

MEEPLES MONSTERS PLAYER HANDBOOK



CREDITS

A dark shadow has fallen upon the realm of Rowan. The evil forces of Moredraw, pulled to the power of Saw Ron, together with unfathomable monstrosities from the realm of Peepul, have found ways to enter your world and are now invading everywhere. The King's army, weakened by years of war, is but a thin veneer of its former self.

The desperate King turns to you, lords and ladies of the land, asking you to take action and save the realm from the dark powers. Whoever musters the most potent force, completing Quests, Adventures, and proving most effective against the invaders will be declared the new Earl Marshall... and win the game.

GAME OVERVIEW

Each player will seek to build the most effective bag of meeple Units in order to complete Quests, go on adventures, and defeat Monsters. All of these things will gain a player Victory Points (VP) and the player with the most VP at the end of the game will be declared the winner.

GAME COMPONENTS



Basic meeples of different colours:

- 48 White (Peasants)
- 12 Black (Knights)
- 18 Blue (Warriors)
- 18 Yellow (Mages)
- 18 Red (Clerics)
- 20 Gray (Corruption).



4 Prestige Class meeples:

- 5 Rangers (Green)
- 5 Paladins (Purple)
- 5 Shaman (Orange)



12 Player markers

4 Cloth bags

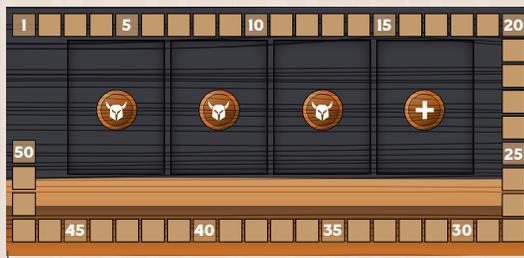
GAME COMPONENTS (CONT.)



1 City board divided into the Capitol at the center, surrounded by four quarters: The Villages, the University, the Castle, and the Cathedral quarter. Each quarter has one pre-built Location and 2 empty Location slots. Each also has a Tower space



4 Player boards divided into the Tavern (for Active Units), the Lodgings (for Exhausted Units), and slots for Unit Ability cards.



1 Final Encounter and VP tracker board



15 Location tiles



16 Double-sided Basic Unit Ability cards
(4 each of the 4 Basic Classes)



12 Prestige Unit Ability cards (4 each of the 3 Prestige Classes)



36 Monster cards:

- 12 Level one (easy)
- 20 Level two (medium)
- 8 Level three (hard)
- 3 Dark Council Monsters (3 Overlords, 1 Henchman)
- 6 Dark Council Ability tokens
- 3 Dark Council Arrives cards



44 Quest cards

SET UP

1. Lay out the City board in the middle of the table and place the Final Encounter scoreboard next to it.
2. Place the Henchman card face up in the rightmost slot on the Final Encounter scoreboard.
3. Place the Dark Council Overlord cards face up onto the Final Encounter scoreboard. Then, shuffle the Dark Council Ability tokens and place 1 of them at random under each of the Dark Council Overlords so that their bonuses are visible (not the Henchman, the henchman “Combustor” has no bonus).
4. Sort the meeples by colour and put them in piles next to the board. This is known as the supply. All but the gray meeples are known as Units.
5. Each player places one of their Player markers at the start of the score track on the Final Encounter scoreboard.
6. Take the Monster cards and sort them by their level (indicated by the number of dots on the right hand side). If playing with fewer than 3 players, take out the cards with the “3+” notation. Place removed cards back in the box.
7. Take the Dark Council Arrives cards and add them into the deck as follows:
 - a. Shuffle one in to the bottom four cards of the level 1 monsters, then add the remaining level one monsters on top
 - b. Shuffle one into the bottom eight cards of the level 2 monsters, then add the remaining level two monsters on top
 - c. Shuffle one into the bottom half of the level 3 Monsters then add the remaining half on top.
 - d. Place the level 3 monster deck face down on the table. Then, add the level 2 Monsters and place them face down on top of the level 3 cards. Repeat with the level 1 Monster cards to form the Monster deck, with the weakest Monsters at the top and the toughest at the bottom (including the Dark Council Arrives cards).
8. Draw the top 6 Monster cards and place them in the slots on the board matching the Quarter depicted in the top-right part of the card (Villages, Castle, University, or Cathedral), starting with the first slot in each sector.
9. Shuffle the Location tiles and lay out 4 of them face up near the board. Place the remainder face down into a Location tile stack.
10. Each player takes a Player board and a Cloth bag.
11. Shuffle the Quest cards and deal 2 facedown to each player. Place the rest of the Quest cards face down nearby as a Quest deck. Players should look at their Quest cards but keep them secret from the other players.
12. Each player takes 3 gray meeples (Corruption) and 7 white Units (Peasants) and puts them in their own bag. Players then shake their bag and, without looking into it, draw their starting group of 4 meeples and place them in their Tavern on their Player board. Any Peasants drawn are the Active Units for the first turn.
13. The player with the most Corruption in their Tavern starts the game (ties are solved by any random method). Give them the First Player Marker.

