

# KINGDOMS & WARFARE

## RESOURCES



**MCDM**

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# Resources



o arms, fellow warmasters! This resource PDF is a companion supplement to *Kingdoms & Warfare* that puts the book's unit cards and links to maps in one place. It also contains new material to supplement what's already in *Kingdoms & Warfare*, including rules for building your own units, twenty new units ready for you to drop right into your next warfare battle, two versions of a blank party sheet (one is printer-friendly), and blank, printer-friendly unit cards.

## MAKING UNITS

*Kingdoms & Warfare* doesn't have rules for creating new units, because each in the book is hand-tuned for balance. The book expects GMs to start using the system with small battles, allowing the characters to grow their domain's army organically, and by the time you have a few battles under your belt, you'll understand the system well enough to make your own homebrew units and your results will be pretty close to what you'd get if there were an official version of that unit.

But the book lacks a decent selection of high-tier units. This PDF aims to correct that oversight by providing you with twenty new units of Tier IV and V. Additionally, this PDF provides guidelines for building your own units.

## MAKING A NEW UNIT

Hey everybody! Matt Colville here. I want to walk you through making a new unit.

The easiest way to make a new unit and have a reasonable expectation that the unit won't be over or underpowered, is to pick a unit that's about as powerful as the unit you want to make then tweak that unit to fit your expectations.

Let's imagine we want to make a minotaur heavy infantry unit! There is a minotaur infantry unit in *the special unit deck*, but it's the generic minotaur unit

which is not cool enough for our purposes, and we don't have access to that deck right now anyway. So we're on our own. But not exactly!

The Warfare Ancestries table on page 6 contains a list of all the ancestries supported in *Kingdoms & Warfare* and what size units each ancestry can field. Minotaur units are size 6 and have the Charge and Reckless traits.

## CHOOSE A TIER

Now we have to pick another unit that's about as tough and has the same feel we want for our minotaur heavy infantry unit. Let's check out the tiers and see what makes sense.

**Tier I** units are basic units (such as light infantry, light cavalry) from common ancestries (such as humans, elves, dwarves). Our squad of heavily armed and armored bull-folk are neither basic nor common, so Tier I is out.

**Tier II** is for uncommon ancestries that are a little rarer than humans and elves and dwarves, such as drow, owlbears, or trolls. Minotaurs fit in there well! So this unit would be a Tier II unit except...

**Tier III** units are where you start to get really rare ancestries, ancestries that are much more powerful than normal ancestries, or more powerful versions of units from lower tiers.

There are no hard and fast rules for this, but consider this guideline. If a normal, vanilla unit from an ancestry would be Tier N, then a badass elite unit from that ancestry would be Tier N+1 or Tier N+2.

So since our minotaur heavy infantry unit would normally be Tier II, but we want something nastier than the average minotaur, that's Tier III.

**Tiers IV and V** are for very powerful creatures: angels, demons, dragons, elementals, giants, and the like. The most powerful version of more common ancestries are also at these tiers. Our minotaurs are not that. They're just slightly more powerful versions of normal minotaurs.



## CHOOSE A TEMPLATE UNIT

If our minotaur heavy infantry are Tier III, we need to find another Tier III infantry unit to use as a template. In *Kingdoms & Warfare*, dwarves have the best infantry units, so let's see if they have any good Tier III infantry units.



*Dwarven Highshields unit card*

Hey! Look at that! Our minotaurs are basically these dwarves, but minotaurs instead. The Dwarven Highshields unit's size, experience, equipment, type, number of attacks, Damage, and tier are all right for our minotaur unit.

## ADJUST TRAITS

Now that we have a template, let's adjust our unit's traits. Keep in mind that no units have more than four traits, and only the most complex units have four. Even though we like our minotaur heavy infantry unit, there's nothing particularly extraordinary about them that would warrant four traits. Three is plenty.

According to the Warfare Ancestries table, minotaurs don't get the Stalwart trait. That's for dwarf units. Instead, minotaurs gain Charge and Reckless traits. Look at that! We already have two of the three traits we need.

The Dwarven Highshields unit's Testudo trait is a defensive maneuver, and our minotaurs aren't interested in defensive tactics. Into the Breach is for well-trained infantry who are used to exploiting the gaps left by retreating enemies, and that seems

a little sophisticated for this monstrous unit. These minotaurs are bull people and don't spend a lot of time training with complex maneuvers. Let's cut both Testudo and Into the Breach from our minotaur heavy infantry unit.

We could invent a new trait! But first let's see if there's anything good for the minotaurs in the existing list of traits that might make our unit stand out and reinforce the fantasy of a unit of heavily armed minotaurs going to war.

Mobile looks good! It is reasonable to imagine there's a unit of minotaurs that are good at covering a lot of ground quickly. But Mobile is a trait usually associated with light units or guerilla warfare units, which these minotaurs are not, so let's keep looking.

