

AoM to do List

128 per map ... monsters and artifacts..

-----AoM-----
 Light-good / Dark-evil

- 00-
- @01-Brigand light
- +01-Brigand dark
- @02-warrior light
- +02-Thral
- @03-Berzerk
- +03-Norsemen
- @04-@hulaknight
- +04-Maul
- @05-Styknigh human
- +05-Styknigh undead (arrows no damage)
- @06-Heron guard (1 heal)
- +06-Mykridia
- @07-Archer (flame arrow)
- +07-Souless -(poison spear) Archer Dark (flame arrow)
- @08-Dwarf (6 satchels)
- +08-Ghoul (poor or clever)
- @09-@spear man (spear-sword-bow)
- +09-orc Spear Man (spear-sword-bow)
- @09b@Standard Bearer (boosts morale)
- +09b- Orc Standard Bearer (boosts morale)
- @10-Warlock (fire ball, fire ring)
- +10-Fetch lightning, lightning shield)
- @11-@Crossbow (poison bolt)
- +11-Crossbow (poison bolt)
- @12-Trow lights
- +12-Myrk big / Trow dark
- @13- frilog
- +13- Axelnar
- @13b mortar duff
- +13b mymidon
- @14-Cavalry light
- +14- Cavalry dark
- @15-kyralia (,Teleports)
- +15-Silver ()
- @16-Alic (Hero sword, lightning sword, pop)
- @16b
- +16-Soublighter (Hero Blade, Speed)
- +16b-
- @17-duff pathfinder (calls in airstrike balloon)
- +17-Myrk big Thrower
- @18-mortor duff
- +18-
- @18-@spear Maiden mounted
- +18-Valon
- @20-@Kknight
- +20
- @21-@falcknight
- +21
- @22-@Mazzain (hero sword, lightning sword ,teleport)
- +22-@Balar (hero sword, lightning sword)
- @23-@Deceiver converts >brigand >ghoul >maul >Norsmen >mykridia
- +23-Summoner summons >Wraths > ghost bezerk > ghost Archer -ghost Dwarf
- @24-@Rabicon - lightning sword
- +24-Walther -fire sword -fresorm
- @25-heron hero /
- +25
- @26-@gorgoeth -> tribuchet -> catapult -->-Balista --> oil cauldron
- +26 -@gre -> tribuchet -> catapult -->-Balista --> oil cauldron
- @27-@Palidin resurects > herons >warriors >brigands >dwarfs >berzerks
- +27 -@Baron creates > Stygen Knights > Thral > Ghosts > Wights
- @28-@Palidin >hawk (scouts) -healing sword
- +28 -@Vixer ->facehugger (converts) -flaming sword
- @29-journeyman -->wolf (axe dig, 20 heals)
- +29
- @30-peasant
- +30-Pasant
- @30-@Shale (hero sword, death cloud, pop)
- +30b -@skadi priestess >Spider (defense spel, 20 heals)
- @31
- +31
- @32
- +32

Pikeman
 ArcherCap

- @e01
- +e01
- @e02 -@Eli Mage
- +e02 -@Crc Disciple
- @e03 -@Iron Trow
- +e03 -@Soul Aser
- @e04 -@Frost Giant
- +e04
- @e05
- +e05-@valhanos
- @e06-@Gruud ->summons animals
- +e06 -@O3a-Lich King >creates skeletons
- @e07 -@O0b-Madel (archer bow of slaying)
- +e07 -@O05b-Balal
- @e08-@Pyromancer
- +e08 -@O05c-Rehab
- @e09
- +e09 +15b-Fetch priestess
- @e10
- +e10-15a-Fetch Queen
- @e11
- +e11 -@Raven >raven (convert , confusion)
- @e12-@O0C-Templar
- +e12
- @e13
- +e13
- @e14
- +e14
- @e15
- +e15
- @e16
- +e16
- canon
- catapult
- Balista
- tribuchet



- @e1 hero : Legendary
- box Captain: Heroic
- oo Sorcerer: Normal
- dox champion: cavalry heroic
- ooooo xgt : sword-bow-standard
- ooooofire
- gooooo Archer : missile
- fooooooo guard
- ooooooo infantry: melee
- ooooooooo untrade:

kopet

```
<@> Lumenali (9)
> Hero : 00a@Rabicon - (lightning sword, )
> Captain : 00b@Midel Archer (Arrow slay, Arrow Stone) >00k-wolf
> Sorcerer : 00c@Templar (Lightning, confusion, heal)
>> champion : 00d@Trow
>>> sgt : 00e@standard bearer
>>>> Pike : 00f@Heimbardt
>>>>> Archer : 00g@Femknicht archer /sword
>>>>>> guard : 00h@ababance
>>>>>>> infantry : 00i@briggand
>>>>>>>> unitrade:warior
```

```
<<@> The Mark (7)
> Hero : 01a@Walcher -(fire sword -firestorm)
> Captain : 01b@Deceiver -(hold -convert) >01Krat
> Sorcerer : 01c@Walock -fire -confusion -heal
>> champion : 01d@Trow
>>> sgt : 01e@Diel-standard
>>>> Pike : 01f@pike
>>>>> Archer : 01g@eather dark
>>>>>> guard : 01h@stygienknight
>>>>>>> infantry : 01i @brigand
>>>>>>>> unitrade: 01j thral
```

```
<@> The Numeror (7)
> 2 hero : 02a@Alic - (lightning sword, )
> Captain : 02b@Karya -pop, defense shield) >00kHawk
> Sorcerer : 02c@Vren
>> champion : 02d@St Joan /@Trow
>>> sgt : 02e@Ok-stand
>>>> Pike : 02f@Ok-pike
>>>>> Archer : 02g@Arche-Wob
>>>>>> guard : 02h@Red guard
>>>>>>> infantry : 02i@Warior
>>>>>>>> unitrade: 02j thral
```

```
<<@> The Taken (12)
> 3 hero : 03a@Soulighter -(
> Captain : 03b@Shiver --crow (silver defense, dispersal )
> Sorcerer : 03c@Shade --weights -heal
>> champion : 03d@verath -drain -convert
>>> sgt : 03e@Diel-standard
>>>> Pike : 03f@Diel pike
>>>>> Archer : 03g@spalans
>>>>>> guard : 03h@Maui
>>>>>>> infantry : 03i@proud
>>>>>>>> unitrade: thral
```

```
<@> NorsemenDwarfs (8)
> 4 hero : 04a@Dwarf painfinder
> Captain : 04b@Dwarf -->Rat
> Sorcerer : 04c@Dwarf Motor -explosives -heal
>> champion : 04d@Frost Giant
>>> sgt : 04e@ wally femberzerk-sword -bow -standard
>>>> Pike :04f@
>>>>> Archer : 04g@Archer
>>>>>> guard : 04h@Axe Dwarf
>>>>>>> infantry : 04i@Bezerks
>>>>>>>> unitrade: 04j thral
```

```
<<@> Deadlanders (11)
> 5 hero : 05a@Liche king
> Captain : 05b@Belial -raises skeleton army -bats
> Sorcerer : 05c@ the betrayer ethal -converts team gas -heal
>> champion : 05d@mymidon hero
>>> sgt : 05e@Skeleton -standard
>>>> Pike :05f@Pike
>>>>> Archer : 05g@Soulless Skeleton Archer
>>>>>> guard : 05h@mymidon
>>>>>>> infantry : 05i@Skeletons
>>>>>>>> unitrade: 05j thral
```

```
<@> Guardians (10)
> 06 hero : 006a@Mazzain
> Captain : 006b@Trinity >bee swarm (speed attack - shield)
> Magician : 006c@Gemonalia (water ice --heal
>> champion : 006d@Cav lance
>>> sgt : 006e@Ok-Standard
>>>> Pike : 006f@Ok-Pike
>>>>> Archer : 006g@Ok archer
>>>>>> guard : 006h@Ok-crossbow
>>>>>>> infantry : 006i@Ok-Warior
>>>>>>>> unitrade: 006j thral
```

```
<<@> The Bre (11)
> 07 hero : 007a@Valhanos (swelans,
> Captain : 007b@Soudat priestess --> dragon
> Sorcerer : 007c@BreShaman -heal
>> champion : 007d@Mistral
>>> sgt : 007e@Barbarababe -sword -bow Barbarian-standard
>>>> Pike :007f@Barbarian
>>>>> Archer : 007g@Barbarababe archer
>>>>>> guard : 007h@Bre-uncor
>>>>>>> infantry : 007i@Bone warior
>>>>>>>> unitrade: 007j thral
```

```
<@> Woodlanders/ Elves (9)
> 8 hero : 08a@Elf Mage (electric
> Captain : 08b@Elf Archeress ->sparrow
> Sorcerer : 08c@Druid -hair -heal
>> champion : 08d@forest giant
>>> sgt : 08e@Ok-Standard
>>>> Pike :08f@Ok-pike
>>>>> Archer : 08g@elf archers
>>>>>> guard : 08h@FSD Warior
>>>>>>> infantry : 08i@Elf Soldier
>>>>>>>> unitrade: 08j thral
```

```
<<@> + Ouki (15) 11
> 9 hero : 09a@goblin general
> Captain : 09b@Goblin ->stag
> Sorcerer : 09c@Disciple -heal
>> champion : 09d@way rider / ont
>>> sgt : 09e@Diel-standard
>>>> Pike : 09f@Diel-pike
>>>>> Archer : 09g@Diel crossbow
>>>>>> guard : 09h@orc soldier
>>>>>>> infantry : 09i@Diel Warior
>>>>>>>> unitrade: 09j thral
```

```
> Men of the west (10)
> 10 hero : 10a@
> Captain : 10b@Karya-wolf
> Sorcerer : 10c@Flymanizer-heal -fireball
>> champion : 10d@AcMavalry
>>> sgt : 10e@AcMStandard
>>>> Pike :pike 10f@AcMpike
>>>>> Archer : 10g@AcMArcher
>>>>>> guard : 10h@AcMCrossbow
>>>>>>> infantry : 10i@AcMkeman
>>>>>>>> unitrade: 10j thral
```

```
<<@> Easterlings (11)
> 11 hero : 11a@Summoner ->ghosts
> Captain : 11b@Ravano>Raven
> Sorcerer : 11c@Mabale earth ->axehggers
>> champion : 11d@mryk giant
>>> sgt : 11e@Skeleton-standard
>>>> Pike : 11f@Peaman
>>>>> Archer : 11g@Firglog
>>>>>> guard : 11h@Mykridia
>>>>>>> infantry : 11i@Grune
>>>>>>>> unitrade: 11j thral
```

```
<@> Guilds (8)
> 12 hero : 12a@Paladin
> Captain : 12b@Paladin-wolves
> Sorcerer : 12c@Joumeyman/ -heal
>> champion : 12d@IronTrow
>>> sgt : 12e@Ok-standard
>>>> Pike : 12f@Heimbardt
>>>>> Archer : 12g@Spear tesser
>>>>>> guard : 12h@Thief
>>>>>>> infantry : 12i@Brigand
>>>>>>>> unitrade: 12j thral
```

```
<<@> Dark Lords (7)
> 13 hero : 13a@Bator
> Captain : 13b@Vnar
> Sorcerer : 13c@Baron -->thral ->stygknights -iron thral wights
>> champion : 13d@sofiane
>>> sgt : 13e@Diel-standard
>>>> Pike : 13f@Diel-pike
>>>>> Archer : 13g@Vlan
>>>>>> guard : 13h@stygknight
>>>>>>> infantry : 13i@Norsean
>>>>>>>> unitrade: 13j thral
```

```
> Apleans (10)
> 14 hero : 14a@alnc2
> Captain : 14b@tenturian -sparrow
> Sorcerer : 14c@electic chr -heal
>> champion : 14d@cav maiden
>>> sgt : 14e@miden -standard
>>>> Pike : 14f@miden pike
>>>>> Archer : 14g@miden bow
```

```

##### guard : 14h@Heron Guard
##### infantry : 14i@madden sword
#####14j unitrade:

>underworld
>15 hero : 015a+fetch queen
>> Captain : 015b+fetch priestess (->spiders
>> Sorcerer : 016c+Fetch -> 3rall
>>> champion : 015a+Medusa
##### sgt : 015e+skelton-standard
##### Pike : 015i+mollor
##### Archer : 015y+soulless
##### guard : 015h+mymidion
##### infantry : 015z+thra
#####15j unitrade:

```

@ Heroes -----8-----
 Forces of light / Forces of Dark

32 aom units / Monsters

16 teams
 128 monsters
 128 artifacts



00-----



```

<@> Lumenã (8)
>Hero : 00a@Rabicon - fighting sword
>> Captain : 00b@Midel Archer ->00k-wolf
>>> Sorcerer : 00c@Templer -fire -confusion -heal
>>>> champion : 00d@flow
##### sgt : 00e@standar bearer
##### Pike : 00f@whebarck
##### Archer : 00g@Femknight archer /sword
##### guard : 00h@ackmace
##### infantry : 00i@kingand
#####00j unitrade:warrior

```

01-----



```

<@> The Mark (7)
>Hero : 01a+Watcher -fire sword -firestorm
>> Captain : 01b+Deceiver -hold -convert ->01kRat
>>> Sorcerer : 01c+Warlock -fire -confusion -heal
>>>> champion : 01d+Trow
##### sgt : 01e+Diel-standard
##### Pike : 01f+pike
##### Archer : 01g+archer dark
##### guard : 01h+stgenknight
##### infantry : 01i +brigand
#####01j unitrade: 01j thral

```

2-----

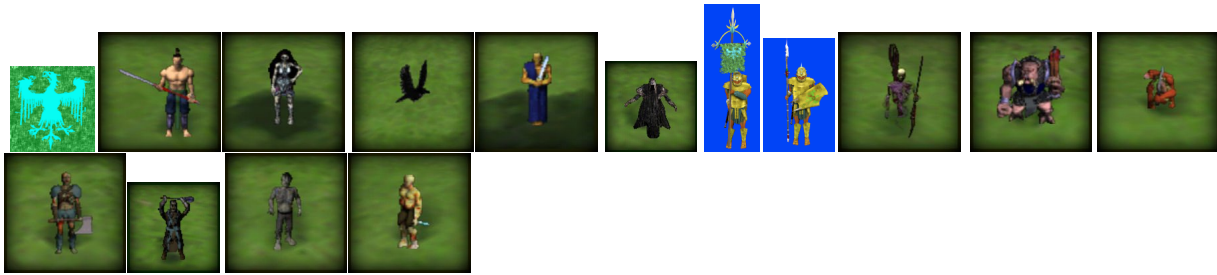


```

<@> The Numenor (7)
>2 hero : 02a@Ainc - lightning sword
>> Captain : 02b@Avarya ->flaw ->pos, defense shield)
>>> Sorcerer : 02c@Vioen
>>>> champion : 02d@St Joan -@Trow
##### sgt : 02e@Ce-standard
##### Pike : 02f@Ce-pike
##### Archer : 02g@ArcherWob
##### guard : 02h@Red guard
##### infantry : 02i@Warior
#####02j unitrade:

```

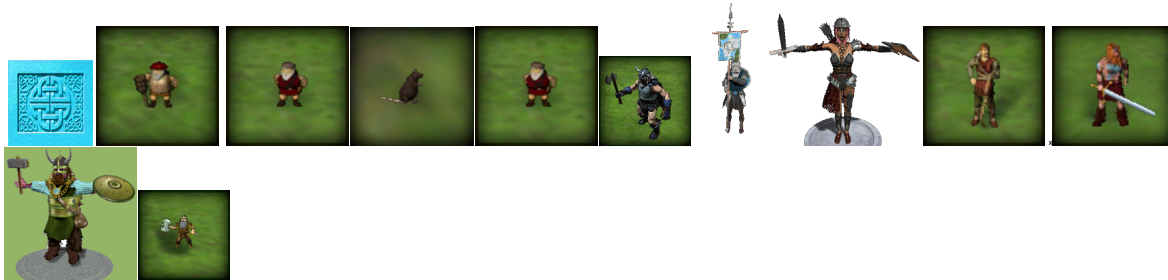
3-----



<-> The Taken (12)

```
> 3 hero : 03a+Soulblighter
>> Captain : 03b+Shiver -->crow (shiver defense, dispersal)
>> Sorcerer : 03c+Shade -->weight heal
>>> champion : 03d+vearath ->rain -convert
>>>> sgt : 03e+Drel-standard
>>>>> Pike 03f+Drel-pike
>>>>> Archer : 03g+soulless
>>>>>> guard : 03h+Meal
>>>>>>> infantry : 03i+ghoul
>>>>>>>> unitrade: thral
```

4: Northlands



<-> NorsemenDwarfs (11)

```
> 4 hero : 04a@Dwarf pathfinder
>> Captain : 04b@Dwarf ->Rat
>> Sorcerer : 04c@The Betrayer ehob -explosives -heal
>>> champion : 04d@Frost Giant
>>>> sgt : 04e@wally femberzerk-sword -bow -standard
>>>>> Pike 04f@
>>>>>> Archer : 04g@Archer
>>>>>>> guard : 04h@Axe Dwarf
>>>>>>>> infantry : 04i@Bezerk
>>>>>>>>> 04j unitrade:
```

5: Deadlanders



<-> Deadlanders (11)

```
> 5 hero : 05a+Liche king
>> Captain : 05b+Bellal raises skeleton army ->bats
>> Sorcerer : 05c+The betrayer ehob converts team gas -heal
>>> champion : 05d+mymyden hero
>>>> sgt : 05e+Skeleton -standard
>>>>> Pike 05f+Pike
>>>>>> Archer : 05g+Souless Skeleton Archer
>>>>>>> guard : 05h+mymyden
>>>>>>>> infantry : 05i+Skeletons
>>>>>>>>> 05j unitrade:
```

06: Bre



<-> Guardians (10)

```
> 06 hero : 006a@Mazzarin
>> Captain : 006b@Trinity > bee swarm (speed attack - shield)
>> Magician : 006c@Germoria water ice --heal
>>> champion : 006d@Cav lance
>>>> sgt : 006e@Ok-Standard
>>>>> Pike: 006f-Ok-Pike
>>>>>> Archer : 006g-Ok archer
>>>>>>> guard : 006h-Ok-crossbow
>>>>>>>> infantry : 006i-Ok-Warrior
>>>>>>>>> 06j unitrade:
```

07: Bre

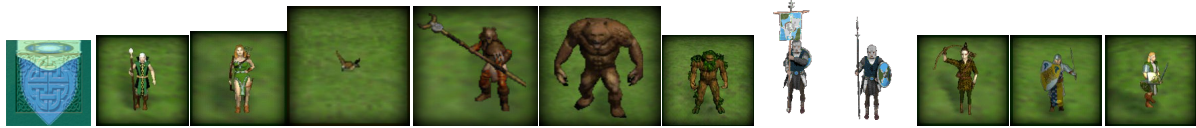


<-> The Bre (11)

```

> 07 hero : 007a+Valthanos (jewelans,
>> Captain : 007b+Drauid priestess -> dragon
>> Sorcerer : 007c+BreShaman -heal
>>> champion : 007d+Mnator
>>>> sgt : 007e+Barbarababe -sword -bow Barbarian -standard
>>>>> Pike: 007f+ Barbarian
>>>>>> Archer : 007g+Barbarababe archer
>>>>>>> guard : 007h+Bre-unor
>>>>>>>> infantry : 007i+Bone warrior
>>>>>>>>>> 07j unitrade:
  
