BELLUM DEORUM
Reference Manual

Action	An event performed in a turn, either healing or moving.
Attack	A value specific to each piece used in damage calculations in battle.
Battle	A three round fight between pieces.
Gamzee	An evil clown who switches control between players.
God	A piece type. Can be revived after death.
Heal	An action that increases a piece's health by up to 2.
Health	The amount of life a piece has.
Mortal	A piece type. Has no chance to be revived after death.
Move	An action that changes a piece's position on the board.
Movement	The space over which a piece can move.
Name	An identifier for the piece.
Piece	Any of the moveable figures on the board.
Player 1	The controller of the blue side.
Player 2	The controller of the red side.
Save	A function that stores the game exactly as it is so it can be brought back later.
Turn	The cycle of actions that the players are in.
Type	Refers to the type a piece has (mortal, god, evil clown).