Savage is a good trait. A unit of super minotaurs would inflict brutal wounds with their horns and inflict a bleed token on their enemies.

The Shock Troops trait is also good, but it's powerful and only makes sense if this unit is really special, which these minotaurs might be!

The Slam trait allows for successful Power tests to disorient a target unit. That's exactly the kind of trait a unit of special minotaurs would have. They charge toward their enemies and if successful, an entire regiment of foes is messed up afterwards!

There isn't a right answer for this, but I think Slam is perfect based on my idea of what a unit of super minotaurs should do.

So now we know the following:

**Ancestry:** Minotaur  
**Size:** d6  
**Experience:** Veteran  
**Equipment:** Heavy  
**Type:** Infantry  
**Tier:** III  
**Traits:** Charge, Reckless, Slam

We know a lot! Almost done, as far as I'm concerned. Time to figure out the math for statistics.

## THE MATH

Our template Dwarven Highshields unit already has statistics. All we need to do is tweak them to make it more minotaury.

In my imagination, this unit of minotaurs aren't orderly, advanced soldiers that regularly train in regiments for war. Their Command and Morale are both worse than the Dwarven Highshields. Even a difference of 1 makes an impact, so we'll lower the minotaur heavy infantry unit's Command and Morale by 1 each.

But a minotaur is mighty compared to a normal (non-heroic adventurer) dwarf. It's reasonable for our minotaur heavy infantry unit to have an Attack bonus and Power bonus greater than the Dwarven Highshields. Minotaurs are much stronger, so we'll increase their Attack and Power bonuses by 2.

I don't think bull-men are inherently better or worse at avoiding attacks than dwarves so no change to our unit's Defense.

Toughness? While I would certainly accept the idea that minotaurs are tougher than dwarves, dwarves are already pretty tough in warfare. In order to keep the math from spiraling out of control, I think minotaurs are *as* tough as dwarves because that's already pretty tough!

If we add in the bonuses from veteran experience and heavy equipment, we get the following statistics for our minotaur heavy infantry unit:

<b>Attack:</b> +6	<b>Toughness:</b> 18
<b>Defense:</b> 14	<b>Morale:</b> +1
<b>Power:</b> +8	<b>Command:</b> +1

That looks good! But this process isn't complete until we've made sure it fits with the other units already in the book.

## DOUBLE CHECK

Now that we've mathed it out, it's time to compare this unit to other units like it and see if we've gone wild without meaning to. The one thing that stands out to me is this unit's Toughness. I think 18 is real high for a Tier III infantry unit. It means they are as tough as the toughest Tier III infantry and there's nothing about our minotaurs that warrants that.

A quick look over the units in the book reveals that 16 is "about average" for a Tier III infantry unit's Toughness and these bull dudes should have higher than average toughness I feel, so let's dial it back by 1. Toughness 17 is still pretty tough!

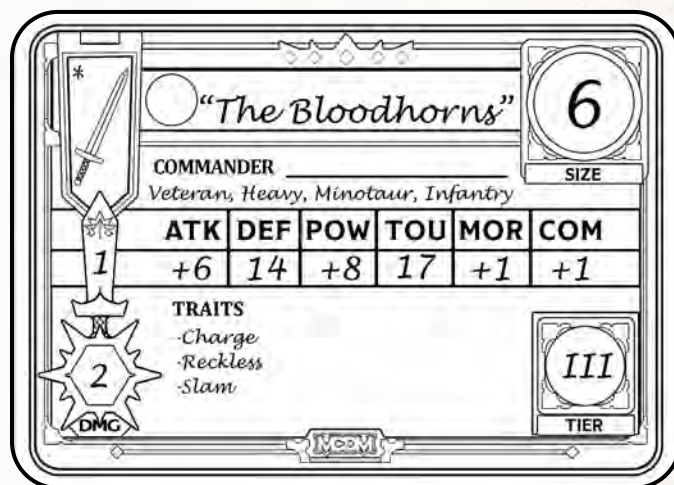
<b>Attack:</b> +6	<b>Toughness:</b> 17
<b>Defense:</b> 14	<b>Morale:</b> +1
<b>Power:</b> +8	<b>Command:</b> +1

That's our unit of veteran, heavy, minotaur infantry unit! We're done!

## NAME

Oh! They need a name! Something that would put fear into the enemy, something a little *metal*, and something that references their minotaurness ... how about ... **"The Bloodhorns."**

That's it! That's our custom unit.



*The Bloodhorns unit card*

## AERIAL UNITS

Aerial units have greater Attack than their ground-based counterparts (about +2 more usually) and correspondingly lower Defense and Toughness.

In addition to greater Attack and lower Defense and Toughness, just being able to fly means an aerial unit is more useful than any other type of unit. Only artillery units and other flying units can hit an aerial unit. Plus an aerial unit can attack any other unit, and that alone is worth a tier increase.

