





studios
about this game

This game is under heavy development. By using it, you accept that this work is an intellectual property of Oca Studios.

Although we commit ourselves to realease it under Public Domain on its publication date, it is until then not pmissible to distribute it without the aauthors' consent.

Instruções para impressão:

- não imprima as páginas 1 e 2,
- imprima as páginas ímpares e pares como frente e verso, respectivamente.



EASTERNERS

Rules

PLACE TWO PILES OF CARDS, ONE FOR ABILITIES AND OTHER FOR BASES, ON THE DESIGNATED SLOTS ON THE BOARD.

PLAYERS DRAW 5 CARDS FROM ANY OR BOTH PILES, AND MAY PLACE THEIR BASES ON THE BOARD IF THEY ARE NOT SATISFIED WITH THEIR CARDS, THEY MAY DISCARD THEM ALL AND DRAW 5 MORE.

THEN THEY START PLAYING, ALTERNATING TURNS;

A PLAYER'S TURN

1. IN HIS TURN, HE MUST DECIDE WHETHER TO RENEW THE GAME OR NOT.

RENEWING THE GAME MEANS BOTH PLAYERS MUST EXECUTE THE RENEWAL SEQUENCE BELOW.

RENEWAL SEQUENCE

RECRUIT TROOPS. THIS MEANS YOU MUST PLACE A COUNTER MARKING "1" ON EACH BASE THAT HAS NO COUNTERS, AND ADJUST IT TO MARK "2" ON BASES THAT ALREADY HAVE A COUNTER. NO BASE MAY EVER HOLD MORE THAN 2 TROOPS, AND TROOPS CANNOT EXIST WITHOUT BASES.

DRAW 2 CARDS IF YOU EXCEED THE HAND LIMIT OF 5 CARDS, DISCARD UNTIL YOU REACH THE LIMIT.

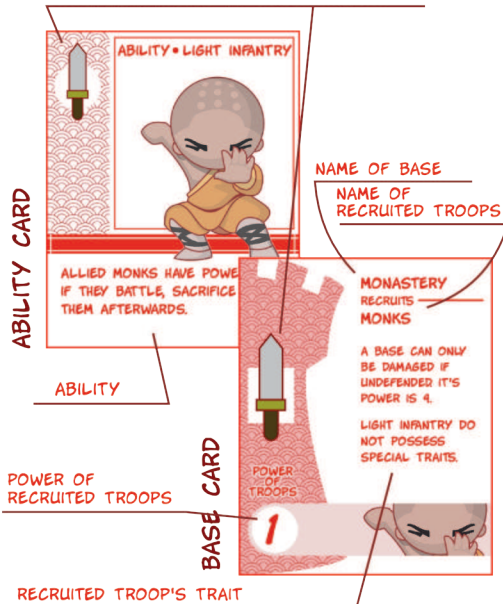
PLAY NEW BASES.

2. AFTER RENEWAL OR HAVING ANNOUNCED NOT TO RENEW, THE PLAYER MAY DECLARE ATTACKS, AND BOTH PLAYERS MAY PLAY ABILITIES.

WHEN HE'S FINISHED, THE PLAYER MUST END HIS TURN. THE OPPONENT MUST THEN FOLLOW THE SAME STEPS, UNTIL ONE OF THEM DESTROYS THE OPPONENT'S CASTLE.

SINCE THERE IS A LUCK COMPONENT IN THE GAME, IT IS CUSTOMARY TO ALLOW THE LOSER A REMATCH, SO THE WINNER IS THE ONE TO WIN 2 OUT OF 3 MATCHES.

ICON REPRESENTING THE TROOP'S TYPE



*There is no life without honor.
There is no honor without victory.*

TO UNDERSTAND HOW COMBAT WORKS, NOTE THAT EACH PLAYER'S FIELD IS DIVIDED INTO THREE TERRITORIES, EACH ONE CONTAINING THREE BASES' SLOTS. BASES DICTATE WHICH TYPE OF TROOP YOU HAVE WILL BE AVAILABLE. TROOPS IN THE SAME TERRITORY SHALL BATTLE TOGETHER.

