

| Skill              | Description   |
|--------------------|---|
| Acid Spray         | Produces a stream of acid at a distance of up to 3 cells, scalding everything in its path. The enemy cannot counter this attack. Alchemists receive some Archer bonuses.  |
| Archer             | The ranged attack is the base attack for this creature.   |
| Armor              | Good Physical Damage Resistance.  |
| Aura of Harmony    | All Elves in the army gain +1 Morale.   |
| Beautiful          | Befuddled by the image of a beautiful girl, male humanoids miss with a probability of 30%.  |
| Berserker          | The Berserker is always in an unmanageable berserk state, and is immune to effects on the mind.   |
| Blades             | Serrated Blades inflicts severe wounds, decreasing the target's fighting abilities.   |
| Blood for Blodd    | When counter-attacking Elves, this troop always does critical damage.   |
| Bloodlust          | When scoring a kill, the troop has a 50% probability of receiving an extra turn.  |
| Bone               | Suffers only 30% Damage from arrows.  |
| Brutal             | When a bear receives damage, their Attack is doubled until the end of the round. This modifier does not influence any of the bear's counter-attacks.  |
| Burrow             | Troop moves under the ground, ignoring all obstacles. The troop can attack remotely, from underground, then burrow back to its original position.   |
| Cautious           | After loosing 30% or their ranks, these troops receive a 30% chance of evasion.   |
| Charm              | During her attack, the Dryad has a 20% chance of fascinating a male humanoid, turning him to fight on the Dryad's side.   |
| Cloud of Darkness  | A remote attack, in which the creature casts Curse on an enemy target and any surrounding troops.   |
| Commander          | Increases the Morale of Bowmen and Swordsmen by 1.  |
| Counterattack      | If the enemy counters an attack, the troop delivers yet another blow to the enemy. Does not work against enemies with passive attacks, or against Furious enemies.  |
| Cursed             | When attacking, the creature has a 50% chance of successfully cursing the enemy.  |
| Dark Commander     | Undead creatures in the army gain +1 Morale.  |
| Death's Deception  | Avoids critical attacks by vanishing into the shadows.  |
| Decay              | When the troop is destroyed it gives off a rotten stench of putrefaction, infecting surrounding troops with the plague.   |
| Defender of Beauty | Forest Fairies and Dryads gain +2 Morale.   |
| Demon              | Demons are protected from fire (50% resistance) and Immune to certain spells. In fiery environments, their protection increases by an additional 50%, and in wintery climes their protection is reduced by 50%. They receive 150% damage from holy attacks. |
| Demon Rage         | When the troop receives damage, the demon has a 50% chance of taking another turn, and 1 additional Action Point. Damage received from enemy retaliation is excluded.   |
| Demonology         | Troop receives +1 Morale if there are demons in the army, and +5 Attack in fiery environments.  |
| Domination         | Causes an additional 30% Damage to creatures of level 1-3.  |
| Dragon Breath      | The creature strikes the target, and any troop behind it, with its flaming breath. Has a 50% chance of burning the target.  |
| Dragon Despiser    | Inflicts double damage to Dragons. Suffers lower morale if the army contains a dragon.  |
| Dragon Slayer      | Increased Attack against Dragons, and Fire Resistance.  |
| Drain Life         | Sucks a part of the enemy's health points, recovering its own health. Dead troops can be resurrected as a result.   |
| Entangle           | Close-range combat carries a 50% probability that the enemy will be entangled in the underbrush, lowering his Action Points to 1.   |
| Excavator          | Allows the creature to find 10% more gold.  |
| Eyeless            | Immune to spells "Blind" and "Accuracy", and suffers no penalty from being surrounded by Oil Mist. Can see invisible troops.  |
| Fairy Dust         | When attacking, the creature has 30% chance of casting "Weakness" on the enemy troop. If effective, the spell makes the target weak for one turn only.  |
| Fire Protection    | Gives the creature 50% Fire Protection.   |
| Fire Resistance    | The creature is resistance to Fire attacks.   |
| Firestorm          | Allows the creature to target three enemy troops at once with a Fire attack, with a high chance of burning his victim.  |
| Fish Bite          | The vicious transferes to the enemy the Devilfish's malice and hatred and, for the next 4 rounds, the victims chance of a critical strike increases by 40%.   |

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| Flaming               | When attacking, lights enemies on fire, unless they have immunity.   |
| Flaming Skull         | This troop attacks remotely with a blast of burning skulls, which inflict Fire Damage to the target. Demons suffer 150% Magic damage.  |
| Flight                | Troop can fly over low obstacles or rough terrain.   |
| Foreman               | Doubles the base Attack and Defense of Miners in the army. "Outraged" Miners get +1 bonus to Speed and Initiative, and a 100% chance of Critical Hit.  |
| Furious               | Always retaliates against enemy attacks.   |
| Gatekeeper            | When Demons are summoned to the battlefield, or when Teleport or Infernal Exchange are cast, the Demonologist receives +2 Attack and Defense.  |