```

8- Woodlands



<-> Woodlanders/ Elves (9)

```

> 8 hero : 08a@El Mage (electric
>> Captain : 08b@El Archeress ->warrow
>> Sorcerer : 08c@Druid -wolf - bear -heal
>>> champion : 08d@Forest giant
>>>> sgt : 08e@Ok -Standard
>>>>> Pike: 08f@Ok-pike
>>>>>> Archer : 08g@El archers
>>>>>>> guard : 08h@TSG Warrior
>>>>>>>> infantry : 08i@El Soldier
>>>>>>>>>> 08j unitrade:
  
```

9- Oruki



<-> Oruki (15) 11

```

> 9 hero : 09a@goblin general
>> Captain : 09b+ Goblin ->war
>> Sorcerer : 09c+Disciple -heal
>>> champion : 09d+warj rider / on
>>>> sgt : orc 09e -Driel-standard
>>>>> Pike: 09f-Driel-pike
>>>>>> Archer : 09g-Driel crossbow
>>>>>>> guard : 09h+orc soldier
>>>>>>>> infantry : 09i-Driel Warrior
>>>>>>>>>> 09j unitrade:
  
```

10- West



<-> Men of the west (10)

```

> 10 hero : 10a@
>> Captain : 10b@Priestess - Karylia -wolf
>> Sorcerer : 10c@Pyromancer - Earth-heal -fireball
>>> champion : 10d@AdMonsary
>>>> sgt : 10e@Ok-standard
>>>>> Pike: pike 10f@AdMpike
>>>>>> Archer : 10g@AdMArcher
>>>>>>> guard : 10h@AdMCrossbow
>>>>>>>> infantry : 10i@AdMAveman
>>>>>>>>>> 01j unitrade:
  
```

11- Easterners





<-> Easterlings (11)
 > 11 hero : 11a+Summoner+ghosts+ghosts
 >> Captain : 11b+Raven+Raven
 >> Sorcerer : 11c+Malolai earth+facehuggers
 >>> champion : 11d+myrk guest
 >>>> sgt : 11e+Skeleton-standard
 >>>>> Pike : 11f+Pheasant
 >>>>> Archer : 11g+Fireblob
 >>>>>> guard : 11h+Myrkrids
 >>>>>>> infantry : 11i+Gnome
 >>>>>>>>01] unitrade:

12- ----- Guilds



<@> Guilds (9)
 > 12 hero : 12a+Paladin
 >> Captain : 12b+Paladin-wolves
 >> Sorcerer : 12c+Journymen/ -heal
 >>> champion : 12d+IronTow
 >>>> sgt : 12e+Ok-standard
 >>>>> Pike : 12f+Reinhardt
 >>>>>> Archer : 12g+Spear tosser
 >>>>>>> guard : 12h+Thief
 >>>>>>>> infantry : 12i+Bigand
 >>>>>>>>>12] unitrade:

13- ----- Dark Lords



<-> Dark Lords (7)
 > 13 hero : 13a+Baron
 >> Captain : 13b+Viper
 >> Sorcerer : 13c+Baron ->thrall ->styknights -ron thrall wights
 >>> champion : 13d+spidaver
 >>>> sgt : 13e+Driel-standard
 >>>>> Pike : 13f+Driel-pike
 >>>>>> Archer : 13g+Valon
 >>>>>>> guard : 13h+styknight
 >>>>>>>> infantry : 13i+Norwegian
 >>>>>>>>>13] unitrade:

14- ----- Ageians



<@>
 > Ageians (10)
 > 14 hero : 14a+ainc2
 >> Captain : 14b+teruturan+sparrow
 >> Sorcerer : 14c+electric choc+heal
 >>> champion : 14d+cav maiden
 >>>> sgt : 14e+maiden - standard
 >>>>> Pike : 14f+maiden pike
 >>>>>> Archer : 14g+maiden bow
 >>>>>>> guard : 14h+Heron Guard
 >>>>>>>> infantry : 14i+maiden sword
 >>>>>>>>>14] unitrade:

15- ----- Underworlds



<-> Underworld (6)
 > 15 hero : 016a+fetch queen
 >> Captain : 016b+Fetch priestess ->spiders
 >> Sorcerer : 016c+fetch ->thrall
 >>> champion : 016d+Medusa

```

>>>> sgt : 016e+Skeleton-standard
>>>> Pike : 016f+Mortar
>>>> Archer : 016g+soulless
>>>> guard : 016h+myrmidon
>>>>> infantry : 016i+Thral
>>>>>>15j unittrade:

```

extras



over the 128 limit by 17 monsters.

```

.....
.....
.....
.....
.....

```

add sequence horse trot opposite foot render.... for each cav unit...
or re-render sequence with both trots...