(12) Level 1

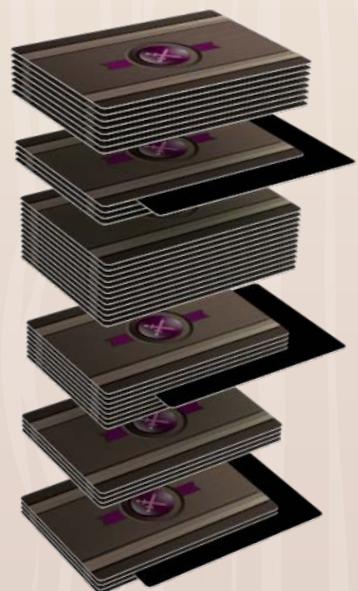
(4) Level 1

(12) Level 2

(8) Level 2

(4) Level 3

(4) Level 3

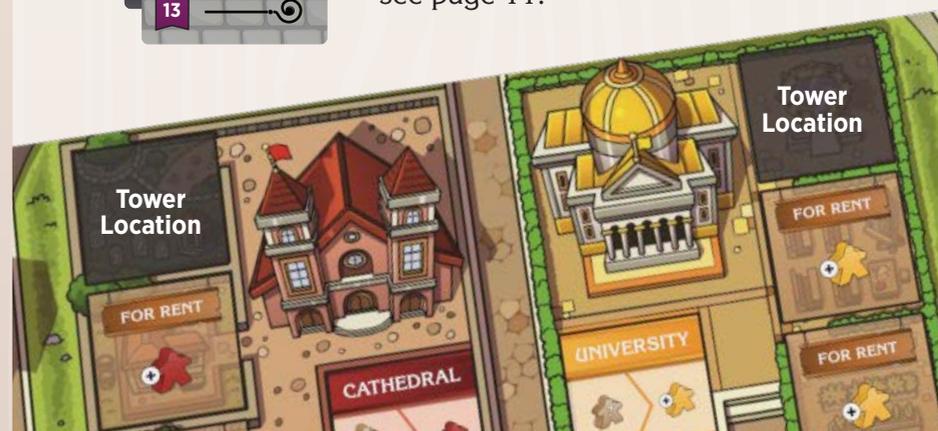


Shuffle in Dark Council Arrives card



We strongly suggest that you DO NOT play with this expansion for your first game, as it increases the number of choices you will need to make on your turn. You will enjoy this more once you have mastered the base game.

For full details on playing with The Four Towers mini-expansion see page 11.





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TURN SEQUENCE

Starting with the first player, players take turns in clockwise order.

On your turn, you carry out the following Phases, in order. Other players do not take any steps on your turn.

1. **Development Phase** - build new Locations in the city.
2. **Main Phase** - activate Locations, fight Monsters, go on Adventures
3. **Draw Phase**

1. DEVELOPMENT PHASE

During your Development Phase, you may build new Locations onto the board. To do so, carry out the following steps, in order:

Assignment Step

You may assign any number of your active Units (not Fatigue) from your Tavern to one or more of the Locations within the Capitol (the Locations in the center row of the City board). To assign a Unit, take it from your Tavern area and place it onto the Location.

