

Unit	Deploy by	Categorie	Price	Actions	Life	Power	Armor	Deploy	Move	Range	Special
<b>Zatikon</b>											
Abjurer		White Mages	350	1/1	2/2			3	1	5	Return target to Castle, +1 armor to all friendly units, Seal castle for 2 turns
Acolyte		Clergy	50	2/2	2/2			2	1		Protect a unit from single attack, Heal unit
Archdemon	Summoner			2/2	6/6	5	2	1	3	1	Jump to location range 3, Movement doesn't cost actions
Archer		Archers	150	2/2	3/3	3		2	1	4	Attack anywhere within 4
Artificer		White Mages	350	1/1	2/2			3	1		Ally becomes inorganic, +1 armor to inorganic allies, Heal all inorganic allies
Assassin		Scouts	150	2/2	2/2			3	1	3	Kill target, poison target range 3, Deploy on friend unit, Stuns area on deploy
Ballista		Siege	100	1/1	4/4	5		3	1	6	Knock enemy back on attack
Barracks		Structures	150	1/1	5/5		2	4(2)			Deploy soldiers and commanders on adjacent squares, Deploy soldier, Field promotion Striker/Defender
Berserker		Nature	100	3/3	4/4	4		2	1	1	Only dies at end of turn
Bowman		Archers	50	2/2	3/3	3	1	1	1	3	Attack approaching units
Catapult		Siege	150	1/1	4/4			3	1	5	Destroys target
Cavalry		Horsemen	100	1/1	5/5	5	1	3	4	1	Kills units with less then 4 power on attack, Movement doesn't cost actions
Demon	Summoner			3/3	5/5	4	1	1	1	1	
Dismounted Knight	Knight			2/2	4/4	4	2	1	1	1	
Enchanter		White Mages	350	1/1	2/2	3		3	1	3	Stunning explosion within 4, +1 power and armor to unit
Footman		Soldiers	50	2/2	4/4	3	2	0	1	3	Move to unit and attack range 3, Cancels enemy movement 1 range
Gate Guard		Soldiers	50	2/2	5/5	4	1	0	1	1	Can move on castle, +1 armor and immune to enemy spells/skills on castle
General		Commanders	150	3/3	4/4	3	2	2	1	1	+1 commands, -1 deploy cost
Geomancer		Nature	200	2/2	2/2			3	1	4	Entomb target, Relocate castle range 1
Imp	Summoner			2/2	2/2	2		1	3	1	Jump to location range 3, Movement doesn't cost actions
Knight		Horsemen	200	2/2	5/5	5	2	3	3	1	Becomes dismounted Knight on death, Movement doesn't cost actions
Lycanthrope		Shapeshifters	100	3/3	4/4	4	1	2	1	1	Transform into werewolf, Transform into wolf
Pikeman		Soldiers	50	2/2	3/3	4	1	1	1	2	Attack approaching units
Priest		Clergy	200	3/3	3/3			2	1		Convert enemy units
Ranger		Scouts	200	3/3	4/4	3/5	1	0	1	3/1	Deploy Wolf, Switch to melee (+2 power), Costs no commands to use
Rider		Horsemen	50	2/2	2/2	2		3	5	1	Movement doesn't cost actions
Rock	Geomancer				4/4		2	1			Traps unit inside
Scout		Scouts	50	3/3	2/2	3		1(range 3)	1	1	Poison attacked enemy, Return to castle on attack, Dodge 1 attack/turn
Shield Maiden		Clergy	100	2/2	4/4	2	2	1	1	1	Take damage instead of one protected unit
Soldier	Barracks			2/2	4/4	3	1	1	1	1	
Soldier - Striker	Barracks			3/3	4/4	4	1	1	1	1	
Soldier - Defender	Barracks			2/2	5/5	3	2	1	1	1	
Summoner		Black Mages	350	1/1	2/2			3	1		Summon Imp, Turn unit into Demon ally range 2, Turn Demon to Archdemon unlimited range
Tactician		Commanders	50	2/2	2/2			2	1		+1 command to army
Toad	Witch			1/1	1/1			1	1		
Warlock		Black Mages	350	1/1	2/2	5		3	1	5	Attack anywhere within 5, Fireball range 4, Lightning range 6
Warrior		Soldiers	200	3/3	5/5	5	2	2	1	1	Attack all enemies in range, +1 action per killed unit max 3
Werewolf	Lycanthrope			2/2	6/6	6	2	2	1	1	
Wolf	Druid & Ranger			2/2	4/4	3		1	2	1	Jump to location range 2, attacks crossed enemy units
<b>Zatikon:Crusades</b>											
Armory		Structures	400		5/5		2	4(range 2)			Inorganic, +1 armor and power to army
Axeman		Soldiers	50	3/3	4/4	3	1	1	1	1	Lower enemy armor to 0 on attack, Kill unarmored enemies on attack
Bear	Druid			2/2	6/6	4	1	1	1	1	Stun attacked enemy
Changeling		Shapeshifters	150	2/2	2/2			2	1	5	Trade with enemy unit, Indestructible turn after swap
Channeler		Nature	250	2/2	2/2			2	1	3	Attack with energy instead of actions with 3 power, Gain 2 energy per turn, attack with energy for power
Command Post		Structures	100	2/2	5/5		2	4(range 2)			+1 commands, -1 deploy cost, Stores up to 2 extra commands per turn, Convert plans to commands
Crossbowman		Archers	100	2/2	4/4	5	1	1	1	4	Must reload after shot
Diabolist		Black Mages	350	1/1	2/2			3	1		Explode unit within 3 costs 1 soul, Sacrifice target gains 1 soul, Transform into Demon