For this reason, **an aerial unit's tier is automatically increased by 1** over their cavalry and infantry compatriots.

Of course some ancestries have traits that don't make sense for a flying unit, but that's not the flying unit's fault.



## WARFARE ANCESTRIES TABLE

Ancestry	Size	Trait 1	Trait 2	Trait 3	Trait 4
Air Elemental	6	Damage Resistant	Whirlwind	—	—
Banshees	4	Damage Resistant	Wail	Ethereal	Harrowing
Barbed Devils	6	Damage Resistant	Barbs	Harrowing	—
Basilisk	6	Stone	—	—	—
Bearded Devil	6	Poisonous	Magic Resistant	Fearless	Harrowing
Black Dragon	8	Fearsome	Corrosive Breath	—	—
Black Pudding	4	Damage Resistant	Split	Corrode	—
Blue Dragon	8	Fearsome	Lightning Breath	—	—
Bugbear	6	Inspire Fear	—	—	—
Bulette	6	Burrow	—	—	—
Centaur	6	Archers	—	—	—
Chasme	6	Magic Resistant	Drone	Harrowing	—
Chimera	8	Fire Blast	Harrowing	—	—
Construct	6	Damage Resistant	Magic Resistant	Dead	—
Cyclops	8	Rock!	—	—	—
Dinosaur	10	—	—	—	—
Draconian	6	Draconic Ancestry	—	—	—
Dretch	4	Stinky	Harrowing	—	—
Drider	6	Daylight Weakness	Magic Resistant	Archers	Poisonous
Drow	6	Daylight Weakness	Magic Resistant	Poisonous	—
Duergar	6	Embiggen	Invisibility	—	—
Dwarf	6	Stalwart	—	—	—
Earth Elemental	10	Damage Resistant	Magic Resistant	Slam	—
Elf	6	Mobile	Eternal	—	—
Ettin	8	Better Than One	Rock!	—	—
Fire Dwarf	6	Burning	Stalwart	—	—
Fire Elemental	8	Burning	Damage Resistant	—	—
Frog of War	8	Magic Resistant	Hop	Gulp	—
Ghoul	6	Dead	Harrowing	—	—
Giant, Fire	10	Big	Fire Immunity	Rock!	—
Giant, Frost	10	Big	Rime	Rock!	—
Giant, Hill	8	Big	Rock!	—	—
Giant, Stone	8	Big	Stoneskin	Rock!	—
Gnoll	6	Rush	Pack Tactics	—	—
Gnome	6	Magic Resistant	Magical Adept	—	—
Goblin	4	AAAUUUGH!!!!	—	—	—
Green Dragon	6	Fearsome	Noxious Fog	—	—
Harpy	6	Screch	—	—	—



Ancestry	Size	Trait 1	Trait 2	Trait 3	Trait 4
Hell Hound	6	Fire Blast	Harrowing	—	—
Hobgoblin	6	Warbred	—	—	—
Human	6	Adaptable	—	—	—
Inexorable	6	Inexorable	Chaos Vulnerability	—	—
Kobold	4	Dragonkin	—	—	—
Manticore	8	Spike shot	Maneuver: "Evasive Maneuvers!"	—	—
Mantis Knight	6	Arcadian	Heroes of the Myriad Worlds	—	—
Minotaur	6	Charge	Reckless	—	—
Myconoid	6	Hallucinatory Spores	Soporific Spores	Spores	—
Nightmare	6	Harrowing	Jaunt	—	—
Ogre	8	Stupid	—	—	—
Orc	6	Relentless	—	—	—
Owlbear	6	Quadruped	—	—	—
Purple Worm	12	Burrow	Consume	—	—
Red Dragon	8	Fearsome	Fire Breath	—	—
Roc	10	Maneuver: Strafe	—	—	—
Salamander	6	Burning	Flaming Weapons	—	—
Shadow	4	Dead	Harrowing	Indistinct	Daylight Weakness
Shadow Demon	6	Harrowing	Ethereal	Daylight Weakness	Indistinct
Shambling Mound	8	Damage Resistant	Meld	—	—
Skeleton	4	Dead	Harrowing	—	—
Sprite	4	Invisibility	—	—	—
Stone Devil	8	Implacable	Pool of Soul's Blood	Harrowing	—
Time Raider	6	Magic Resistant	Jaunt	—	—
Treant	10	Rock!	Siege Weapon	—	—
Triton	6	Amphibious	Armored Carapace	—	—
Troll	6	Regenerate	—	—	—
Virtue	6	Holy	Mass Protection Against Evil	Chorus of Victory	—
Vrock	6	Harrowing	Wail	Spores	—
Water Elemental	6	Damage Resistant	Wave	—	—
Wight	6	Harrowing	Dead	Warbred	—
Wraith	6	Dead	Harrowing	Ethereal	Create Dead
Wyvern	6	Poisonous	—	—	—
Zombie	6	Dead	Harrowing	Relentless	—

## THINGS TO AVOID

The development of the warfare system took a long time and went through enormous refinement to arrive at a place that is fun, tactical, relatively easy to use, and delivers on the fantasy of large armies clashing.