BATTLES

TO LAUNCH AN ATTACK, ONE MUST CHOOSE ONE OF HIS TERRITORIES TO SEND HIS TROOPS FROM AND ONE OF HIS OPPONENT'S AS TARGET. ONLY ONE TERRITORY FROM EACH PLAYER MAY BE INVOLVED IN A BATTLE AND ALL TROOPS ON THOSE TERRITORIES MUST FIGHT.

KEEP THESE 2 CONCEPTS IN MIND:

- EVERY TROOP, BASE AND PALACE HAS A POWER LEVEL INDICATING HOW MUCH DAMAGE IT INFLECTS AS WELL AS HOW MUCH DAMAGE IT TAKES TO DESTROY IT. IF ITS POWER DROPS BELOW 1, A TROOP IS KILLED AUTOMATICALLY WHEN IN BATTLE (AS DO BASES, BUT ONLY IF THEY ARE UNDEFENDED).

- THE POWER OF TROOPS IS INDICATED ON THE BASE THAT RECRUITED THEM, BASES HAVE POWER 4 AND PALACES HAVE POWER 10.

BATTLES ARE DIVIDED INTO TWO STAGES. ON THE FIRST, BOTH PLAYERS MAY PLAY AS MANY ABILITIES AS THEY WISH. THE DEFENDER MAY PLAY THE FIRST ONE.

THE SECOND IS THE COMBAT STAGE, WHEN DAMAGE IS COMPUTED.

PLAYERS MAY CHOOSE THE ORDER IN WHICH HIS TROOPS DEAL DAMAGE AND TO WHICH TARGETS. WHEN A TARGET RECEIVES DAMAGE EQUAL TO OR GREATER THAN HIS OWN POWER, IT WILL BE DESTROYED BY THE END OF THE BATTLE, BUT IT WILL STILL INFLECT DAMAGE EQUAL TO ITS POWER.

WELL, EXCEPT FOR TROOPS WITH 'INITIATIVE'. TROOPS WITH THIS TRAIT, (E.G. SHOOTERS) MUST DEAL THEIR DAMAGE FIRST AND THEIR TARGETS ARE KILLED BEFORE THEY CAN DEAL THEIR OWN DAMAGE (EXCEPT IF TARGETS ARE BASES OR ARE OTHER TROOPS WITH 'INITIATIVE').

ANOTHER TRAIT AVAILABLE TO TROOPS IS 'ARTILLERY', WHICH MEANS THEY CANNOT DEAL DAMAGE TO TROOPS, ONLY TO BASES AND PALACES.

THE ATTACKER'S TROOPS ARE CONSIDERED 'IN COMBAT' AND ALSO THE DEFENDER'S TROOPS AND BASES, MEANING THEY CAUSE AND TAKE DAMAGE. BASES, THOUGH, CAN ONLY BE DAMAGED IF THERE ARE NO MORE TROOPS ALIVE DEFENDING THEIR TERRITORY.

IF THE ATTACKING FORCES MANAGE TO WIPE OUT THE ENEMY'S DEFENSES, THEIR SURVIVING TROOPS ARE FULLY HEALED AND BEGIN A NEW BATTLE, NOW AGAINST THE PALACE.

EXCEPT FOR THE RENEWEL STAGE, PLAYERS MAY PLAY ABILITIES AT WILL. THERE ARE THREE DIFFERENT KINDS OF ABILITIES, DESCRIBED BELOW.

TYPES OF ABILITIES

TROOP ABILITIES CARRY THE ICON OF A TROOP TYPE, AND THEIR EFFECTS ARE TIED TO THAT TYPE.

COMMON ABILITIES CARRY A HAND ICON. THEY DON'T RESTRICT THEMSELVES TO A TROOP TYPE, AND BENEFIT THE WHOLE ARMY.

TROOP AND COMMON ABILITIES STAY IN EFFECT UNTIL THE END OF THE TURN, BEING THEN DISCARDED.

GAME ICONS



FROM LEFT TO RIGHT: LIGHT INFANTRY, SHOOTER, HEAVY INFANTRY, CAVALRY, SIEGE WEAPON, COMMON AND SPECIAL ABILITY.

