PLAYER REFERENCE CARD

-CASTLE WALLS
1 stone, any 1 material and any 1 food (for the workers).

1x 1x 1x

-PAWNS
1 wood, 1 grain and any 1 material. 1 HP. Can move 1 tile in all directions, haste-move 2 tiles.

1x 1x 1x

-OFFICERS
2 metal, any 2 material and any 1 food. 2 HP. Can move on a path of up to 2 tiles in any direction, haste-move 4 tiles.

2x 2x 1x

-GENERALS
3 metal, any 2 material and any 2 food. 3 HP Can move on a path of up to 3 tiles in any direction, haste-move 6 tiles.

3x 2x 2x

PHASES (No, it's not just a phase you're going through, you're a board gamer for life).
-When a player is done with their 3 phases, the other player takes control and goes through their phases.
-Phase 1: Upkeep
-Phase 2: Action phase
-Phase 3: Buy phase

ACTION PHASE (optional)
You can perform 1 of the following actions.
-Move one unit to any valid tile for that unit. (See UNIT MOVEMENT for details)
-Attack with one unit. (Read BATTLE for details)
-Harvest with up to 4 pawns. (You must choose any amount and up to 4 different pawns on the board that will harvest one resource from the tile(s) on which they are already standing on)
-Move and/or Pillage up to 2 resources from 1 pile. (Read resources for details)
-Move and/or Raze 1 pile. (Read resources for details)
-Skip action phase.