Each Location can only be activated once per turn. Assigning Units in this phase is optional; if you choose not to assign any Units, skip the rest of the Development Phase and proceed to your Main Phase.

The requirements of each Location are depicted on the Location itself:



You must assign 1 Peasant. Then take 1 Peasant from the supply and place it on this Location, along with your Peasant

OR



You must assign 2 Peasants. You may only assign to one of the two Locations and construct one building in a turn.

	LVL 2 1		LVL 2 0		LVL 2 2		LVL 2 0
	LVL 3 1		LVL 3 3		LVL 3 2		LVL 3 2

You must assign any one Unit of the type that you wish to level up (you may only assign one type of Unit, you cannot level up multiple Units in a single turn).

Resolution Step

You must now resolve each of the Locations where you assigned meeples. You can resolve the Locations, in the order of your choice.



These Locations allow you to construct one of the available face-up Locations from next to the board, placing it on any vacant Location slot on the City board (with a For Rent sign showing). If there are no more vacant slots remaining on the City board, no more Locations can be constructed.

After placing a Location on a vacant slot, you receive an immediate bonus as depicted on that slot. These bonuses are all described on page 12.

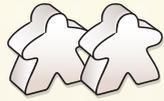
	LVL 2 1		LVL 2 0		LVL 2 2		LVL 2 0
	LVL 3 1		LVL 3 3		LVL 3 2		LVL 3 2

This Location allows you to place exactly one Unit of the chosen type and spend the appropriate number of VPs (moving your Player marker that many spaces down the VP tracker on the Final Encounter board) to obtain the next level card for that Unit, replacing the card you currently have for that Unit on your player board. You may only choose one Unit type to level up each turn.



Development Phase: Clean Up Step

After resolving all of your Development Phase assignments, return all the Units on the Capitol Locations to your Lodgings, including any additional meeples generated by the assignment. Those Units are now exhausted.



Each Location depicts the Units required (Units to activate it (to the left of the arrow)). You may not activate each Location more than once per turn.

For example: The Healer's Temple requires you to assign a Warrior and a Cleric.

2. MAIN PHASE

During your Main Phase, you will use Locations, complete Tower Rooms, fight monsters, and gain VPs. Carry out the following steps, in order:

Assignment Step

You may assign any number of your active Units from your Tavern to activate Locations, combat Monsters, (and/or to complete a Tower Rooms from The Four Towers mini-expansion). You can assign as many Units as you wish to any number of different places.

For example, you could assign Units to a Location, a Tower Room and also to one Monster, or you could just fight two Monsters and not do either of the other two things. Assigning Units in this phase is optional; if you choose not to assign any Units, skip to your Draw Phase. Gray Fatigue meeples cannot be assigned (they are not Units).



Activating a Location

You may assign Units to one or more constructed Locations in one of the four quarters of the City board (not the Capitol). Each quarter starts the game with one starting Location already constructed, and more are constructed during the course of the game (as described in the Development phase). Locations that you just constructed during the Development Phase can be activated.

Using Overrun Locations

If a quarter has 2 or more Monsters present, it is considered to be overrun. If you assign Units to a Location (or Tower Room) in a quarter that has 2 Monsters present, also add 1 Peasant to each Location activated (it is harder to activate Locations in a quarter under attack, and meeples fleeing the onslaught will rush to you for protection). If you activate a Location in a quarter with 3 Monsters present, add 2 Peasants to each Location activated!

However, you do not add Peasants from using a Location that is overrun if you have assigned Units to defeating a Monster in that quarter this turn. Any effects that add Peasants generated by the Location itself still applies.

EXAMPLE:



On your turn, you choose to assign a Mage (yellow meeple) to the House of Lords. Because this quarter is overrun, you would normally need to add 1 Peasant (white meeple) to the Location. However, you also decide to assign two Peasants to fight the Skeleton. Therefore, no Peasant is gained from using the House of Lords due to overrun, but when the benefit of the House of Lords is resolved in the next step, a Peasant will be gained as usual.