| Great Lizardman       | All Lizardman in the army receive +1 Morale.   |
| Halve                 | Has a 50% probability of destroying half of an enemy troop with a single strike, if the Leadership of the enemy troop is less than that of the attacker's troop.   |
| Hates Giants          | Inflicts double damage on giants. The troop's morale suffers if there is a giant in the army.  |
| Hibernation           | The creature can fall asleep from inactivity. It then wakes up when it is attacked. While sleeping, the creature can recover its health.   |
| Holy Attack           | Attacks from afar, producing magical shells which cause damage to demons and the undead in particular.   |
| Holy Warrior          | Warriors of Light are blessed in their fight against evil, being granted protection from magical damage, and the capacity to inflict increased damage to demons and the undead.  |
| Horde                 | For every 30 beings in the troop, the horde receives +1 Attack and Defense, up to double the base Attack and Defense.  |
| Horn of Light         | Inflicts an additional 30% Magic Damage to demons and the undead.  |
| Horseman              | When charging in a straight line, horsemen increase their damage by 10% for each cell.   |
| Hunter                | Inflicts 150% Damage against beasts.   |
| Immunity to Fire      | The creature has an 80% resistance to Fire Damage, and cannot be burned.   |
| Immunity to Magic     | Gives the creature 80% resistance to Magic Damage. No spells affect the creature.  |
| Immunity to Poison    | Troop suffers only 20% of a poison-based attack, and cannot be poisoned.   |
| Iracible              | When damaged by spells, the Speed of this troop is increased by 2.   |
| Lightning             | Hits the target with lightning from any distance. Inflicts Magic Damage and has a chance of shocking the target.   |
| Likes Emerald Dragons | Considers Emerald Green Dragons to be very delicious nutritious. Morale of Giants is Increased.  |
| Lycanthrope           | If a lycanthrope bites Elves or Humans (including Pirates, Barbarians and Assassins), one quarter of the units killed by that bite have a 30% chance of joining the lycanthrope's troop. At night, or when underground, this number is doubled. Druids, magicians, and priests are not subject to lycanthropy. |
| Magic Missile         | Attacks remotely, producing a magic missile.   |
| Magic Protection      | Gives the creature 50% Magic Resistance.   |
| Magic Resistance      | Makes the creature resistant to magical attacks.   |
| Malevolent            | When any non-spell attack kills any squad, Trolls rejoice and receive +5 Attack.   |
| Marine                | During naval battles, Morale is increased.   |
| Mastery               | Every time the warrior receives damage, the base Defense of the troop increases by 30%, up to a total of 90%. This does not include when the troop is damaged by enemy counter-attack or the effects of spells.  |
| Mechanical            | Mechanical creatures have neither mind nor living flesh. Properties include: Always neutral Morale. Immune to effects of Mind. Immune to Poison and vulnerability to magic. Cannot be healed or resurrected.   |
| Negates Magic         | Immune to the effect of spells. Magic Resistance 25%.  |
| Night Sight           | During nighttime and underground combat, Attack is increased by 50%.   |
| Nimble                | Troop has a 20% chance of evading an enemy attack.   |
| No Melee Penalty      | The creature inflicts the same damage in both Melee and Ranged attacks.  |
| No Retaliation        | Enemy has no chance to retaliate.  |
| Normal Spells         | Casts weak attacking and weakening spells. Power level: 1.   |
| Oblivion              | This troop's attack has a 50% chance of disabling all the target's skills.   |
| Orc Commander         | Orcs, goblins, and shaman gain +1 Morale.  |

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| Paralyzes           | Targeted troop can be stripped of its remaining Action Points. The chance of paralyzing a level 1 troop is 50%, for level 2 it is 40%, and so on.  |
| Paralyzing Ray      | Performs a ranged attack which has a chance of lulling the enemy to sleep for 1 turn. The lower the level of the enemy, the higher the chance of successfully lulling him asleep.                                      |
| Persistence of Mind | The creature is immune to Mind Spells and effects.   |
| Petrify             | After death, the Troll turns into a stone statue, which serves as a barrier on the battlefield.  |
| Phantom             | Suffers only half of any Physical Damage (50% Physical Damage Resistance), and can pass through barriers.  |
| Plant               | Plants have no Intellect or animal flesh, and they have the following features: Vulnerable to Fire (200% Damage). Poison Protection (50% Damage). Immune to Mind spells and certain other spells.                      |
| Poison Breath       | Has a 50% probability of poisoning the target.   |
| Poison Protection   | Troop suffers only 50% of a poison-based attack.   |
| Poison Resistance   | 25% resistant to the effects of poison.  |
| Power of Forest     | Performs a ranged attack, inflicting Magic Damage to the target and the surrounding enemy troops.  |
| Power of the Dragon | The presence of such a powerful enemy as the Black Dragon inspires fear in the hearts of the enemies of level 1-4, and reduces their initiative.   |
| Powerful Spells     | Casts powerful attacking and weakening spells. Can also cast Mind and Distortion spells. Power level: 3.   |