SPECIAL ABILITIES CARRY A STAR ICON, AND ACT VERY DIFFERENTLY. YOU MUST PLAY THEM ON YOUR PALACE, WHERE THESE CARDS WILL ACT AS COUNTERS OF SPECIAL TROOPS. THESE TROOPS MAY ATTACK AND DEFEND NORMALLY, AND MOST HAVE UNIQUE CAPABILITIES.

YOU MUST OWN ONE TERRITORY COMPLETE WITH 3 BASES FOR EACH SPECIAL TROOP YOU HAVE. YOU MUST DISCARD THOSE TROOPS YOU CANNOT KEEP.

BELOW ARE DOUBTS THAT HAUNT SOME OF ATTACK THE TOWER'S GENERALS.

Does this manual contain all the rules?

Sort of. It contains enough rules to know and enjoy the game - you shouldn't need anything else. It is, though, a brief summary of the Tournament Manual. There you'll find the rules in detail, so to avoid ambiguity and omissions.

Where can I get the Tournament Manual?

At www.ocastudios.com/bronze/attack-the-tower.

Are the cards used in Tournaments any different?

No. They're the same. The rules are more detailed but are also, essentially, the same.

The manual says that I must discard excess cards after drawing them. May I wait and discard them only by the end of the Renewal Sequence?

No. You must follow the steps in order.

Can I attack multiple times in a turn?

Yes, as long as you have Troops.

May I do one attack with multiple Territories?

No.

May I attack with Bases?

Nope. Only Troops may attack.

May Special Troops attack? Even the Treant?

Yes and yes.

Do Abilities that affect Bases also affect the Palace? For example, if a card destroys Troops on a Base, may I use it to destroy Special Troops on the Palace?

No. Palaces are not Bases.

My Troops have attack and failed to destroy the enemy's Bases. But the Defender has also failed to destroy my Troops. So what now?

In this rare event, the attacking Troops are sacrificed.

My Troops have successfully destroy the enemy Bases, but I don't want survivors to attack the Palace. Can they return or attack another Territory?

No. Troops never return from an attack. Marching forward is not optional in this case.

I caused x points of damage to the Palace. In another attack, does it only takes 10-x points to destroy it?

No. After a combat, all damage inflicted to surviving Troops, Bases and Palaces are forgotten. All damage necessary to destroy the Palace must come from one single attack.

May I play Bases on the opponent's turn? And Abilities?

Bases may only be played in the designated step during the Renewal Sequence, no matter if it's your turn or your adversary's. Abilities may be played at any time, no matter whose turn, except during the Renewing Sequence.

Neither me nor my opponent wish to attack. Has the game crashed?

It means someone should be paying more attention - attacking is bound to be advantageous for one of you. But if you insist on it, you may adopt the Tournament rule that state that, if a player does not Renewal or attack in one turn, the opponent is obliged to renew or attack.

May I attack with only some of the Troops of my Territory?

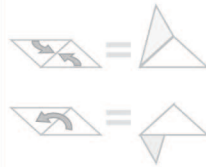
No. Once a Territory is assign to attack, all Troops in there must attack.

May I play an Ability "in response" to an opponents' card?

This question refers to the rule, popular among other card games, that states that a player may play a card right after ("in response to") an action by his opponent, and have its effects happen *before* it. For example, you would be able to annul an opponent's attack by playing the Fae's Common Ability, that prevents him from declaring attacks. This rule, surprisingly for some players, *does not exist* in Attack the Tower. Effects in this game take place in the order they are played, so the example above does not work.

Do Troops leave their Bases when attacking? I mean, may I play an Ability such as "Destroy all Troops in a Base" when these Troops are attacking?

When interpreting cards, assume Troops never leave their Bases. So no, they don't, and yes, you may.