Artifacts: 128 limit

```

+Beast
Body01ConjurSkeleton-art (skeleton head)
Body02ConjurSkeleton-art (warrior head)
Body03ConjurSkeleton-art (archer head)
Body04ConjurSkeleton-art (dwarf head)
Body05ConjurSkeleton-art
Body06ConjurSkeleton-art

```

```

+Summoner
Body01GHostSummon-art (skeleton head)
Body02GHostSummon-art (warrior head)
Body03GHostSummon-art (archer head)
Body04GHostSummon-art (dwarf head)
Body05GHostSummon-art
Body06GHostSummon-art

```

```

+Baron
Body01Undead-art (dead warrior body)
Body02Undead-art (dead archer body)
Body03Undead-art (dead dwarf body)
Body04Undead-art (dead berzerk body)
Body05Undead-art
Body06Undead-art

```

```

@Paladine
Body01Resurrect-art (dead warrior body)
Body02Resurrect-art (dead archer body)
Body03Resurrect-art (dead dwarf body)
Body04Resurrect-art (dead berzerk body)
Body05Resurrect-art
Body06Resurrect-art
Body07Resurrect-art
Body08Resurrect-art
Body09Resurrect-art
Body10Resurrect-art

```

if monster slots available could do it via monster switch...

-Special attack artifacts

```

00
01
02
03
04
05
06
07
08
09
10
11
12
13
14
15

```

-Pet artifacts

```

00@ Create Wolf
01 Create Rat
02@ Create Hawk
03 Create Raven
04@ Create Rat
05 Create Bat
06@ Create Bee swarm
07 Create Dragon baby
08@ Create Sparrow
09 Create Warg
10@ Create Wolf
11 Create Raven
12@ Create Wolf
13 Create Facehugger
14@ Create Sparrow
15 Create Spider

```

```

Amulet P Protection invincibility-art 0% -icon
Amulet P stone-art 0% -icon
Amulet P confusion-art 0% -icon
Amulet P paralysis -art 0% -icon
Amulet P lightning-art 0% -icon
Amulet P fire-art 0% -icon
Amulet P gas-art 0% -icon
Amulet P kinetic-art -icon

```

```

Armor+1 85 kinetic 95 explosive 85 slashing -icon shield
Armor+2 75 kinetic 75 explosive 75 slashing -icon helmet
Armor+3 50 kinetic 65 explosive 50 slashing -icon chest plate
Armor+4 25 kinetic 25 explosive 25 slashing -icon suit of armor
Armor+5 15 kinetic 20 explosive 20 slashing -icon growing suit of armor

```

```

Book O dead-art -> creates skeletons
Book O summoning-art -> summons ghosts
Book O Resurrection-art ->
Book O Healing-art (allows group heal chain)
Book O dream-art ->
Book Total codex-art ->

```

```

Scroll O Healing (allows group heal)
Scroll O

```

```

Potion O healing-art
Potion O strength-art monster switch...
Potion O speed-art monster switch...

```

```

Crown-art monster switch... morale adding unit
Ring O Power-art monster switch...
Ring O Leadership-art monster switch...

```

```

Sword Excalbur-art
Sword sting-art
Sword O Kings-art
Sword O Fire-art
Sword O ice-art
Sword O lightning-art

```

```

Bow O strength-art
Bow O slaying-art
Bow O stone-art
Bow O fire-art
Bow O ice-art
Bow O lightning-art
Bow O dream-art

```

```

Arrows O stun- ammo
Arrows O fire- ammo
Arrows O stone- ammo
Arrows O poison- ammo

```

```

Bolts O Poison

```

```

Hammer O thunder-art
Axe O hacking-art
Axe O chopping-art

```

```

Standard O team-art @OK
Standard O team-art @Berzerk
Standard O team-art @Agean
Standard O team-art +Diel
Standard O team-art +Skeleton
Standard O team-art +Bre

```

```

Tribuchet item-art

```

Catapult Item-art Rook , flaming art
 Bukele Item-art
 O/Coudition Item-art
 Siege Tower Item-art
 @crossbow OK
 @crossbow AoM
 +crossbow Driel
 +crossbow skeleton
 @bow OK
 @bow AoM
 @Bow Agsian
 @Bow Berrack
 +Bow Bre
 +bow Driel
 +bow skeleton
 @pike OK
 @pike AoM
 @pike Agsian
 @pike Highlander
 +pike Bre
 +pike Driel
 +pike skeleton

Attack Projectiles:

ATK-Sword swing-apj
 ATK-Sword swing Hero-apj
 ATK-Sword thrust-apj
 ATK-Sword stab-apj
 ATK-Knife stab-apj
 ATK-Knife cut-apj
 ATK-Spear stab-apj
 ATK-Spear thrust-apj
 ATK-Spear hit-apj
 ATK-Axe swing-apj
 ATK-Axe swing Hero-apj
 ATK-Axe Chop-apj
 ATK-Hammer hit-apj kinetic dmg
 ATK-Javelin toss- slashing metal dmg
 ATK-Spear toss- slashing metal dmg
 ATK-Flow shoot-apj slashing metal dmg
 ATK-Long bow shoot-apj slashing metal dmg
 ATK-Crossbow shoot-apj slashing metal dmg