Units

There are two types of Units in the game. Basic Units are made up of Mages, Clerics, Knights, Warriors, and Peasants. The abilities that each Unit has varies, they have the following theme:



Mage: Weak in combat, but good for researching (and often completing) Quests.



Cleric: Unit that help with Corruption



Knight: Advanced fighting Unit with high combat values and ability.



Warrior: Standard fighting Unit with good combat values and ability.



Peasant: Weakest basic Unit, good for constructing things.

Prestige class meeples are special meeples for which there is a very limited supply. They are gained from Quests, Tower Rooms, and Locations. In the case of Locations, the Location comes into play with a fixed number of meeples on it. Once those have been claimed, no more Units are available for that class from that Location.

The abilities of the Prestige classes are described on the Ability cards. A summary of the prestige Units is as follows:



Ranger: is a Unit that has elite combat power for fighting Monsters. It has a base combat value of 3 and gains an additional VP each time the Ranger defeats a Monster.



Paladin: has a combat value of 2, it gains an additional 1 combat value for each level of monster it is assigned to fight, the greater the darkness the brighter the Paladin shines.



Shaman: has a combat value of 2 and can be used as any basic Unit type for the purposes of activating Locations, completing Tower Rooms, or when combating Monsters (and gives and receives combat bonuses as though it were that Unit type as well as any bonuses for being a Prestige Unit). Note: Although a Shaman that is acting as another basic Unit type gains any bonuses awarded to that Unit it does not gain any abilities of that Unit.

For example a Shaman acting as a Warrior will get a +1 combat value from the previously defeated Ghoul, but does not gain the ability of a level 3 Warrior to add a Peasant from the Lodgings when it assigns).

Basic Unit abilities printed on their cards are once per turn effects, regardless of the number of Units of that type that you draw.

Prestige Unit abilities printed on their cards affect each individual Unit of that type i.e. each Shaman can be a Unit of any type, if you assign two Rangers to two different Monsters they are both worth an additional VP (it is still only 1 additional VP if two Rangers are assigned to the same Monster). Each Paladin gains the attack bonus for the Monster they are assigned to.

Although Prestige Units have levels, they cannot be levelled beyond the the one that they start with. However, their level can be useful for some Quests and Dark Council Monster bonuses at the end of the game.

Combat with Monsters

You may assign Units to one or more Monster cards on the City board, placing Units from your Tavern onto the card. The combined total combat value of your Units placed on each Monster must be equal to or higher than that Monster's Strength value.

The combat value of a Unit is shown on your Unit Ability cards, plus any bonuses that you have gained.

You may assign more Units than are required to a Monster. This may be used for the purposes of fulfilling a Quest.

You may not assign to the Dark Council Overlords until the Dark Council Arrives card has been revealed from the Monster deck (see page XX).

Monsters come in three types:  Humanoid,  Monstrous,  Undead. This is relevant for other card effects.

Strength Value: 2



EXAMPLE:

Your Knight has 3 combat value, which is not enough to allow it to be assigned alone to battle the Tree Beast with a Strength of 5. However, if you had a second knight, they could be assigned together as they have a combat value of 6 which exceeds the Tree Beast's Strength.



RESOLUTION STEP

Resolve your assigned Units in any order you choose.

Resolving a Location

When resolving a Location, gain the benefit of the Location as shown to the right of the arrow. All of the Location benefits are explained on page 12.

Note: Any new Units that are recruited as part of any Location actions are placed in your Lodgings.



For Example: You previously assigned a Mage (Yellow Meeple) and a Warrior (Blue Meeple) to the Levy Station. Your Peasants (White Meeple) all had +2 combat value for the turn and you gained a Warrior Meeple which will be added to your Lodgings during Clean Up (see below).

Resolving a Monster

For each Monster card that you assigned Units to this turn, gain VP equal to the number of VP indicated on the Monster card. Move your player marker that many spaces up on the VP tracker on the Final Encounter board.