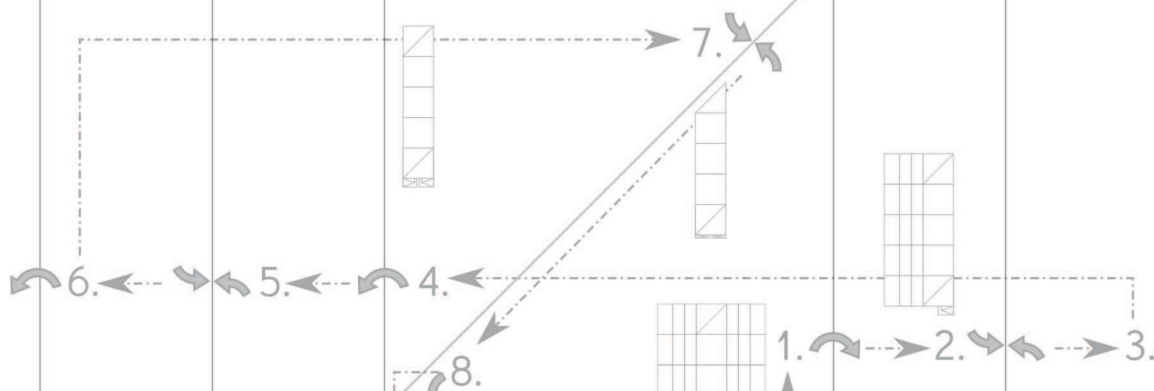
EASTERNERS



number of players	2	ages	12+
duration of a match	20'	duration of assembly	15'
*LEARNING REQUIRES 20'. DURATIONS MAY VARY			



EASTERNERS



Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



ATTACK THE TOWER



ATTACK THE TOWER



THIS FILE CONTAINS ONE ARMY BUT YOU'LL NEED TWO TO PLAY. GET THE OTHERS AT WWW.OCASTUDIOS.COM/BRONZE/ATTACK-THE-TOWER

EASTERNERS



VERSION 0.1.0

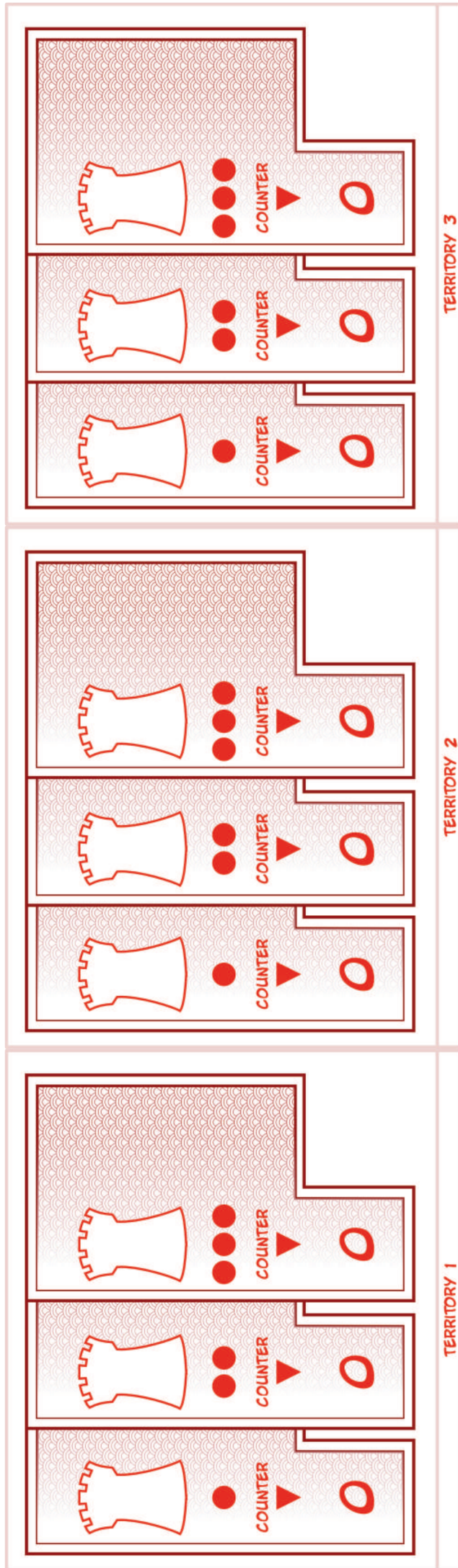
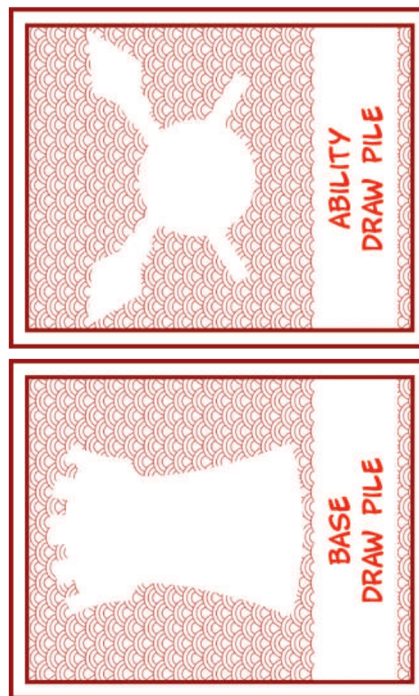
WWW.OCASTUDIOS.COM
OCA@OCASTUDIOS.COM
[TWITTER.COM/OCASTUDIOS](https://twitter.com/OCASTUDIOS)
[FACEBOOK.COM/OCASTUDIOS](https://www.facebook.com/OCASTUDIOS)

