

Clan Reference Table

Use this table to see the abilities/limitations of each of your clan's units.

Humans

Rank	Unit Name	A.V.	D.V.	Speed	Unit Type	Air	L.R.	Unit Bonuses/Limitations
0	Commander	0	0	1	N	No	No	May move diagonally. – Immune to magic
1	Cleric	1	3	2	N	No	No	
<i>Abilities: May cast the spell "Dispel" 1-3 spaces away. – May create a Bless above another unit (including air) that is not immune to magic, 1-3 spaces away.</i>								
2	Footman	2	2	2	N	No	No	Joined attack – Shared turn
3	Guard	3	7	1	N	No	No	
4	Pikeman	A4	4	2	N	No	No	
5	Archer	A5	5	2	N	No	2-4	Shared turn
6	Cavalier	6	6	3	N	No	No	
7	Ballista	A15	0	1	W	No	2-3	May not be captured by a long range attack (except weapons and units with an A.V. of 8 or higher).
8	Mage	0	6	2	M	No	No	May move to and stay on water tiles (may only be captured by long range attacks, explosive units, and Water Spirits while on water tiles). - May teleport over units and obstacles.
<i>Abilities: May cast the spell "Ice" on a unit (including air) 1 space away. - May create an Ice Storm on any space 1-3 spaces away.</i>								
9	Knight	9	9	3	N	No	No	Immune to magic
10	Paladin	10	10	2	N	No	No	
<i>Abilities: May cast the spell "Cure" on a unit (including air) 1 space away. - May cast the spell "Town Portal" (the Paladin must be outside of player's own camp to cast "Town Portal").</i>								
X	Air Ship	0	0	3	W	Yes	No	Immune to magic
<i>Abilities: The Air Ship may pick player's own units up by moving to the same space as them and may drop a carried unit on any vacant space it passes over. The Air Ship may carry up to 2 units at a time, but may not carry the Ballista or the Commander. If the Air Ship is captured while carrying units, all units inside the Air Ship are captured except 1 unit of the player's choice which then occupies the space where the Air Ship was attacked and may not be used for 1 turn. If the Air Ship was attacked by a close range attack, the attacking unit will go back 1 space in the direction it came from before the attack (unless the Air Ship was empty). The Air Ship may pick up a unit, and drop a previously picked up unit on the same space at the same time.</i>								
Black	Ice Storm	A6	-	-	M, E	No	-	
<i>Ice Storm takes effect at the beginning of the creator's second turn after created. Affects all touching spaces including the space where the "Ice Storm" is (turns all units [including air] into ice that have a D.V. of "6" or less that are not weapons and are not immune to magic). The Ice Storm may occupy the same space as another unit. After taking effect the Ice Storm is removed from the board and may be used again. If the Mage is captured or moves, the Ice Storms are removed immediately from the board without effect.</i>								
White	Bless	-	-	-	M	-	-	
<i>Remains on the unit it was created on. Increases unit's A.V. by 1. The Bless is removed at the beginning of the creator's third turn after created. May be created multiple times on the same unit. If the Cleric is captured the Blesses are removed immediately.</i>								
Spell	Ice	A15	-	-	M	-	-	
<i>Turns the unit (if not a weapon and not immune to magic) into ice. The unit is placed upside down and remains on that space as an obstacle.</i>								
Spell	Town Portal	-	-	-	M	-	-	
<i>Teleports the Paladin to player's own camp to a vacant space of his choice.</i>								
Spell	Cure	A	-	-	M	-	-	
<i>Returns a frozen unit back to normal form (including opponents units and converts them to your team).</i>								
Spell	Dispel	A	-	-	M	-	-	
<i>Disarms a Flare, a Rune, a Barrier, a Shadow Ring, a Touch of Darkness, a Haste, or a Bless which is immediately removed from the board without effect.</i>								

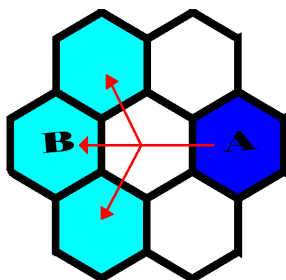
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Brood

Rank	Unit Name	A.V.	D.V.	Speed	Unit Type	Air	L.R.	Unit Bonuses/Limitations
0	Overlord	0	0	1	N	No	No	<i>May move diagonally. – Immune to magic</i>
1	Zeppelin	0	0	2	W	Yes	No	<i>Can see the identity of all units 1-2 spaces away in all directions. - May disarm weapons (including air) by moving to the space where a weapon is (the weapon is captured and removed from the board).</i>
2	Goblin	2	2	1	N	No	No	<i>Joined defense - Shared turn</i>
3	Gnome	3	3	3	N	No	No	
<i>Abilities: May create a Land Mine 1 space away on a vacant, non-obstacle space for 2 speed movements (after creating a Land Mine the Gnome may move or attack 1 space away with his remaining speed movement).</i>								
4	Berserker	4	4	1	N	No	No	<i>May capture "10" ranked units if the Berserker attacks.</i>
5	Hydra	A5	5	1	N	No	No	<i>May attack multiple opponents in all touching spaces (including diagonal and air). – Does not move to vacated space(s) after a successful attack. – May move diagonally.</i>
6	Wyvern	A6	0	3	N	Yes	1-3	
7	Ogre-Mage	7	7	2	N	No	No	<i>Immune to magic.</i>
<i>Abilities: May create a Rune 1 space away on a vacant, non-obstacle space for 1 speed movement (after creating a rune the Ogre-Mage may move or attack 1 space away, or create another Rune with his remaining speed movement).</i>								
8	Troll	A8	8	2	N	No	1-3	<i>May attack twice in 1 turn.</i>
9	Wolf Rider	9	7	3	N	No	No	
10	Minotaur	10	10	2	N	No	No	<i>Attack affects 3 touching, adjacent spaces to the Minotaur (after the attack the Minotaur moves to the middle space of the 3 attacked spaces).*</i>
X	Shaman	1	7	2	M	No	No	
<i>Abilities: May cast the spell "Firewall" if the 2 Shaman are in a straight line from each other.</i>								
Black	Rune	A15	0	0	M, E	No	-	
<i>Explodes when influenced by any attack, explosive unit, ability (except "May identify units"), or spell (except "Dispel"). Captures all units that are not immune to magic in all touching spaces including the space where the Rune is (including air). After taking effect, the Rune is removed from the board and may be used again. If the Ogre-Mage is captured, the Runes are removed immediately from the board without effect.</i>								
White	Land Mine	15	0	0	W, E	No	-	
<i>Takes effect when influenced by any attack, explosive unit, ability (except "May identify units" and "May disarm weapons"), or spell and captures all units (except air) that are on the spaces diagonal from the space where the Land Mine was. After taking effect, the Land Mine is removed from the board and may be used again.</i>								
Spell	Firewall	A15	-	-	M	-	-	
<i>Captures all units (not immune to magic) that are in a straight line between the 2 Shaman.</i>								

* If there is only 1 opponent in the three effected spaces, or there is a non-opponent unit or obstacle in 1 of the three affected spaces, then the Minotaur may only do a normal close range attack. The Minotaur may do a normal close range attack for any turn.



If the Minotaur is on the space labeled "A" on the diagram, and there are opponent units on any two of the three turquoise spaces, he may move and attack all three spaces. He will then occupy the space labeled "B".