

### EART GOLEM



HP	60
Power	20
Armor	None
Blocking	None
Recovery	2
Movement	5 Teleportation
Status	
Target	

Blast radius damage of "Mud power attack" is 10 at 2 tiles, and 5 at 3 tiles. You cannot use the Blast radius damage when you control more than 1 Mud Golem.

### GREEN GOLEM



HP	60
Power	20
Armor	None
Blocking	None
Recovery	3
Movement	2
Status	
Target	

### ICE GOLEM



HP	60
Power	Paralyze
Armor	None
Blocking	None
Recovery	2
Movement	2
Status	
Target	

Each hit paralyzes a single unit within 4 tiles of the Frost Golem.

### STONE GOLEM



HP	60
Power	+6 Armor
Armor	6
Blocking	None
Recovery	4
Movement	2
Status	
Target	

### MAGIC SHIELD



HP	56
Power	30 Unblockable
Armor	4
Blocking	100% All sides
Recovery	4
Movement	Immobile
Target	

Lightning Wards do not need to be destroyed for victory.

### ELECTRIC SHOCK



HP	32
Power	Barrier
Armor	None
Blocking	100% All sides
Recovery	2
Movement	Immobile
Target	

Lightning Wards do not need to be destroyed for victory.

### REFERENCIA RÁPIDA

- 1 Mueve una unidad ( $\leq$  su rango)
- 2 Declara ataque a un objetivo
- 3 Defensor tira 1d20 por Bloqueo
- ✓ Éxito si  $d20 \leq$  umbral (ej: 80% = 16)
- ✗ Falla: Daño = Power – Armor (1d4)
- 4 Aplica efectos (Stun, Poison, etc.)
- 5 Orientar unidad en posición deseada
- 6 Colocar marcador de Recuperación
- Stun = +1 turno en recuperarse
- Poison = -4 HP al final de su turno
- Paralyze = no mueve ni bloquea
- 0 HP = unidad destruida.
- Elimina todas las unidades móviles del rival. (Victoria)

### Units

Initial building	Máx 10
Common Humans	Máx 6
Support / Healers	Máx 2
Beast	Máx 2
Golems / Tanks	Máx 2
Unique units	1