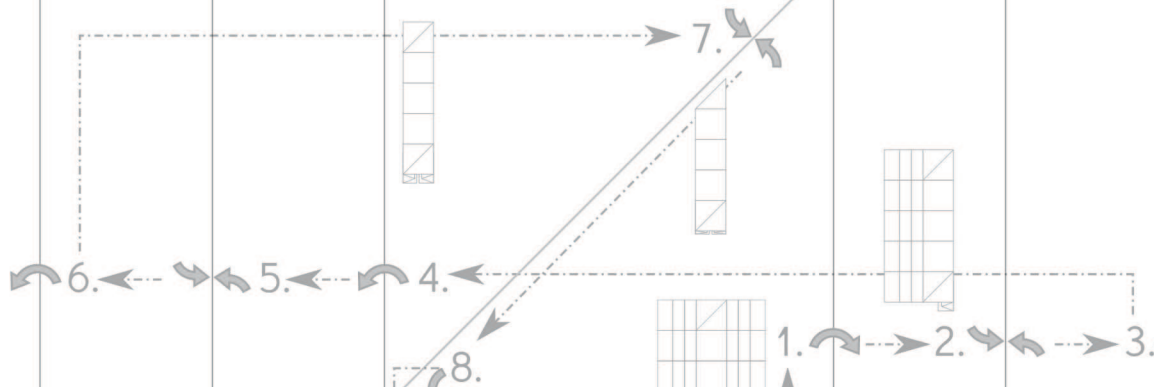
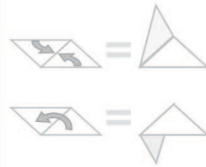
OCA





THE PALACE WILL ONLY TAKE DAMAGE IF UNGUARDED BY SPECIAL TROOPS. IT HAS POWER TO 10 AND IF DESTROYED, YOU LOSE THE GAME.





Start here

First you'll have to fold two sheets into modular pieces.

Once folded, it's time to assemble them into a box. To do it, follow the instructions below.

assembling the box

I. Place the sheets as an X.



II. Fold up two sides next to each other.



III. Lock a tab into the pocket of the tab to its left.



IV. Fold up the remaining sides, locking them as per above.



Warning! The box is very resistant, so open it gently as not to tear the paper.

11.



EASTERNERS



number of players	2	ages	12+
duration of a match	20'	duration of assembly	15'
*LEARNING REQUIRES 20'. DURATIONS MAY VARY			



EASTERNERS



ATTACK THE TOWER



ATTACK THE TOWER
EASTERNERS
THIS FILE CONTAINS ONE ARMY BUT YOU'LL NEED TWO TO PLAY. GET THE OTHERS AT WWW.OCASTUDIOS.COM/BRONZE/ATTACK-THE-TOWER

VERSION 0.1.0

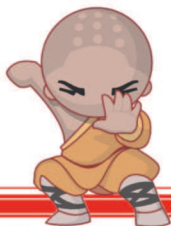
WWW.OCASTUDIOS.COM
FACEBOOK.COM/OCASTUDIOS
TWITTER.COM/OCASTUDIOS
OCA@OCASTUDIOS