During that time, we learned a lot about how to make units. We're still learning! Here are some things we think we know.

Tier I and II units shouldn't be able to inflict 6 or more casualties against a unit in one activation. That would let them wipe out a fresh unit in one go, and that's not fun. This guideline doesn't hold for units that have gained experience in battle.

Likewise, Tier I and II units just shouldn't be that strong. They shouldn't have a lot of traits and those traits shouldn't be very powerful.

Finally, remember this system is not competitive. It's a tool for generating incredible stories involving clashing armies. The GM is not trying to win, they're trying to create a dramatic situation that reflects the scenario the heroes find themselves in.

We should bring the same assumptions into battle that we do combat. We assume the heroes are going to win, but it is possible they could make decisions that get them in over their heads and in that case it's reasonable for the odds to be against them.

In general, we should avoid creating wildly powerful units in order to impress the players with how puissant the enemy is. More units from lower tiers can create the same impression without overwhelming the players.

## SIZE AND TRAITS BY ANCESTRY

You can use the Warfare Ancestries table to help you craft new units using the method outlined above.

A unit should have a maximum of four traits. If you select an ancestry with four traits for a unit and then give that unit another trait, you need to cut one of the existing ancestry traits to make room for the new trait. That unit's training resulted in it losing some of its natural edge, in favor of something only this unit can do.

## NEW UNITS

*Kingdoms & Warfare* is filled with units, but we wanted to provide you with more units of Tier IV and V to help round-out your armies and play experience. We're happy to present twenty new units in this PDF that will make your battles epic and interesting.

These units were created to serve as an example of what higher tier units can do. They are noticeably more powerful than their lower-tier counterparts.

## NEW UNIT TRAITS

The new units in this document have new traits, which are described below. These traits have gone through the same review and testing used on the core units, but they are powerful. Don't borrow the traits in this PDF for other custom units, unless those units are Tier IV or V.

Traits not described in this document can be found in the Warfare chapter of *Kingdoms & Warfare*.

**Armor Osmosis.** When a heavy or super-heavy unit adjacent to this unit breaks, increment this unit's casualty die.

**Beacon of Courage.** This unit and any adjacent allied units automatically succeed on the Morale test to attack units with the Harrowing trait.

**Beacon of Order.** Adjacent allied units can use this unit's Power bonus on tests to resist the effects of battle magic and can use this unit's Morale bonus on tests to avoid suffering a casualty when affected by battle magic.

**Bless the Rains.** Once per battle, as an action, this unit turns the battlefield's terrain to rain. The terrain remains rain until the end of the battle or until another unit's trait or battle magic changes the terrain.

**Close Enough.** This unit counts as a dragon for the purpose of other units' Dragonkin trait.

**Cunning Ambush.** When this unit succeeds on a Power test as part of an attack, it can choose to make the target suffer an extra casualty and this unit becomes hidden until the start of its next activation. Recharge 4-6.





**Defy Gravity.** As an action, this unit can choose one unit adjacent to it. That unit's type becomes aerial until the end of its next activation, and it is temporarily removed from the battlefield. When that unit's type reverts to its original type, it chooses to be placed in one empty space on the battlefield. Recharge 6.

**Directed Fire.** When this unit attacks a target that is not exposed, allied Tier I and Tier II artillery units that are not siege weapons can attack that target as a reaction.

**Expert Fade.** After a successful Attack test, this unit can move 1 space. Opposed units cannot use the Follow Up maneuver in response.

**Find Path.** When you deploy this unit, place two hidden path tokens, one on each side of the battlefield, wherever you choose. Any elf unit can move between spaces with hidden path tokens as if they were adjacent. Any unit that is not an elf unit takes 1 casualty if it ends its activation on a space with a hidden path token. If a rank with a hidden path token collapses, the token moves forward into the closest space that is not collapsed. The hidden path tokens remain on the battlefield until the end of the battle.

**First Strike.** When deployment ends, this unit activates.

**Frame.** When this unit is diminished, it has disadvantage on attacks and its Damage is reduced by 1.

**Fury.** Whenever this unit suffers casualties, its Attack and Power increase by 1 for each casualty it suffers. This bonus lasts until the end of the battle. Additionally, while this unit is diminished, its Damage increases by 1.

**Goblin Battle Platform.** This unit cannot be rallied during battle. When this unit breaks, place a unit of Goblin Smokers under your control on the battlefield according to normal deployment rules. After the battle, the Goblin Smokers disband and you can make a Rally test for this unit.

**Harpoon.** When this unit succeeds on a Power test made as part of an attack against a cavalry or aerial unit, the target unit is snared (see Snared Condition, below), and this unit's activation ends.

