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| **Tower cards:** | | |
| **Name** | **Basic values** | **Special abilities** |
| Gremlin | Attack: 2  Health: 1  Ranged | **Repair**: at the end of turn this unit heals all Stone Golems on its board by 2. Can stack. |
| Stone Gargoyle | Attack:3  Health:1  Flying | **Stone form:** when this unit loses its hp for the first time, instead of dying it transforms. Its attack is set to 1 and its health is set to 4 |
| Stone Golem | Attack:5  Health:9  Melee | **Armor**: when this unit attacks or is attacked, he received 1 damage less |
| Mage | Attack:4  Health:4  Ranged | **Mana channel:** at the end of turn, this unit gives 1 mana to its owner. If mana becomes over 3, a cheap Genie (cost=3) is added to owner’s hand. Can stack. |
| Genie | Attack:4  Health:6  Flying | **Wish master**: at the end of turn this unit gives 1 gold to its owner. If gold becomes over 8, owner draws a new card from his deck. Can stack. |
| Naga | Attack:8  Health:13  Melee |  |
| Giant | Attack:7  Health:12  Ranged | **Giant:** if this unit is attacked, it doesn’t have penalty for counterattack (despite being ranged) |

**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.