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| **Castle cards:** | | |
| **Name** | **Basic values** | **Special abilities** |
| Skeleton | Attack: 2  Health: 3  Melee |  |
| Walking Dead | Attack:4  Health:5  Melee | **Zombie spawn:** When this unit attacks and kills the target, new walking dead is added to its owner’s hand |
| Wight | Attack:3  Health:5  Flying | **Regeneration:** if this unit was not killed during the attacks phase, it restores all its hp. |
| Vampire | Attack:5  Health:8  Melee | **Life drain:** when this unit attacks, it restores hp equal to its attack divided by 2, round up. |
| Lich | Attack:4  Health:6  Ranged | **Necromancer**: at the end of turn this unit creates new cheap Skeleton (cost=1) and adds it to its owner’s hand. Can stack. |
| Black Knight | Attack:7  Health:12  Melee | **Cursing:** when this unit attacks enemy unit, it reduces enemy unit’s attack by 1 (this takes place before the attack, not after it) |
| Bone Dragon | Attack:7  Health:17  Flying | **Decay:** at the end of turn, the hp of opponent player reduces by 1. |

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