| Predator            | When destroying a troop, predators can eat the corpse to restore their health.   |
| Rabid               | The creature has 20% chance of making the enemy "Rabid" during an attack.  |
| Rebirth             | If killed, the creature can rise from the ashes in three turns. Cannot be resurrected by magic.  |
| Regal               | Gives humans the confidence of Griffins, increasing their Morale by 1.   |
| Regeneration        | Recovers his maximum points of Health each turn.   |
| Resistant to Cold   | The creature takes less damage from Ice spells, and cannot be frozen. When combat takes place on frozen terrain, the creature's Defense is increased by 50%.   |
| Restoration         | Allows the creature to remove all negative effects from itself at the beginning of its turn.   |
| Rising Fury         | Each time the enemy is attacked, unit receives a bonus of +3 Damage and +3% chance of a Critical Hit, up to a maximum of +15 Damage and +15% to Critical Hit.  |
| Robber              | The Moral of human troops level 1-2 is decreased by 1.   |
| Rugged Scales       | Receives half Damage from distant, non-magical attacks, such as arrows and missiles.   |
| Scavenger           | Can reach a fallen troop, which would otherwise be beyond reach, receiving two additional Action Points.   |
| Servant of Death    | The Assassin is a faithful servant of Death. Any positive spells and effects, as well as the effects of mind control (except hypnosis), are cancelled immediately. When hypnotised, the unit loses its special skills. |
| Sharp Beak          | When attacking along a straight line, the troop always does Critical damage.   |
| Shock               | The troop's attack has a 30% probability of shocking the enemy, reducing his initiative and the Action Points to 1.  |
| Siege Weapon        | Inflicts 200% damage to obstacles, barriers, and gremlin towers.   |
| Sniper              | No penalty for Ranged attack.  |
| Soars               | Allows the creature to fly over low obstacles and irregular terrain.   |
| Soul Draining       | Drains the souls of enemy troops, turning them into ghosts while recovering its own health.  |
| Spear               | Jab across two cells at once, provided neither cell contains allies.   |
| Spikes              | Enemies receive damage from the sharp horns, if they attack the Bronto when he is dug in and unresponsive.   |
| Stationary          | Troop can not move.  |
| Steel Armor         | High Physical Damage Resistance.   |
| Stone               | This is a stone creature, animated by magic. It is slow, but Resistant to Fire, Poison, and Physical Damage. In addition, it is Immune to Mind Spells, and to spells of healing and resurrection.                      |
| Stone Skin          | Gives the creature 20% Physical Damage Resistance.   |
| Strike and Return   | Allows this creature to return to its starting position after attacking, before the enemy has an opportunity to retaliate.   |
| Strong Spells       | Casts strong attacking and weakening spells and curses. Power level: 2.  |
| Susceptible to Fire | Fire inflicts 150% damage.   |
| Team Spirit         | For every 30 peasants in a troop, their Attack is increased by 1. The total bonus cannot exceed 10.  |
| Teleportation       | Troop can move across the battlefield instantly, ignoring all obstacles.   |
| Terrible            | The troop's attack may terrify the opponent. A terrified opponent is unable to counter-attack.   |

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| Terrify       | When attacking creatures level 1-4, the demon has a 30% chance of making the enemy unit panic. The undead, demons, and Lizardmen, as well as creatures who are immune to Mind attacks, are immune from this effect.   |
| Three-Headed  | Allows the creature to attack three targets at once.  |
| Tolerance     | The troop can tolerate the presence of undead in the army, without penalty to their Morale.   |
| Triple-Horned | The troop can attack three cells at once.   |
| Troll Skin    | In light, the troll's skin petrifies, hampering its motion, but giving it additional protection. During the daytime, the Troll's normal resistance and resistance to Fire is doubled. In the evening and underground, Trolls can recover and move faster, gaining +1 to Speed and Initiative. |
| True Believer | The presence of the undead in the army does not lower their morale. Resists Necromancy.   |
| Tyrant        | All the enemies in neighboring cells suffers a 30% loss to their base Defense.  |
| Undead        | The living dead possess these properties: Poison Protection (Poison Resistance 50%). +50% Attack at night and underground. +1 Morale in cemeteries. Suffers 150% Damage from holy attacks. Immune to Mind attacks and certain other spells.   |
| Underground   | If combat takes place under ground, Attack is increased by 50%.   |
| Unresponsive  | Cannot respond to enemy attack.   |
| Valor         | A higher self-esteem gives the creature +1 Morale.  |
| Vengeful      | After loosing half of its forces, the troop always does Critical damage.  |
| Venomous      | The creature has 30% chance of poisoning the target of a successful attack. If the target is poisoned, the effect lasts 3 rounds.   |
| Weakens       | When attacking, the creature has 30% chance of casting "Weakness" on the enemy troop. If effective, the spell makes the target weak for one turn only.  |
| Wood Fairy    | Ents and Thorns in the army gain +1 Morale.   |
| Zeroing In    | Every shot is more precise than the last, increasing the base Attack by 30%.  |