

WARRIOR



HP	50
Power	22
Armor	5
Blocking	18 Front ♦ 8 Side
Recovery	1
Movement	3
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞

Only place up to 3 Knights on the board.

SCOUT



HP	40
Power	18
Armor	1
Blocking	12 Front ♦ 6 Side
Recovery	2
Movement	4
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

ASSASSIN



HP	35
Power	18
Armor	2
Blocking	14 Front ♦ 7 Side
Recovery	1
Movement	4
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

When HP drops below 5, the Assassin can sacrifice herself in an explosion to deal 99 unblockable damage

CLERIC



HP	24
Power	12 Healing (all)
Armor	None
Blocking	None
Recovery	5
Movement	3
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

Heals all friendly units on the field.

FIRE MAGE



HP	30
Power	15 Unblockable
Armor	None
Blocking	6 Front ♦ 3 Side
Recovery	3
Movement	3
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

Cannot be blocked except by barriers.

ENCHANTRESS



HP	35
Power	Paralyze
Armor	None
Blocking	None
Recovery	3
Movement	3
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

Cannot be blocked except by barriers.

ICE MAGE



HP	30
Power	15 Unblockable
Armor	None
Blocking	7 Front ♦ 3 Side
Recovery	3
Movement	3
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

Cannot be blocked except by barriers.

DARK WITCH



HP	28
Power	24 Unblockable
Armor	None
Blocking	4 Front ♦ 2 Side
Recovery	3
Movement	3
Status	☯ ♦ ☣ ♦ 🔒
Target	☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞ ☞

Cannot be blocked except by barriers.