

# Biters!

## A guide to races and their special abilities

### Humans

#### *Supreme unit:*

When jump, fills the empty hexes in his path with units of the human race.

#### *Powers:*

All the units nearby the Supreme are converted into humans (enemy supreme units will also be converted into the supreme human units).

### Werewolves

#### *Supreme unit:*

Get an extra turn when your Supreme bites three enemy units or more. The number of additional turns is not limited.

#### *Powers:*

Call new werewolves to all the neighboring cells next to each werewolf (if these cells are not occupied). May be used even if you don't have supreme units.

### Beauties

#### *Supreme unit:*

As a result of her turn, she infects with hearts all the units nearby. In turn, each of the infected units (such as its own, and the enemy) as they bite also infects the adjacent units (similar to the supreme beauty).

#### *Powers:*

Beauties infect selected enemy race with hearts, which number is equal to the current number of beauties with hearts. If an alien race is completely infected with hearts - it loses, and all of its units are converted into beauties. Fatality!

## Zombies

### *Supreme unit:*

When he moves to a nearest cell, he calls regular zombies around his hex (if these cells are not occupied).

### *Powers:*

Two ordinary zombies appear at random empty hexes on the field (one - on a small map), and even further up to six zombies around each (in case of these cells are not occupied).

## Vampires

### *Supreme unit:*

Teleports to any empty cell of the game field.

### *Powers:*

Each Supreme turns into vampires all the units, which are standing diagonally to him (except for the supreme units). Empty cells are also filled with vampires.