**Hellfire Cannons.** As an action, this unit can force all opposed aerial units to make a DC 13 Command test. On a failure, an opposed unit takes 2 casualties and has disadvantage on Attack tests until the end of its next turn. On a success, the opposed unit takes 1 casualty and doesn't suffer disadvantage on its next attack from this trait. Recharge 5-6.

**It Will Burn As We Burn.** When this unit is affected by one or more fire tokens and succeeds on an Power test from an attack, the target of the attack gains a fire token that inflicts 1 casualty.

**Lightning.** When this unit succeeds on a Power test as part of an attack, the target unit must make a Power test (DC = 10 + this unit's tier). On a failure, the target unit is disorganized. On a success, the target unit is disoriented.

**Made from Magic.** This unit has advantage on tests to use battle magic. Opposing units have disadvantage on tests to use battle magic targeting this unit.

**Maneuver: Break Them.** As a reaction to this unit diminishing another unit, make a DC 16 Command test. On a success, the diminished unit is broken.

**Maneuver: Focused Aim.** As a bonus action, this unit can increase its Damage by 1 until the end of its activation. To take this bonus action, the unit must not have moved this activation, and after taking this bonus action it cannot move until the start of its next activation. Recharge 5-6.

**Maneuver: Scamp-ede of Corgis.** As an action, this unit chooses one exposed unit, and chaotically frolics through its space. If the unit is an opposed unit, it becomes disorganized. If the unit is an allied unit, it automatically succeeds on Morale tests until the end of its next activation. Recharge 4-6.

**Master Elf-shot.** When this unit succeeds on a Power test as part of an attack, the target unit must succeed on a DC 15 Power test or become weakened until the end of its next activation.

**Max Burn!** As a reaction to activating, this unit can suffer 1 casualty. If it does so, it gets one extra attack and has advantage on Power tests this activation.



**Mobile Battery.** On this unit's activation, it can either take an action or move, but not both.

**Now This Is an AAAUUGH!!!** When this unit is diminished, each time it takes casualties from an attack, the attacking unit suffers 1 casualty.

**Offensive.** As a reaction to this unit failing an Attack test, this unit can make a DC 13 Command test. On a success, this unit can attack again.

**Only the Smart Survive.** This unit has advantage on tests to resist battle magic, and tests to make maneuvers against this unit have disadvantage.

**Owlbears Can't Fly?!** While this unit has the cavalry type, it can use a bonus action to change its type to Aerial until the beginning of its next activation. Recharge 5–6.

**Plagued.** When this unit makes a successful Power test as part of an attack, the target gains a poison token in addition to the normal effects of the test. Each poison token inflicts 1 casualty.

**Power Word: Annihilate.** Once per battle as an action, this unit targets one diminished unit on the battlefield. That unit breaks.

**Ride the Lightning.** As an action, this unit can make a DC 13 Command test to target a unit with this trait. On a success, the target unit and each unit adjacent to it must succeed on a DC 15 Power test or suffer 1 casualty, or 2 casualties if the terrain is rain. Recharge 6.

**Shock and Awe.** As an action, this unit chooses a space on the battlefield. Each unit in that space and every adjacent space must succeed on a DC 14 Power test or suffer 2 casualties and suffer disadvantage on Command and Morale checks until the end of its next turn. Recharge 4-6.

**Siege Weapon (Heavy).** This unit can attack an adjacent fortification. It automatically

hits (no Attack test or Power test needed) and deals 5 damage.

**Strength of the Wilds.** While this unit is in a space with a hidden path token, it has advantage on Attack tests.

**Stygian Orb.** As a reaction to an opposed unit breaking, the Rolling Graveyard can replace that unit with a Ghoul Infantry unit under the command of this unit's commander.

**Survival of the Fittest.** This unit cannot suffer more than 2 casualties during its or another unit's activation. When an opposing unit succeeds on an Attack test against this unit and this unit is diminished, make a DC 15 Command test. On a success, the opposing Attack test fails instead.

**Terror-dactyls.** As a reaction to making an Attack test, this unit forces the target to succeed on a Morale test (DC = 8 + this unit's size) or become disoriented.

**Wireless.** This unit always succeeds on Command and Morale tests.

**You Will Be Upgraded.** As a reaction to becoming broken, this unit can target an adjacent diminished unit and make a DC 15 Power test. On a success, this unit breaks and can't be rallied until the end of battle, and this unit's commander gains control of the target unit. The target unit's defense becomes 16 and its toughness becomes 20.

## SNARED CONDITION

A snared unit's type becomes infantry. It is placed on the battlefield in any space adjacent to the unit that imposed the condition on it. While snared, the unit cannot move. The snared unit can use a bonus action to suffer 1 casualty to end the condition. The condition also ends if the unit that imposed the condition breaks or is no longer adjacent to the snared unit. When this unit is no longer snared, it reverts to its original type and leaves its rank.



