

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% of 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 transfers 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 shell which causes 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 affects 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 gains +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 ressurected 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%.