

Amazon Civilization

Mana Scale



Legend



Action Sequence

1. Purchase units
2. Naval movement
3. Quest activity
4. Combat
5. Transfer
6. Collect income
7. Place reinforcements

Combat Sequence

1. Move attacking unit(s) into enemy territory
2. Determine T.A.S. (Total Attack Strength)
3. Defender missile attack
4. Attacker missile attack
5. Remove missile phase casualties
6. Attacker melee attack
7. Defender melee attack
8. Remove melee phase casualties

1. Heal

Cures units that are poisoned.

2. Petrifying Gaze
- Turn 1 unit to stone.

3. Teleport

May teleport up to 5 units.

4. Command

Add 1 to the T.A.S. of 5 units in the combat zone.

5. Alluring

Subtract 1 from the T.A.S. of 5 enemy units in the combat zone.

6. Rapture

Claim 1 enemy unit from the combat zone.

Wizard's Spells					
1	2	3	4	5	6
WIZARD	WIZARD	WIZARD	WIZARD	WIZARD	1
WIZARD	WIZARD	WIZARD	WIZARD	WIZARD	2
WIZARD	WIZARD	WIZARD	WIZARD	WIZARD	3



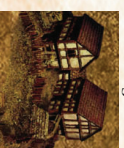
3 Amazon **6**

Charm Attack
Cost per unit is 4 gold.



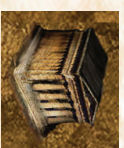
Quest

Draw Quest card



Village

Draw Companion card
Pickaxe 1 gold
Torch 1 gold
Unit 4 gold



Shrine

Gain 1 mana.
Gain a scroll card if you have a Talisman.



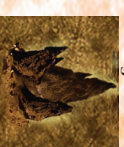
Witch Den

Potion 1 gold
Elixir 3 gold
Talisman 3 gold
DragonOrb 3 mana



Oracle

Draw Prophecy card
Gain 1 spell for 1 mana.



Dragon Lair

Red Dragon Attacks!
6 Attack 12 Defense
Dragonfire
Gain a Treasure