# NEW UNIT CARDS

**Animated Army** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, SUPER-HEAVY, CONSTRUCT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+7	16	+9	20	+4	+2

TRAITS

- You Will Be Upgraded
- Magic Resistant
- It Will Burn As We Burn
- Armor Osmosis

DMG 2 TIER IV

**Ashen Lance** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, HEAVY, WIGHT, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+11	15	+9	17	+4	+4

TRAITS

- Dead
- Harrowing
- Plagued

DMG 2 TIER IV

**Bugbear Berserkers** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, MEDIUM, BUGBEAR, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+8	16	+6	14	+2	+4

TRAITS

- Inspire Fear
- Reckless
- Fury

DMG 1 TIER IV

**Lightning's Will** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, LIGHT, DRAGONBORN, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+7	14	+6	13	+3	+3

TRAITS

- Draconic Ancestry
- Blanket Fire
- Lightning

DMG 1 TIER IV

**Orc Harpooners** 6

COMMANDER \_\_\_\_\_ SIZE

SUPER-ELITE, HEAVY, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+10	15	+8	14	+3	+3

TRAITS

- Relentless
- Close Range
- Point Blank
- Harpoon

DMG 1 TIER IV

**"Queen Wisteria's Most Ferocious Pack"** 4

COMMANDER \_\_\_\_\_ SIZE

ELITE, MEDIUM, PIXIE, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+9	17	+7	14	+5	+6

TRAITS

- Invisibility
- Maneuver: Scamp-e-de of Corgis

DMG 2 TIER IV

**Rolling Graveyard** 8

COMMANDER \_\_\_\_\_ SIZE

VETERAN, SUPER-HEAVY, WIGHT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+9	17	+8	19	+4	+2

TRAITS

- Harrowing
- Siege Weapon (Heavy)
- Dead
- Stygian Orb

DMG: 2 TIER: IV

**Storm Callers** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, LIGHT, HUMAN, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	15	+6	12	+3	+5

TRAITS

- Adaptable
- Bless the Rains
- Ride the Lightning
- Terror-dactyls

DMG: 1 TIER: IV

**"The Mechanism"** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, SUPER-HEAVY, MACHINE, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+10	16	+8	17	+2	+2

TRAITS

- Stalwart
- Shock and Awe
- Mobile Battery
- Chaos Vulnerability

DMG: 1 TIER: IV

**"The Pathfinders"** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, HEAVY, ELF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+8	16	+8	16	+4	+5

TRAITS

- Eternal
- Mobile
- Find Path
- Strength of the Wilds

DMG: 2 TIER: IV

**Arcane Owlvery** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, MEDIUM, HUMAN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+12	19	+9	18	+4	+7

TRAITS

- Adaptable
- Made from Magic
- Flaming Weapons
- Owlbears Can't Fly?!

DMG: 2 TIER: V

**"Bone Reavers"** 6

COMMANDER \_\_\_\_\_ SIZE

SUPER-ELITE, MEDIUM, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+12	16	+9	15	+5	+3

TRAITS

- Relentless
- Scouts
- First Strike
- Maneuver: Break Them

DMG: 1 TIER: V

**Elven Drawmasters** 6

COMMANDER \_\_\_\_\_  
SUPER-ELITE, HEAVY, ELF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+14	16	+11	13	+6	+6

TRAITS

- Eternal
- Expert Fade
- Maneuver: Focused Aim
- Master Elf-shot

DMG: 1 TIER: V

**Goblin Spider Howdah** 8

COMMANDER \_\_\_\_\_  
ELITE, SUPER-HEAVY, TITAN SPIDER, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+10	18	+12	19	+3	+4

TRAITS

- Poisonous
- Archers
- Directed Fire
- Goblin Battle Platform

DMG: 4 TIER: V

**Hexeract Cabal** 6

COMMANDER \_\_\_\_\_  
SUPER-ELITE, MEDIUM, HUECUVA, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+11	14	+10	15	+4	+4

TRAITS

- Dead
- Defy Gravity
- Harrowing
- Power Word: Annihilate

DMG: 1 TIER: V

**Resplendent Order** 6

COMMANDER \_\_\_\_\_  
SUPER-ELITE, SUPER-HEAVY, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+9	19	+11	18	+8	+4

TRAITS

- Adaptable
- Holy
- Beacon of Courage
- Beacon of Order

DMG: 2 TIER: V

**"Sole Survivors"** 4

COMMANDER \_\_\_\_\_  
SUPER-ELITE, LIGHT, GOBLIN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+10	20	+8	17	+5	+5

TRAITS

- Now this is an AAAUUUGH!!!
- Only the Smart Survive
- Cunning Ambush
- Survival of the Fittest

DMG: 1 TIER: V

**The Devil's Mistress** 10

COMMANDER \_\_\_\_\_  
ELITE, SUPER-HEAVY, PIRATE SHIP, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+9	20	+7	18	+3	+2

