

Necromancer Civilization

Mana Scale



Legend



Action Sequence

Combat Sequence

- 1. Poison**
Poison 1 unit.
- 2. Bloodlust**
Add 1 to the T.A.S. of 5 units in the combat zone.
- 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. Death Spell**
Score 1hp of damage for each mana spent.
- 6. Necromantic**
Claim 1 unit lost from the combat zone. 3 mana to raise a fallen commander.

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

Quest

Village

Shrine

Witch Den

Oracle

Dragon Lair



Wizard's Spells

1	2	3	4	5	6
WIZARD	WIZARD	WIZARD	WIZARD	WIZARD	WIZARD
WIZARD	WIZARD	WIZARD	WIZARD	WIZARD	WIZARD
WIZARD	WIZARD	WIZARD	WIZARD	WIZARD	WIZARD

Draw Quest card

Draw Companion card

Pickaxe 1 gold
Torch 1 gold
Unit 4 gold

Gain 1 mana.

Potion 1 gold
Elixir 3 gold
Talisman 3 gold

Draw Prophecy card

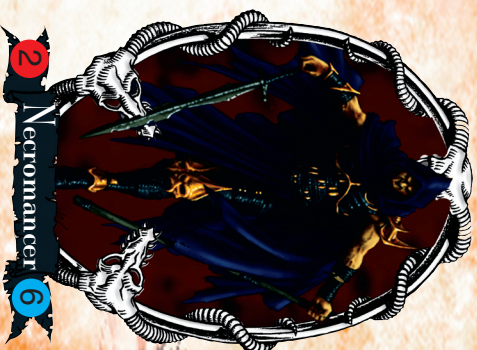
Gain 1 spell for 1 mana.

Red Dragon Attacks!

Attack 12 Defense

Dragonfire

Gain a Treasure



Scourge Attack
Cost per unit is 4 gold.