OCA





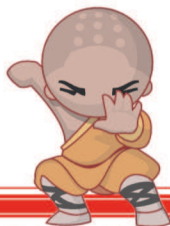
ABILITY • LIGHT INFANTRY



ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



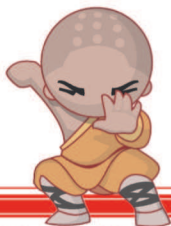
ABILITY • LIGHT INFANTRY



ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • LIGHT INFANTRY



ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • LIGHT INFANTRY



ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



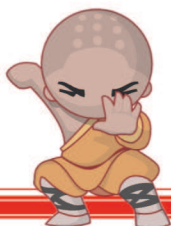
ABILITY • LIGHT INFANTRY



ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • LIGHT INFANTRY



ALLIED MONKS HAVE POWER 2. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



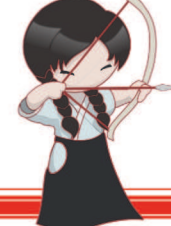
ABILITY • SHOOTER



TROOPS IN THE SAME TERRITORY AS ALLIED KYUDOKAS MAY BE SPARED FROM SACRIFICE, EVEN IF OTHER ABILITIES DEMAND IT.



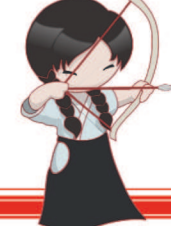
ABILITY • SHOOTER



TROOPS IN THE SAME TERRITORY AS ALLIED KYUDOKAS MAY BE SPARED FROM SACRIFICE, EVEN IF OTHER ABILITIES DEMAND IT.



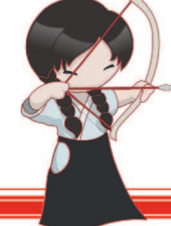
ABILITY • SHOOTER



TROOPS IN THE SAME TERRITORY AS ALLIED KYUDOKAS MAY BE SPARED FROM SACRIFICE, EVEN IF OTHER ABILITIES DEMAND IT.



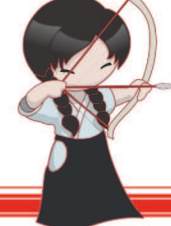
ABILITY • SHOOTER



TROOPS IN THE SAME TERRITORY AS ALLIED KYUDOKAS MAY BE SPARED FROM SACRIFICE, EVEN IF OTHER ABILITIES DEMAND IT.



ABILITY • SHOOTER



TROOPS IN THE SAME TERRITORY AS ALLIED KYUDOKAS MAY BE SPARED FROM SACRIFICE, EVEN IF OTHER ABILITIES DEMAND IT.



ABILITY • HEAVY INFANTRY



ALLIED SAMURAI HAVE POWER 3. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • HEAVY INFANTRY



ALLIED SAMURAI HAVE POWER 3. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • HEAVY INFANTRY



ALLIED SAMURAI HAVE POWER 3. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • HEAVY INFANTRY



ALLIED SAMURAI HAVE POWER 3. IF THEY BATTLE, SACRIFICE THEM AFTERWARDS.



ABILITY • CAVALRY



AFTER BATTLING AGAINST HUNS, DEFENDING BASES WITH NO TROOPS ON THEM MUST BE SACRIFICED.



ABILITY • CAVALRY



AFTER BATTLING AGAINST HUNS, DEFENDING BASES WITH NO TROOPS ON THEM MUST BE SACRIFICED.



ABILITY • CAVALRY



AFTER BATTLING AGAINST HUNS, DEFENDING BASES WITH NO TROOPS ON THEM MUST BE SACRIFICED.



ABILITY • SIEGE WEAPON



SACRIFICE ONE KAIJU ON EACH ALLIED ISLAND FOR EACH TERRITORY WHERE YOU STILL HAVE KAIJUS, DESTROY ONE BASE.



ABILITY • SIEGE WEAPON



SACRIFICE ONE KAIJU ON EACH ALLIED ISLAND FOR EACH TERRITORY WHERE YOU STILL HAVE KAIJUS, DESTROY ONE BASE.