-attack damage -> immunity
 explosive dmg ->explosive obj modifier
 magical dmg -> ????
 healing dmg -> damage obj modifier
 healing dmg -> check unit can not be healed
 kinetic dmg -> kinetic modifier 000 no arrow damage?
 slashing metal dmg -> slashing obj modifier
 stoning dmg -> stone obj modifier
 slashing claws dmg -> slashing obj modifier
 explosive electricity dmg -> electrical obj modifier
 fire -> fire obj modifier
 gas -> gas obj modifier
 charm -> no unit in palette on that team

undead vs -> check box in attacks
 giant size vs -> check box in attacks
 can cause confusion
 can cause paralysis
 damage can't be healed

Defense damage modifiers:

slashing
 kinetic
 explosive
 electrical
 fire
 paralysis ->sets time
 stone
 gas
 confusion ->sets time

 ---regular Myth 2---M6 -MAP Replacements B32

Light-good / +Dark-evil

00-
 01-Infantry-PV -winger
 02-Infantry-PC -digger
 03-Infantry-CL -spear
 04-Infantry-SG -rod
 05-AsualInfantry-SC -rigger knight
 06-Commander-SC -gnd
 07-Infantry-SPC -sifer
 08-Infantry-MS -spear
 09-Infantry-CLT -winger dwarf
 10-Infantry-CLT -winger
 11-Captain-CP -wicker
 12-Infantry-CLT -winger
 13-AsualCommander-TC -warrior
 14-Commander-CL -demon
 15-Commander-CL -demon
 16-Commander-CCD -wlc
 17-Infantry-ABT
 18-AsualInfantry-MS -winger
 19-AsualInfantry-MS -winger
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 100-AsualInfantry-MS -winger

 ---regular Myth 2---M6 -MAP Replacements B32

 ---regular Myth 2---M6 -MAP Replacements B32

 ---regular Myth 2---M6 -MAP Replacements B32

 ---regular Myth 2---M6 -MAP Replacements B32

None. This is, approximately, no damage.
 Explosive. This is explosive damage. Explosive damage does not cause a unit to bleed, and always causes a unit to suffer a half death (i.e. from time checks).
 Magical. This damage type causes units to disintegrate into their checks.
 Bleeding (aka bleeding). This damage type doesn't actually damage a unit - instead, a unit is held in place for a period of time equal to the amount of "damage" inflicted - one point of damage is equal to one second of immobility. Insects of this type always call the immobility effect projectile group, which is currently (and should be left) blank.
 Healing. This damage type usually causes a unit to be healed. It's healing, always calls the immobility healing effect projectile group, which is the familiar protonium healing effect.
 Kinetic. Damage of this type, caused by fast moving objects, is pretty much ordinary damage.
 Slashing Metal. This damage type causes a unit to bleed on impact for one round.
 Slashing. No, it doesn't leave a unit scalding around in a stew - instead causes a unit to be turned into stone, essentially paralyzing it forever. Heavy thing.
 Slashing Claws. This is a variation of slashing metal.
 Explosive Electricity. This is the damage inflicted by lightning, which char bodies and turns them into little checks.
 Fire. Fire damage does not cause units to bleed or bleed, but readily makes every health and the unit collapses in a charred heap.
 Gas. Gas is the fire, but does not char the unit. Instead it causes the death of the unit that caused the projectile to gas itself if an enemy unit damaged by the projectile. This is used by The Doctor's charm spell.
 Charm. This special damage type doesn't inflict damage at all. Instead, it causes the controller of the unit that caused the projectile to gas itself if an enemy unit damaged by the projectile. This is used by The Doctor's charm spell.

Effort Modifiers These fractions control how much damage a unit takes from any given type of damage. 1.00 is normal damage, 0.50 is no damage (i.e. immunity). Anything in between is a fraction of the damage a unit would normally receive. In cases where a given damage type does not inflict damage (i.e. paralysis and confusion), the number indicates how long the unit is afflicted by the nasty