Clean Up Step

Once all of your Main Phase assignments have been resolved, return all of your Units that you assigned this turn to your Lodgings, together with any additional meeples (including Corruption) generated by the assignment.

Any Monsters which you assigned Units to are defeated and placed in your play area (they may be worth additional VP at the end of the game based on your Quests). Gain VPs equal to the number shown in the purple banner (see above).

Some Monsters, once defeated, give your Units a boost. Slide these under the corresponding Unit Ability card so their effect is visible. These bonuses will apply to your Units from your next turn onwards.

If a Monster has an effect other than a boost to your Units or VP, resolve it now (e.g. additional Quests, or discarding Quests). Some monsters will add additional meeples to your bag. If the monster indicates that this is the case, do so now, by adding them to your Lodgings.

Draw a number of monsters from the Monster deck and place them in the city at their indicated Location, until there are six monsters showing. (see 3. Draw Phase).

Finally, move all Meeples remaining in your Tavern to your Lodgings; no Units can be held back until the next turn (unless specified otherwise). None of them can be held back to be used in the next turn (unless specified by a Location etc.).



3. DRAW PHASE

Carry out the following in order:

1. In each quarter, shift all Monster cards down so that they are in the lowest-numbered slots in that quarter.
2. Draw a number of cards from the top of the Monster deck equal to the number of Monsters you defeated this turn, placing each newly drawn Monster face up in the quarter matching the Location symbol on the Monster. Place new Monsters in the lowest-numbered empty slots. If there are no available slots (i.e. 3 Monsters are already present), choose another quarter that has at least one available slot and place the Monster there instead. If you draw a Dark Council Arrives card, set it aside and draw another Monster.
3. When the first or second Dark Council Arrives card is drawn, immediately place a Corruption meeple into each player's bag. Then place the Dark Council Arrives card to one side where it can be seen and continue refilling the city. All players other than the active player immediately draw an additional meeple.
4. Draw 4 new meeples from your bag and place them in your Tavern. If the first Dark Council Arrives card has been drawn previously (including this turn), draw 5 new meeples. If the second Dark Council Arrives card has been drawn previously (including this turn), draw 6 new meeples each turn instead.
5. If the third Dark Council Arrives card is drawn, instead of adding a Corruption, this triggers the final turns of the game (see below). Set it aside and continue to draw replacement Monsters as normal so that there are always 6 normal Monsters on the City board, or until the deck runs out.
6. If ever you have less than the required number of meeples in your bag, draw until the bag is empty and then return all of your meeples from your Lodgings to your bag, and then continue drawing until you have drawn 4 (or 5 or 6) in total.
7. Activate any "Draw Phase" effects from Unit Abilities, Ongoing Quests, etc. Each ability may only be used once per turn, but you may use them in any order.
8. Complete any Quests that require you to have any combination of meeples in your Tavern.
9. If there are fewer than 4 face up Location tiles by the side of the board (i.e. at least one was constructed this turn), draw new Location tiles from the Location tile stack, so that there are always 4 available, or until the stack runs out.

Quests

Quest cards should be kept secret from the other players. Quests are objectives that give you VP and additional bonuses if you meet the conditions. Each player starts the game with 2 Quest cards and can gain more during the game. There is no limit to how many Quest cards you can have.

All Quests have 2 numbers in the reward banner. The number in the purple section is the VP you gain at the end of the game if the Quest is completed. The number in the red section is the penalty at the end of the game if you do not complete the Quest. **There are three types of Quests:**



Triggered: A triggered Quest is completed as soon as its conditions are met. Reveal the Quest card and place it face up in your play area. Resolve the bonus on the bottom of the card immediately, this is a one-time bonus. If the bonus gives you additional meeples, place those on the Quest card temporarily and then move them to your Lodgings during the Clean Up Step.



Ongoing: An ongoing Quest is completed as soon as its conditions are met. Reveal the Quest card and place it face up in your play area. If the Quest boosts your Units, slide the card under the corresponding Unit Ability card so you can see the effect. This effect does not come into play until the end of your turn.



End of Game: End of game Quests are completed at the end of the game if you meet the conditions.

