Units:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Type-Desc | Requirements | Area Requirements | |
| Peasant | Type: Mortal  Ability: None  Desc: A mere sacrifice  Hp/Dm: 1/1 | Building: any  Summon: None | Placement: 1 tile  Range: 1 tile around unit | |
| Hawk | Type: Mortal  Ability: Can attack only mortals  Desc: Flesh Hater  Hp/Dm: 1/5 | Building: Towers  Summon: None | Placement: 1 tile  Range: Straight LOS | |
| Scout | Type: Mortal  Ability: None  Desc: Like a wall but with flesh  Hp/Dm: 1/0 | Building: Towers  Summon: None | Placement: 1 tile  Range: 0 | |
| Sword Fellow | Type: Mortal  Ability: None  Desc: A Young with A Sword  Hp/Dm: 2/2 | Building: Barracks Summon: None | Placement: 1 tile  Range: 1 tile around | |
| Sword Man | Type: Mortal  Ability: None  Desc: A Man with A Sword  Hp/Dm: 3/4 | Building: Barracks  Summon: Needs Two Barracks | Placement: 1 tile  Range: 1 tile around | |
| Knight | Type: Mortal  Ability: Can Move 1 additional tile after any  Move card  Desc: A Man with A Sword and a horse  Hp/Dm: 3/4 | Building: Barracks  Summon: Needs Three Barracks | Placement: 2 tiles Horizontally  Range: 1 tile around | |
| Orc | Type: Creature  Ability: None  Desc: Human Worst Enemies  Hp/Dm: 4/4 | Building: Creatures Dome  Summon: None | Placement: 1 tile  Range: 1 tile around | |
| Water Golem | Type: Creature  Ability: Destroy a Fire Golem in Battle  Desc: a Moving lake  Hp/Dm: 5/5 | Building: Creatures Dome  Summon: Two Creatures Dome | Placement: 2 tiles  Range: 1 tile around |
| Fire Golem | Type: Creature  Ability: None  Desc: a Moving Fire  Hp/Dm: 5/7 | Building: Creatures Dome  Summon: None | Placement: 2 tiles  Range: 1 tile around | |
| Dragon | Type: Creature  Ability: Attack Once Every 5 turns  Desc: a Moving Fire  Hp/Dm: 12/8 | Summon: Two Creatures Dome | Placement: A Full 7 tiles Hex  Range: Anywhere | |

Structures:

|  |  |  |
| --- | --- | --- |
| Building | Units | Requirements |
| Barracks | Sword Fellow  Sword Man  Knight | None |
| Tower | Hawk  Scout | None |
| Creature Dome | Orcs  Water Golems  Fire Golems  Dragons | Towers: 3  Barracks: 3 |

Cards:

|  |  |
| --- | --- |
| Move | Move a Unit up 5 |
| Swap | Swaps Between 2 units |
| Summon | Summon a Unit |
| Mortal Last Words | Instant Kill To a Mortal |
| That’s | Need a Mine Card to take control over unit |
| Mine | Need a That’s Card to take control over unit |