Standard Units

Infantry Unit	Archer Unit	Cavalry Unit
Attack: 2 *Defense: 2* *Move: 2*	*Attack: 2 (up to 2 territories away)* *Defense: 1* *Move: 2*	*Attack: 2* *Defense: 1* *Move: 4*

Settlements & Structures

Settlements

Outpost	Fortress	Palace
Units produced: 1 *Cards produced: 1* *Defense: 1* *Kingdom Points: 1*	*Units produced: 2* *Cards produced: 1* *Defense: 2* *Kingdom Points: 2*	*Units produced: 1* *Cards produced: 2* *Defense: 2* *Kingdom Points: 2*

Structures

Walls	Temple
Defense: 3 *(Only 1 wall structure can be placed in a territory)*	*Defense: 0* *Kingdom Points: 2*

Territories

Plains (P)	Forest (F)	Mountains (M)	Water (W)
No effects.	*-2 attack power from any force attacking a forest territory.*	*+1 attack power for each mountain territory the player attacks from.*	*Structures cannot be built in water territories. Water territories cannot be moved into or through. Archery units may shoot over water territories.*

Attack Order

1. Walls
2. Standard Units (the attacker may select the order in which the standard units are attacked)
3. Hero Unit
4. Settlement