NOTE: If the Quest deck ever runs out, reshuffle the Quest discard pile and form a new Quest deck.

You can complete multiple quests at the same time, from defeating the same Monster, as long as your initial assignment meets the criteria of each, and you can fulfill the full terms of both. You cannot complete a quest that you just drew from killing a monster.

You may always assign more meeples than required to a Monster or Location. However, for a Location you must assign at least the minimum specified on it, and Monsters must have a total combat value assigned that is at least equal to their strength. In the same way when a Quest identifies certain meeples, as a condition for completion, that is the minimum required and you may exceed that. This applies whether the condition has to be met for defeating a Monster, being present in your Tavern or at the end of the game.

ENDING THE GAME

Once the final (third) Dark Council Arrives card is drawn, time is running out! Once the player with the First Player Marker starts their next turn after the third card is drawn, each player will have just two turns before the game ends.

During these final turns, players may choose to assign Units to any of the Dark Council Overlords when assigning Units to combat Monsters. Combat with the Overlords is resolved in the normal way except that the Dark Overlords cannot be truly defeated. Therefore, even if a player successfully does battle with one, it is not removed during the Cleanup Step, but remains available for other players to fight. Simply add the VP to your score and gain any bonus from any corresponding Dark Council Ability tokens. Then place one of your Player markers on that Overlord. You cannot assign to the same Overlord twice in a single game.

Because Overlords are not truly defeated they do not count for, or against, any quest that relates to specific Monster types.

The Henchman is treated exactly the same way as the Dark Overlords except that if you do defeat it, do not place a Player marker on it; you can fight it on both of the last two turns if you wish.

Players do not have to defeat the Dark Overlords before dealing with the normal Monsters (and vice versa).

After all players have taken their final two turns, the game ends. At this point, each player checks their end of game Quests and any end of game Tower Rooms.

Note: you will also lose VP at this point from any incomplete Quests (this score is noted on each Quest).

The winner is the player with the most VPs from defeating Monsters, resolving Quests, and completing Tower Rooms as denoted on the VP tracker of the Final Encounter board. In case of a tie, the winner is the player with the least Peasants. If there is still a tie, the tied players are joined in a shared victory.



THE FOUR TOWERS

If you are playing with the Four Towers mini expansion please read the following section.

Completing a Tower Room

Aside from Locations, the city holds four great Towers, one in each quarter. These towers have also been under attack. Heroes are required to undertake tasks in order to help recover artefacts, relieve key figures besieged by enemies, and even to understand the very darkness itself that threatens the country of Rowan - and many of these secrets lie in the Towers.

Tower Rooms are completed in much the same way as Locations are activated. Units are assigned as required to complete the task in that Room. The key difference is that once a Tower Room is completed by one player, that player adds that tile to their play area, receiving either an immediate reward or end of game VPs. The next tile in that Tower stack is then flipped over and revealed. This continues as long as there are rooms to reveal in the Tower.

Tower Rooms that give an immediate benefit:



Tower Rooms that give end of game VPs:



The Tower Rooms that give end of game VPs award them on the basis of the number of Rooms from each set have been completed by an individual player. These sets each have different iconography.

A Player that collects 3 parts of the Rod of Ruin gains 9 VPs, while a player that completes 1 Room of investigating the Darkness gains 2 VPs.

Tower Room Iconography Explained



Assign each of the required Units to this Room to gain a Paladin from the Supply.



Assign a Unit (in this case a Cleric) and any number of Corruption meeples to this Room. The Unit is returned to the supply and you gain VP equal to the number of Corruption meeples assigned. You also draw 2 Quests and then discard a Quest.



Assign a Warrior here and also defeat a  Monster in the same turn to immediately gain an additional 2VP from defeating the Monster.



Assign the Unit required (in this case a Cleric) and any other Unit. At the end of the game gain VPs based on how many Rod of Ruin Rooms you have completed.



Assign a Unit (in this case a Warrior) and a Corruption meeple. The Warrior is returned to the Supply. Draw to Quests and then discard a Quest. At the end of the game gain VPs based on how many Darkness Rooms you have completed.