TRAITS

- Magic Resistant
- Hellfire Cannons

DMG: 2 TIER: V

**"The Iron Emperor"** 8  
 COMMANDER \_\_\_\_\_  
 ELITE, SUPER-HEAVY, MECH DRAGON, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+10	16	+11	17	+2	+5

TRAITS  
 •Dragonkin  
 •Max Burn!  
 •Fire Blast  
 •Close Enough

DMG: 3 TIER: V

**W.O.L.F.** 6  
 COMMANDER \_\_\_\_\_  
 ELITE, SUPER-HEAVY, STEEL DOG, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+10	17	+12	18	+3	+4

TRAITS  
 •Wireless  
 •Offensive  
 •Lightning  
 •Frame

DMG: 3 TIER: V

## BOOK UNIT CARDS

### STANDARD HUMAN UNITS

**Human Infantry** 6  
 COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+2	12	+1	+2

TRAITS  
 •Adaptable

DMG: 1 TIER: I

**Human Artillery (Longbow)** 6  
 COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, HUMAN, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	8	+1	+1

TRAITS  
 •Adaptable

DMG: 1 TIER: I

**Human Cavalry (Horse)** 6  
 COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, HUMAN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+3	10	+1	+1

TRAITS  
 •Adaptable

DMG: 2 TIER: I

**Human Peasants** 6  
 COMMANDER \_\_\_\_\_  
 LEVIES, LIGHT, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	10	+2	12	-1	+0

TRAITS  
 •Adaptable

DMG: 1 TIER: I

**Human Aerial (Hawk)** 6

COMMANDER \_\_\_\_\_  
REGULAR, MEDIUM, HUMAN, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	9	+1	+1

TRAITS  
•Adaptable  
•Aerial Bombardment

DMG: 1 TIER: III

**Human Shield Maniple** 6

COMMANDER \_\_\_\_\_  
VETERAN, MEDIUM, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	14	+4	14	+3	+3

TRAITS  
•Adaptable  
•Maneuver: "Hold the line!" (R)  
•Into The Breach (R)

DMG: 1 TIER: II

**The Hounds of Dalrath** 6

COMMANDER \_\_\_\_\_  
VETERAN, HEAVY, HUMAN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	13	+5	12	+2	+3

TRAITS  
•Adaptable  
•Scourge of the Wild

DMG: 2 TIER: III

**Human Artillery (Catapult)** 6

COMMANDER \_\_\_\_\_  
VETERAN, MEDIUM, HUMAN, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+5	11	+3	9	+2	+2

TRAITS  
•Adaptable  
•Siege Engine

DMG: 3 TIER: II

**Greenstockings** 6

COMMANDER \_\_\_\_\_  
ELITE, LIGHT, HUMAN, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+7	12	+2	8	+3	+3

TRAITS  
•Adaptable  
•Fade

DMG: 1 TIER: II

## STANDARD ELF UNITS

**Elf Infantry** 6 SIZE

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, ELF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+2	12	+0	+1

TRAITS  
•Mobile  
•Eternal

DMG: 1 TIER: I

**Elf Cavalry** 6 SIZE

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, ELF, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+3	10	+0	+0

TRAITS  
•Mobile  
•Eternal

DMG: 2 TIER: I

**Elf Archers (Longbow)** 6 SIZE

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, ELF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+2	8	+0	+0

TRAITS  
•Mobile  
•Eternal

DMG: 1 TIER: I

**"The Forest Mist"** 6 SIZE

COMMANDER \_\_\_\_\_  
VETERAN, MEDIUM, ELF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	14	+4	14	+2	+2

TRAITS  
•Into the Breach (R)  
•Eternal  
•Scouts  
•Harriers

DMG: 1 TIER: II

**Elf Artillery (Ballista)** 6 SIZE

COMMANDER \_\_\_\_\_  
VETERAN, HEAVY, ELF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+6	11	+4	10	+1	+1

TRAITS  
•Mobile  
•Eternal  
•Fast Siege Weapon

DMG: 1 TIER: II

**Elf Artisans** 6 SIZE

COMMANDER \_\_\_\_\_  
LEVIES, LIGHT, ELF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	12	-2	-1

TRAITS  
•Mobile  
•Eternal

DMG: 1 TIER: I



**Elf Pegasus Riders** 6 SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, MEDIUM, ELF, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	9	+1	+2

TRAITS  
 •Eternal  
 •Maneuver: "Land and Charge!"

