



# HUMANS



## HUMAN UNIT DETAILS



**Pikemen:** The Armory is required before Pikemen may be purchased. Pikemen attack at +1 on the first round of combat against any units that have a movement value of greater than one.



**Knights:** The stables are required before knights may be purchased.



**Catapult:** The Catapult must first be invented before it can be purchased. It requires six research points to invent the Catapult. One roll may be made per turn, providing one to six research points for the cost of two per roll. Use the Experience and Research tracking board to track research points. Once it is invented it can be purchased on any subsequent turn. Once invented, place the catapult unit on the corner of the game board near Ancon to signify that it has been invented. The Catapult is capable of making a ranged attack at three. (See the section on ranged attacks for additional information). The Catapult hits for two damage and is considered a siege weapon. (See the section on siege weapons for additional information.)



**Chariot:** The Stables are required before the Chariot may be purchased. It has the ability to move two spaces and carry two units with it. In addition to the two regular units, the Chariot may carry unlimited hero units as well. Multi-hit and multi-move units other than hero units are not eligible to be transported by the Chariot. Siege units are not eligible to be transported by the Chariot. The Chariot requires at least one Human or Dwarf unit in it to drive it. The Chariot cannot attack or defend itself. If the battle is lost by the Humans or Dwarves then the Chariot is automatically destroyed. If a unit has a Fear spell cast on them while in the Chariot (and does not defend) the unit may choose to retreat with or without the Chariot. A common strategy using this unit is to get 2 Pikemen, as many heroes as possible and cast the Wizard's Speed spell on it to create very powerful, highly mobile force. (See the section on transport units for additional information.)



**Sharnella the Sorceress:** Sharnella is a wizard type hero. She begins the game with two first level wizard spells and is able to gain experience and has the potential to access additional spells if she gains levels. (See the section on hero units for additional information.)



**Father Stallack:** Father Stallack is a priest type hero. He begins the game with two first level priest spells and is able to gain experience and has the potential to access additional spells if he gains levels. (See the section on hero units for additional information.)



**Cedron:** Cedron is a warrior type hero unit. As he gains levels he receives one additional hit for each new level. Cedron is immune to Fear spells. (See the section on hero units for additional information.)



**Lord Ancon:** All city upgrades (except the Arcane Academy) must be built before Lord Ancon may be purchased. It takes two hits in one battle to kill this unit. Lord Ancon allows all human cavalry units to move three if they are with him. Lord Ancon allows all human cavalry to attack and defend at +1 on their first attack when with him. Lord Ancon receives the bonus as well. This unit cannot be repurchased if it is killed and cannot be affected by raise dead or resurrection spells. This unit may not build cities. This unit is worth twenty XP if killed.

## HUMAN UNITS

Unit	Cost	Cost x2	Cost x4	Attack	Defense	Move	Row	Hits	Prerequisite	Qty.
Soldier	5	10	20	3	2	1	1	1		25
Pikemen	6	12	24	3	3	1	1	1	Armory	8
Archer	5	10	20	4	1	1	2	1		8
Knight *	16	32	64	4(-1)	3(-1)	2	1	1	Stables	8
Catapult *	8	16	32	5(-1)	1	1	2	1	Invention	2
Chariot*	16	32	64	0	0	2	0	1	Stables	1
Sharnella (Hero)	29	58	116	3	1	2	3	2		1
Father Stallack * (Hero)	21	42	84	2	2	2	3	2		1
Cedron* (Hero)	21	42	84	4	3(-1)	2	1	2		1
Lord Ancon *	18	36	72	3	3(-1)	3	1	2	See Rules	1

\* indicates that the unit has additional properties beyond what is listed here. See the unit details section for more information.



# HUMANS



## HUMAN CITY UPGRADES

Upgrades can only be made in the capital city. Only one upgrade can be made per turn.

**Armory:** The armory costs five and provides one economic benefit. The armory is a required before Pikemen may be purchased.

1. +1 Economic Bonus
2. Prerequisite for Pikemen

**Stable:** Stables costs six and provide an economic benefit of one. Stables are required for the purchase of Knights and the Chariot.

1. +1 Economic Bonus
2. Prerequisite of Knights
3. Prerequisite of Chariot

**Market:** The market costs nine to build. It provides an economic bonus of two.

**Chapel:** It costs five to build the Chapel. Every turn that Father Stallack spends in the Chapel he will receive two to twelve XP (two dice rolls) so long as he is there for the full turn. The Chapel provides an economic benefit of one. This upgrade is a prerequi-

site for selecting the level two priest spell resurrection.

1. + 1 Economic Bonus
2. Father Stallack receives 2 – 12 XP per turn, while in the Chapel
3. Prerequisite for level 2 priest spell, resurrection

**Wizard's Tower:** This upgrade costs six and provides an economic benefit of one. Every full turn that Sharnella spends in Ancon she will receive two to twelve XP (rolling two dice) as long as she is there for the full turn. Sharnella may teleport back to the Wizard's tower as her movement during the movement phase or as a retreat in combat.

1. +1 Economic Bonus
2. Sharnella receives 2-12 XP per turn, while in the capital city
3. Sharnella has the ability to teleport to Ancon
4. Prerequisite for the level 1 wizard spell, Teleport

**Arcane Academy:** The Wizard's Tower can be upgraded into the Arcane Academy for

the cost of three if Sharnella is in the capital city. This upgrade cannot be made unless she is present. She receives three XP for helping to create this upgrade. This replaces the Wizard's Tower. Sharnella receives two to twelve plus one XP every turn she is the capital city when the Arcane Academy is present. Once per game Sharnella may teleport out 5 spaces from the capital city if she has created the Arcane Academy (even if she has not selected the teleport spell). The creation of the Arcane Academy does not count as the one upgrade that can be made each turn.

1. +1 Economic Bonus (replacing, not adding to the Wizard's Tower bonus)
2. Sharnella receives 2-12 XP (+1) per turn, while in the Academy
3. Sharnella has the ability to teleport back to the Academy
4. Satisfies the prerequisite for the level 1 wizard spell, Teleport
5. Allows Sharnella to teleport out 5 spaces from the capital city, once per game.
6. Sharnella receives 3 XP for the creation of this upgrade.

## HUMAN CITY AND CITY UPGRADES

City	Cost	Cost x2	Cost x4	Economic Benefit	
City	12	24	48	4	
UPGRADE	Cost	Cost x2	Cost x4	Economic Benefit	Prerequisite
Wizard's Tower *	6	12	24	1	
Chapel *	5	10	20	1	
Armory *	5	10	20	1	
Stable *	6	12	24	1	
Market	9	18	36	2	
Arcane Academy	3	6	12	1	Wizard's Tower & Sharnella

\* indicates that the upgrade has additional properties beyond what is listed here. See the upgrade details section for more information.