Diabolist - Demon	Diabolist			4/4	6/6	5	1	3	1		Sacrifice target gains 1 soul, Loses one soul per turn, Dies at 0 souls
Doppelganger		Shapeshifters	200	3/3	5/5	5	1	3	1	1	Spawns a twin
Dracolich		Wyrms	550	3/3	5/5	5	2	5	1	1	Enemy -1 commands, Gain inflicted damage as life, Killed units switch sides on the spot
Dragon		Wyrms	550	2/2	7/7	8	2	5	3	1	Location explodes for 4 within 2, 4 damage, Jump to location, Movement doesn't cost actions
Druid		Nature	250	1/1	2/2			3	1		Reset unit within 4, summon serpent, summon wolf, summon bear
Fanatic		Cultists	50	3/3	3/3	3	1	2	1	2	Trade places with enemy attacked
Feathered Serpent		Wyrms	550	1/1	3/3			5	3		Enemy damage reduced by 1, one killed ally returns to castle one per turn, Movement doesn't cost actions
Fire Archer		Archers	200	2/2	3/3			3	1	3	Explosion within 3 for 3
Ghost	Possessed			3/3	1/1	3		1	1	1	Returns Possessed from the dead, triggers on killing a unit
Golem		Siege	200	2/2	9/9		2	3	1	1	Destroys target on attack, Inorganic immune to skills and spells
Healer		Clergy	200	1/1	2/2			2	1		+1 life and heal unit, Heal damaged ally one per turn
Heretic		Cultists	150	3/3	5/5	5	0	1	1	1	Stuns damaged units, Enemy army's life lowered by 1 on death
Hydra		Wyrms	550	2/2	6/6	5	2	5	1	1	Regenerates 1 head per turn, Loses a head instead of dying, Poisons, melee attackers, Attack once per head

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Lich	Necromancer			1/1	4/4	5	1	1	1	4	Gain inflicted damage as life range 4
Magus		White Mages	350	1/1	2/2			3	1	5	Stun range 5, Create will o' wisps, Transform to spirit
Martyr		Cultists	100	3/3	4/4	4		2	1	1	If killed the killer also dies except inorganics
Mason		Siege	50	2/2	2/2			2	1	1	Build wall, Climb wall
Mason on Wall		Siege	50	2/2	4/4		2		1		Inorganic, immune to skills and spells. Wall takes damage and is destroyed before Mason
Mimic		Shapeshifters	150	2/2	2/2	2		2	1	1	Transform into enemy unit within 6
Mounted Archer		Horsemen	150	2/2	3/3	3	1	3	3	3	Movement doesn't cost actions
Mourner		Cultists	200	2/2	2/2			3	1		Raise army's life by 1 triggered when ally dies once per turn, kill enemy unit on attack
Necromancer		Black Mages	350	1/1	2/2			3	1		Summon skeleton or Zombie, Kill unit range 3, Transform into a lich
Paladin		Clergy	150	3/3	4/4	4	2	3	1	1	All damage reduced to 1, Raise army's life by on on death
Quartermaster		Commands	100	2/2	4/4	4	1	2	1	1	-1 deploy cost, Heals allies that don't act at end of turn
Rogue		Scouts	50	3/3	3/3	3		1	1	1	Stun attacked enemy, Dodge one attack or skill per turn
Serpent	Druid			2/2	2/2	3		1	1	1	Poisons on attack, Attack approaching enemies
Sergeant		Commanders	50	2/2	4/4	4	1	2	1	1	Ally acts at no cost range 3, melee only
Shaman		Nature	150	3/3	4/4	4	1	3	1	2	Cancel enemy movement once per turn within 4
Skeleton	Necromancer			3/3	1/1	3		1	1	1	
Skinwalker		Shapeshifters	50	2/2	2/2	2		3	1	1	Becomes the last unit killed
Spirit	Magus			2/2	0/0	3		1			Indestructible, Can't capture the castle
Swordsman		Soldiers	100	3/3	5/5	4	1	1	1	1	Parry one attack per turn
Templar		Clergy	200	3/3	5/5	5	2	3	1	1	Heal ally within 2, Heal self on attack, Become indestructible cant move
Tower		Structures	100		5/5	3	2	4		4	Attack approaching unit, inorganic
Wall	Mason				4/4		2				Collapse self
War Elephant		Horseman	300	2/2	7/7	3	2	3	4	2	Trample enemies for 6, Jump to location range 4, Movement doesn't cost actions
Will o'the wisps	Magus			1/1	1/1	4		1	3	1	Can't Capture the castle, Jump to location range 3, Explodes on death for 4, Explode on enemy within 1
Witch		Black Mages	350	1/1	2/2			3	1		Enemy life lowered by 2 within 5, Enemy becomes toad within 4, Enemy army -1 armor
Wizard		White Mages	350	1/1	2/2	4		3	1	3	Grant 3/2 range free movement to melee/ranged units, Trade place with unit within 3
Zombie	Necromancer			2/2	4/4	4		1	1	1	
<b>Zatikon:Legions</b>											
Abbey		Structures	100	1/1	5/5		2	2(range 2)			Inorganic, Heal and forgive ally, Deploy on adjacent squares, affects cultists and clergy
Alchemist		White Mages	350	1/1	2/2			3	1	1	Give ally healing, Strength, Escape or Love Potion.