 ---regular Myth 2---M6 -MAP Replacements B32

+11
+12
+13
+14
+15
+16

-----WAWA UNITS

00-Flag base 32 loading map set up unit conversion =
00-Construction con --flag
01-InfantryPVT --Infantry guard
02-InfantryPFC --Infantry guard w/sg
03-InfantryCPL --Infantry carbine
04-InfantrySgt --Infantry Thompson /atchel charge
05-InfantrySGS --Infantry Grenade
06-CommandoSecSFC --Infantry Grenade gun /atchel charge / grenades
07-SpecialOps --Infantry Sniper /synchro on DCS / Triangler /reped aimed shot
08-WarrantOfficerMWS --Infantry /Thompson /universal pickups /can become gun crew/ driver/ or mechanic
09-StockadeenS/LT --Mk16 (Boots morak) via inventory can build fortifications, cutlose enemy units
10-1st LieutenantS/LT --GFlametrooper /ranger ranged burst
11-CaptainCPT --Infantry 30 Calib. T-railroad / Deploy and move via inventory
12-MajorMAJ --G50casing T-railroad / Deploy and move via inventory build gun emplacement via inventory
13-1st LieutenantColonelLTC --Infantry Bazooka AT /rail /T-railroad aimed shot (takes longer)
14-ColonelCOL --G-motor AP shells T-railroad / Deploy and move via inventory air strikes, artillery strikes, supply drops
15-GeneralGen --Infantry Cavalry /Beds man /cub in via inventory /air strikes, artillery strikes, supply drops
16-CommanderGDD --Officer patrol (Boots morak) Via inventory --airborne drops, bomber strikes --raft assaults--beach landings
17-ArtilleryArt --Artillery howitzer / Anti Personnel /Anti Tank and smoke rounds
18-SupportMechanizedMSU --Halftrack /SdMf, Motor - can transport artillery and provide supplies transport troops via inventory
19-ScoutMechanizedMSC --mechanical fast moving scout vehicle with side car 30 cal. mg.
20-AssaultMechanizedMAS -- Jeep /low fire power, can supply your troops, transport officer and the tanks via inventory.
21-LightMechanizedMLT --Mk1 Sherman light tank 75mm Main gun 1x30 cal mg.
22-MediumMechanizedMT --Mk4 Sherman (Boots morak) 75mm Main gun 2x30 cal mg 1x50 cal mg
23-HeavyMechanizedHT --Mk4a Heavy (Boots morak) 75mm main gun, 2x30 cal, 1x50 cal, Supply drops via inventory.
24-InfantryMechanizedIT --M10 wheeled Supply drops 3 inch M7 main gun, SdMf MG, Supply drops via inventory.
25-MedicMED --Garbage, beds with medkits.
26-SupplyUnitSUP --G with stuff/ supplies your army with ammunition and weapons.
27-SecurityUnitSEC --Heavy anti-aircraft / looks to the sky to detect your positions.
28-DoctorDoc --Crew /artillery
29-EngineerEng --G/anti tank Group as special.
30-InfantryCV --Resistance saboteur /allows stuff up, recruits other resistance fighters.
31-InfantryCV --mechanics /Fixed (fixed) vehicles.
32-InfantryCV --LCVP Higgins boat, delivers troops to shore.
33-Cook --Cook

0 Light Extra Units

00 Commander - created and built units (depot's Hanger's Barracks)
01 Resistance spy - hidden on overhead map (created by resistance)
02 Plane (able - ordered by general)
03 Plane Bomber B25 - drops bombs on target area (ordered by general)
04 Plane fighter - drops bombs (called by radio man)
05 Plane Mustang - strikes ground (called in by radio man)
06 Plane C47 - drops supplies (called in by radio man) and paratrooper (ordered by general)
07 Plane scout recon - paper orb - map and reconnaissance
08 Plane Bomber Heavy B17 - drops bombs on target area (ordered by general)
09 GFA amphibious car (ordered into battle by general)
10 Boat CV - carries and drops of supplies (called by general)
11 Boat CV - carries and drops of supplies (built by commander)
12 Boat CV - carries and drops of supplies (built by commander)
13 Boat CV - carries and drops of supplies (built by commander)
14 Boat CV - carries and drops of supplies (built by commander)
15 Sherman Jumbo (built by depot)
16 T30 - 100mm howitzer self-propelled (built by depot)
18 Truck (built by depot)
19 Iron gun carrier (built by depot)
20 M41 GI Sherman GI amphibious tank

--Light vs --dark --Blue vs --gray --Union vs --Confederate

01-InfantryPVT --Contract --CWETS
02-InfantryPFC --Contract --CWETS
03-InfantryCPL --Contract --BAG
04-InfantrySgt --Contract --BAG
05-InfantrySGS --Contract --BAG
06-CommandoSecSFC --Contract --BAG
07-SpecialOps --Contract --BAG
08-WarrantOfficerMWS --Contract --BAG
09-StockadeenS/LT --Contract --BAG
10-1st LieutenantS/LT --Contract --BAG
11-CaptainCPT --Contract --BAG
12-MajorMAJ --Contract --BAG
13-1st LieutenantColonelLTC --Contract --BAG
14-ColonelCOL --Contract --BAG
15-GeneralGen --Contract --BAG
16-CommanderGDD --Contract --BAG
17-ArtilleryArt --Contract --BAG
18-SupportMechanizedMSU --Contract --BAG
19-ScoutMechanizedMSC --Contract --BAG
20-AssaultMechanizedMAS --Contract --BAG
21-LightMechanizedMLT --Contract --BAG
22-MediumMechanizedMT --Contract --BAG
23-HeavyMechanizedHT --Contract --BAG
24-InfantryMechanizedIT --Contract --BAG
25-MedicMED --Contract --BAG
26-SupplyUnitSUP --Contract --BAG
27-SecurityUnitSEC --Contract --BAG
28-DoctorDoc --Contract --BAG
29-EngineerEng --Contract --BAG
30-InfantryCV --Contract --BAG
31-InfantryCV --Contract --BAG
32-InfantryCV --Contract --BAG
33-Cook --Contract --BAG

0-duplicates tags detected in the 'Collections' folder, 'Withamnis - Kor' and 'SpeerPro' have the same tags.