ABILITY • COMMON



CHOOSE AN ALLIED TROOP IT BECOMES A NINJA AND ITS POWER IS RAISED BY 3.



ABILITY • COMMON



CHOOSE AN ALLIED TROOP IT BECOMES A NINJA AND ITS POWER IS RAISED BY 3.



ABILITY • COMMON



CHOOSE AN ALLIED TROOP IT BECOMES A NINJA AND ITS POWER IS RAISED BY 3.



ABILITY • SPECIAL



RECRUIT A SHENLONG ON YOUR PALACE. IT HAS POWER 4 AND WHILE IN PLAY IT ALLOWS YOU TO DRAW ONE EXTRA CARD DURING THE RENOVATION SEQUENCES.



ABILITY • SPECIAL



RECRUIT A SHENLONG ON YOUR PALACE. IT HAS POWER 4 AND WHILE IN PLAY IT ALLOWS YOU TO DRAW ONE EXTRA CARD DURING THE RENOVATION SEQUENCES.



 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 
 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>MONASTERY RECRUITS MONKS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>LIGHT INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>DOJO RECRUITS KYUDOKAS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SHOOTERS' 'INITIATIVE' TRAIT ALLOWS THEM TO STRIKE FIRST IN BATTLE.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>DOJO RECRUITS KYUDOKAS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SHOOTERS' 'INITIATIVE' TRAIT ALLOWS THEM TO STRIKE FIRST IN BATTLE.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>DOJO RECRUITS KYUDOKAS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SHOOTERS' 'INITIATIVE' TRAIT ALLOWS THEM TO STRIKE FIRST IN BATTLE.</p> <p>POWER OF TROOPS</p> <p>1</p> 
 <p>DOJO RECRUITS KYUDOKAS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SHOOTERS' 'INITIATIVE' TRAIT ALLOWS THEM TO STRIKE FIRST IN BATTLE.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>DOJO RECRUITS KYUDOKAS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SHOOTERS' 'INITIATIVE' TRAIT ALLOWS THEM TO STRIKE FIRST IN BATTLE.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>DOJO RECRUITS KYUDOKAS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SHOOTERS' 'INITIATIVE' TRAIT ALLOWS THEM TO STRIKE FIRST IN BATTLE.</p> <p>POWER OF TROOPS</p> <p>1</p> 	 <p>FEUD RECRUITS SAMURAI</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>HEAVY INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>2</p> 	 <p>FEUD RECRUITS SAMURAI</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>HEAVY INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>2</p> 
 <p>FEUD RECRUITS SAMURAI</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>HEAVY INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>2</p> 	 <p>FEUD RECRUITS SAMURAI</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>HEAVY INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>2</p> 	 <p>FEUD RECRUITS SAMURAI</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>HEAVY INFANTRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>2</p> 	 <p>STEPPE RECRUIT HUNS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>CAVALRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>3</p> 	 <p>STEPPE RECRUIT HUNS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>CAVALRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>3</p> 
 <p>STEPPE RECRUIT HUNS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>CAVALRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>3</p> 	 <p>STEPPE RECRUIT HUNS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>CAVALRY DO NOT POSSESS SPECIAL TRAITS.</p> <p>POWER OF TROOPS</p> <p>3</p> 	 <p>ISLANDS RECRUIT KAIJUS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SIEGE WEAPONS' 'ARTILLARY' TRAIT, PREVENTS THEM FROM DAMAGING TROOPS.</p> <p>POWER OF TROOPS</p> <p>4</p> 	 <p>ISLANDS RECRUIT KAIJUS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SIEGE WEAPONS' 'ARTILLARY' TRAIT, PREVENTS THEM FROM DAMAGING TROOPS.</p> <p>POWER OF TROOPS</p> <p>4</p> 	 <p>ISLANDS RECRUIT KAIJUS</p> <p>A BASE CAN ONLY BE DAMAGED IF UNDEFENDED IT'S POWER IS 4.</p> <p>SIEGE WEAPONS' 'ARTILLARY' TRAIT, PREVENTS THEM FROM DAMAGING TROOPS.</p> <p>POWER OF TROOPS</p> <p>4</p> 