NOTE: The Darkness room that requires you to assign a Knight, does not require that Knight to be returned to the supply. This is intentional. Knights are made from hardier wood!



Assign a Unit (in this case a Mage) and a Corruption meeple. Immediately discard a Quest (if you have one). At the end of the game gain VPs based on how many Corruption Rooms you have completed.

LOCATION, QUEST AND MONSTER CARD ICON CLARIFICATIONS AND EFFECTS

Remember: Any Units gained through Location effects are placed in your Lodgings.

 To activate this Location place Units indicated to the left of the arrow, to get the result on the right (in the example, place any one Unit meeple).

 The question mark brown meeple means “any Unit” – note Corruption is not a Unit.

 The **+** symbol means add one Unit of the denoted type to your Lodgings (in this case a Cleric).

 The **-** symbol means remove the meeple from play (return it to the stock) - in this case a Warrior. Where the - symbol appears next to a Quest you place an incomplete quest in your hand into the Quest discard pile.

Where do newly acquired Unit meeples go?

Regardless of whether you gain them from Monsters, Locations, Tower Rooms, or Quests newly acquired Units are added to your Lodgings, unless some effect specifically states otherwise.

When you are required to return Units to the supply:

During the game you will be required to place a meeple back into the supply. Follow these rules:

- If a Location requires you to place a Unit back in the supply, it must be one that is at the Location at the time.
- If a Quest requires you to place a Unit back in the supply, it must be one that is actively engaged in that Quest. For Quests that involve defeating a Monster, the Unit must be one of the Units that is assigned to that Monster.

 This red starburst symbol means additional combat value (in this case +1). This will usually, but not always be associated with a specific meeple type.

 The Unit to the right gains +1 combat value value when assigned to a Monster together with the Unit to the left (in this case your Mages are +1 combat value when assigned with 1 or more Warriors). This applies to ALL your Mages that are assigned with Warriors.

 Assigning a Mage to this Location gives all your Clerics +1 Combat value for the round.

 In this case your Knights always have +1 Combat Value (there is no condition assigned to the value)

 You gain an additional +1 Combat value against Undead Monsters. This is regardless of which Units are assigned and applies to each Undead Monster to which you assign.

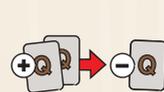
Can I assign meeples to a Monster with a total combat value less than the Monster's Strength?

No. If you cannot match the Monsters Strength, then you cannot assign to them. However, bonuses may be included at the time of assignment. So, for example, if a Peasant has +1 combat value when assigned with a Mage, it is considered to have a combat value of 2 when assigning with a Mage.

Note that in the case of the level 3 Warrior, you simultaneously assign a Peasant from the supply or your Lodgings, the combat value of those Peasants can be included at the time that they are assigned.

 The upward arrow means that you draw an additional number of meeples (in this case 2).

 The tri-coloured star meeple means any Prestige Unit (Ranger, Paladin or Shaman).

 This symbol means draw X Quests from the top of the Quest deck (in this case two) and then discard Y Quests from your hand (in this case one).

 This means return the Warrior placed on this Location to your Tavern, after your draw step (it is effectively an additional meeple on the following turn).

CURRENT PLAYER
 This means you may return upto 3 Unit meeples from your Lodgings to your bag, each other player returns 1 (if they wish).

ALL PLAYERS


 OR  The Crown symbol signifies a special “King of the Hill” Location. When you place a Unit on the Location, also place your player marker there. Your Unit remains on the Location until the start of your next turn. Any other player can choose to place one of their (appropriate) Units on the Location, immediately removing your Unit to your Lodgings, and replacing your player marker with theirs. If your Unit is still on the Location at the start of your turn, return it your Lodgings and immediately gain the benefit of the Location. Note other players do not need to match the Unit you placed, they may place any (appropriate) Unit there.

ONE  **FOR EACH**  **IN LODGINGS**
The combat value bonus is applied to one specific Unit meeple, not all Units of that type.



Castle Quarter



Village Quarter



University Quarter



Cathedral Quarter



Humanoid



Monstrous



Undead