strongest cards of active player’s discard |

**Base keywords:**

**Melee** – this unit attacks enemy in front of him and receives counterattack

**Ranged** – this unit attacks enemy in front of him and avoids counterattack. But when this unit is attacked, his counterattack is divided by 2, round down.

**Flying** – when this unit attacks, he can fly over enemy in front line and attack enemy in the back rank. He will always do it if the enemy in back rank is ranged. But flying units can’t do it to attack the enemy directly.

**Cost of unit** is always 1 + unit’s tier. Unit of 1st tier costs 2 gold, unit of 7th tier costs 8 gold, unless this is overridden by special abilities.