Archangel		Clergy	550	2/2	6/6	4	1	5	3	1	Jump to location range 3, Movement doesn't cost actions, Cancels one attack, skill or spell per ally per turn
Barbarian		Nature	50	3/3	4/4	3		2	1	1	Gain +1 power +2 life on every attack, Ends if unit does not attack in a turn
Bounty Hunter		Scouts	150	3/3	4/4	4	1	2	1	2	Mark target enemy within 4, Immune to marked target, Action points refresh on killing mark
Captain		Commanders	150	3/3	4/4	3	1	3	1	3	All allies attack target, triggers on attack
Chieftain		Nature	300	3/3	6/6	6	1	3	1	1	Cancel Enemy Movement if they move away from Chieftain
Confessor		Cultist	200	2/2	3/3	3		2	1	1	Murderers are always in range
Conspirator		Commanders	50	2/2	2/2			0	1	4	Mark target within 4, Killer of mark refreshes actions
Conjurer		White Mage	350	1/1	2/2			3	1		Conjure portal within 3, Conjure gate within 4, Explode Conjuration for 4
Duelist		Soldiers	250	3/3	4/4	4		2	1	1	Parry next attack 2/2 per turn, Immune to damaged enemies
Egg	Wyvern	Wyrm			9/9		2	1			Wyvern hatches in 3 turns
Diplomat		Commanders	200	2/2	2/2			2	1		Give ally immunity anywhere within 6, Allies and enemies immune once per game.
Gate	Conjurer	White Mage		1/1	1/1			1			Inorganic, Deploy unit on gate destroys gate, Return target to their castle within 4
Lancer		Horsemen	150		4/4	4	2	3	4	1	Attacks all passed enemies triggers on move
Longbowmen		Archer	200	2/2	3/3	3		2	1		Attack spotter's target, Select a spotter anywhere within 4
Militia		Soldiers	50	3/3	4/4	3		0	1	1	Returns to castle when killed if outnumbered, Deploy next to allied units, Increase Militia deploy cost
Portal	Conjurer	White Mage		1/1	1/1			1			Inorganic, Summon killer trigger when destroyed, Summon unit to location destroys portal
Possessed		Cultist	100	3/3	4/4	3		3	1	1	Spawns a ghost on death, Gain control slain units
Relic - Aegis		Relics	150					2(range 2)			Gives ally ability to evade attack, skill or spell once per turn
Relic - Banishing		Relics	50					1(range 2)			Gives ally ability to banish itself
Relic - Clockwork		Relics	100					2(range 2)			Makes target ally inorganic
Relic - Command		Relics	50					1			Deploy on allied unit, Unit is put under partner's command in 2v2 or co-op
Relic - Evasive		Relics	100					2(range 2)			Gives ally ability to dodge one attack or skill per turn
Relic - Explode		Relics	100					1(range 2)			Gives ally ability to explode
Relic - Flying		Relics	100					3(range 2)			Gives ally ability to fly
Relic - Parry		Relics	100					2(range 2)			Gives ally ability to parry one attack per turn
Relic - Reset		Relics	100					1(range 2)			Gives ally ability to reset its stats
Relic - Stun		Relics	50					2(range 2)			Gives ally ability to stun enemy on attack
Relic - Vampiric		Relics	100					2(range 2)			Cause ally's life to raise 1 per attack
Relic - Vitality		Relics	100					1(range 2)			Gives ally +2 max health and heal one damage upon moving
Shield Bearer		Soldiers	100	3/3	5/5	3	2	1	1	1	Block all attacks over range one
Strategist		Commanders	50	2/2	2/2			3	1		Gain +1 command next turn per enemy attack
Supplicant		Cultists	50	2/2	2/2			3	1		Become slain ally, triggers when ally dies, range 2

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Sycophant		Commanders	50	3/3	2/2			3	1		Enemy becomes master within 3 once per game, Receives master's damage, If leaves master dies
Wyvern		Wyrms	550	1/1	7/7	4	2	5		1	Move to location within 4 and devours enemy, Movement doesn't cost actions, Attack and poison approaching enemies range 2, Lay an egg on move(must be fed)