



Arbalest

M	3	_____
I	2	_____
H	6	_____
A	4	_____
R	4	_____
B	B1	_____

i **Crossbow**
Relies on **LOS**
but stronger Attack

Fall Damage



Gunner

M	3	_____
I	1	_____
H	6	_____
A	5	_____
R	3	_____
B	B2	_____

i Gunner has the
highest Ranger Attack.
But has low Move & Range

Fall Damage



Tinkerer

M	3	_____
I	1	_____
H	6	_____
A	0	_____
R	3	_____
B	0	_____



Bomb

2 damage in AOE 1



Spring Trap

Hidden Item *See Environment

On activation, target is thrown up 2 tiles
vertically, and up to 4 tiles away of
Tinkerer's choosing, including **Fall Damage**

i Spring Trap is good
for friendly travel as well!

Fall Damage



Archer

M	4	_____
I	2	_____
H	6	_____
A	3	_____
R	4	_____
B	B1	_____

i **Arrow's Arc:**
No LOS

Fall Damage

Fall Damage
↓



Fall Damage
↓



Fall Damage
↓



Fall Damage
↓





Spearman

M	4	_____
J	1	_____
H	6	_____
A	3	_____
R	2	_____
B	B2	_____

i Spearman has
great Reach & Push



Full Damage



Knight

M	3	_____
J	1	_____
H	8	_____
A	3	_____
R	1	_____
B	B1	_____

Vanguard

If Knight is activated
first in a round, Gain +1 Move

Full Damage



Samurai

M	5	_____
J	1	_____
H	6	_____
A	4	_____
R	1	_____
B	R1	_____

Counter

Samurai gets a free,
immediate Attack when receiving melee
Damage

Full Damage



Shield Bearer

M	3	_____
J	1	_____
H	9	_____
A	1	_____
R	1	_____
B	B1	_____

Shove

On Attack,
Push all adjacent enemies Back 1

Rooted

Cannot be Pushed, +1 Attack if
Shield Bearer doesn't Move this turn

Intimidate

Adjacent (including diagonal) enemies
suffer -1 Move

Full Damage

Fall Damage
↓



Fall Damage
↓



Fall Damage
↓



Fall Damage
↓





Bandit

M	4	_____
J	1	_____
H	5	_____
A	5	_____
R	1	_____
B	L1	_____

Vagabond

Bandit has high *Attack*,
low *Health*

Fall Damage



Druid

M	3	_____
J	2	_____
H	5	_____
A	0	_____
R	3	_____
B	0	_____

Vines AOE 1

Prevent enemies next *Move*

Werewolf

Druid transforms permanently
Loses *Vines*
Attack becomes 4
Reach becomes 1

Fall Damage



Brick Mage

M	3	_____
J	2	_____
H	5	_____
A	0	_____
R	4	_____
B	0	_____

Scaffold Creates 1x1x3 tower

Partition Creates 3x1x2 wall

Brick spells crumble
with Brick Mage action
or after 2 round starts

Units on effected tile
are lifted/reeive **Fall Damage**

Fall Damage

Mages give bonus 2 damage for **Fall Damage**



Necromancer

M	3	_____
J	1	_____
H	4	_____
A	1	_____
R	1	_____
B	B1	_____

Necromancer comes with two
skeletons units of the same
stats party total to 10

Raise

Reach 1:
Add up to two more skeletons from
downed units. Activate those
starting the next round.

Fall Damage

Fall Damage
↓



Fall Damage
↓



Fall Damage
↓



Fall Damage
↓





Splash Mage

M	3	_____
J	1	_____
H	5	_____
A	0	_____
R	3	_____
B	B2	_____



Splash

Pushes Multiple units out in a + shape



Full Damage

Mages give bonus 2 damage for Full Damage



Force Mage

M	3	_____
J	1	_____
H	5	_____
A	0	_____
R	4	_____
B	B3	_____



Force Mage has the best Push in the game but requires LOS

Mages give bonus 2 damage for Full Damage

Full Damage



Space Mage

M	3	_____
J	1	_____
H	5	_____
A	0	_____
R	4	_____
B	0	_____



Swap

Swap 2 units



Catch

Teleport enemy equal distance behind you



Full Damage

Mages give bonus 2 damage for Full Damage



Beast

M	*	_____
J	*	_____
H	8	_____
A	5	_____
R	1	_____
B	2	_____

Ungovernable

Coin flip

Heads: Move is 5

Tails: Move is 2

Prowl/Fly

Unlimited Jump. However any vertical movement counts towards the total Move for the turn. i.e. going up an adjacent block costs two instead of 1 tile

Full Damage

Fall Damage
↓



Fall Damage
↓



Fall Damage
↓



Fall Damage
↓





Bard

M	3	_____
I	2	_____
H	7	_____
A	0	_____
R	4	_____
D	0	_____



Song

Buffs all friendly units in
Reach with +1 Move +1
Attack

ⁱ Damage interrupts Song
for remainder of round

Full Damage
↓



Assassin

M	4	_____
I	*	_____
H	5	_____
A	4	_____
R	1	_____
D	F1	_____

[swap tiles]

*Grappling Hook

Unlimited vertical Move

Agile

Able to pass through
enemies during Move

Full Damage
↓



Medic

M	5	_____
I	1	_____
H	6	_____
A	0	_____
R	*	_____
D	0	_____



Throw Potion

*Reach 3

ⁱ Heal +3
damages skeletons



Bandage

*Reach 1

Heal +5

Full Damage
↓



Apothecary

M	5	_____
I	1	_____
H	6	_____
A	0	_____
R	1	_____
D	0	_____



Poison Mist

"cone" ACE

-1 Move, -1 Attack
every round start



Syringe

Reach 1

Lose 2 Health every round
start

Full Damage
↓

Fall Damage
↓



Fall Damage
↓



Fall Damage
↓



Fall Damage
↓





Wrestler

M	3	_____
I	2	_____
H	6	_____
A	2	_____
R	1	_____
B	B2	_____

Wrestler does not take Fall Damage

Promo

All enemies in Reach 4:
-1 Attack until next Wrestler activation or until Wrestler is damaged.

Top Ropes

Dropping off a ledge to a tile on or adjacent to enemies damages them for that Fall Damage equivalent x2

Fall Damage



Fall Damage