DMG 1 TIER III

**Elk Riders** 6 SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, HEAVY, ELF, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+5	13	+5	12	+1	+2

TRAITS  
 •Mobile  
 •Eternal  
 •Maneuver: "Spit Upon Their Horns" (R)

DMG 2 TIER II

**Elven Thorns** 6 SIZE

COMMANDER \_\_\_\_\_  
 ELITE, SUPER-HEAVY, ELF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+8	12	+5	11	+2	+2

TRAITS  
 •Mobile  
 •Eternal  
 •Elf-shot

DMG 2 TIER III

## STANDARD DWARF UNITS

**Dwarf Infantry** 6 SIZE

COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+2	12	+0	+1

TRAITS  
 •Stalwart

DMG 1 TIER I

**Dwarf Artillery (Crossbow)** 6 SIZE

COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, DWARF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	10	+0	+0

TRAITS  
 •Stalwart  
 •Close Range

DMG 1 TIER I

**Dwarf Cavalry (Ram Riders)** 6  
SIZE

COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, DWARF, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+3	12	+3	12	+0	+0

TRAITS  
 •Stalwart  
 •Ram Riders

DMG: 2 TIER: I

**Bolt Throwers** 6  
SIZE

COMMANDER \_\_\_\_\_  
 REGULAR, HEAVY, DWARF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+4	13	+0	+0

TRAITS  
 •Stalwart  
 •Collateral Damage  
 •Point Blank

DMG: 1 TIER: II

**The Gold Lances** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, MEDIUM, DWARF, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	13	+4	13	+1	+2

TRAITS  
 •Stalwart  
 •Ram Riders  
 •Maneuver: "Lancers! Flank them!" (R)

DMG: 2 TIER: II

**Dwarf Artillery (Trebuchet)** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, HEAVY, DWARF, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+5	11	+4	12	+1	+1

TRAITS  
 •Stalwart  
 •Siege Engine

DMG: 3 TIER: II

**Dwarf Engineers** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, LIGHT, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+2	14	+2	+2

TRAITS  
 •Stalwart  
 •Maneuver: Repair

DMG: 1 TIER: III

**Dwarven Highshields** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, HEAVY, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+6	18	+2	+2

TRAITS  
 •Stalwart  
 •Maneuver: Testudo (R)  
 •Into the Breach (R)

DMG: 2 TIER: III



**Dwarf Miners** (SIZE 6)

COMMANDER \_\_\_\_\_  
LEVIES, LIGHT, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	10	+2	12	-2	-1

TRAITS  
•Stalwart  
•Hard Hats

DMG: 1 (Sword icon)  
TIER: I (Gold coin icon)

## STANDARD ORC UNITS



**Orc Infantry** (SIZE 6)

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+2	12	+0	+1

TRAITS  
•Relentless (R)

DMG: 1 (Sword icon)  
TIER: I (Gold coin icon)



**Orc Archers (Longbow)** (SIZE 6)

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+2	9	+0	+0

TRAITS  
•Relentless (R)

DMG: 1 (Bow icon)  
TIER: I (Gold coin icon)



**Orc Cavalry** (SIZE 6)

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, ORC, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+3	11	+0	+0

TRAITS  
•Relentless (R)

DMG: 2 (Sword icon)  
TIER: I (Gold coin icon)



**Hellriders (Nightmares)** (SIZE 6)

COMMANDER \_\_\_\_\_  
VETERAN, MEDIUM, ORC, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+5	13	+4	12	+1	+2

TRAITS  
•Relentless (R)  
•Harrowing  
•Jaunt

DMG: 2 (Sword icon)  
TIER: III (Gold coin icon)

**"Bloodwalkers"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	14	+4	15	+2	+2

TRAITS

- Relentless (R)
- Maneuver: Outflank
- Into the Breach (R)

DMG: 1 TIER: II

**Orc Bone Bows** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+6	11	+4	11	+1	+1

TRAITS

- Relentless (R)
- Point Blank

DMG: 2 TIER: II

**Orc Catapult** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, ORC, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+6	11	+3	10	+1	+1

TRAITS

- Relentless (R)
- Siege Engine

DMG: 3 TIER: II

**Orc Wounded** 6

COMMANDER \_\_\_\_\_ SIZE

LEVIES, LIGHT, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+3	10	+2	12	-2	-1

TRAITS

- Relentless (R)
- To the Death

DMG: 1 TIER: I

**Wyvern Riders** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, ORC, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	10	+1	+2

TRAITS

- Relentless (R)
- Poisonous

DMG: 1 TIER: III

## STANDARD GOBLINOID UNITS

**Goblin Meat Shields** 4

COMMANDER \_\_\_\_\_  
LEVIES, LIGHT, GOBLIN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	9	+1	11	-3	-2

TRAITS  
•AAAAUUGH!!!

DMG: 1 TIER: I

**Hobgoblin Infantry** 6

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, HOBGOBLIN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+2	12	+1	+1

TRAITS  
•Warbred (R)

DMG: 1 TIER: I

**Hobgoblin Archers (Longbow)** 6

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, HOBGOBLIN, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+2	8	+1	+0

TRAITS  
•Warbred (R)

DMG: 1 TIER: I

**Bloodfangs** 6

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, HOBGOBLIN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	12	+3	10	+1	+0

TRAITS  
•Warbred (R)  
•Maneuver: "Prey on the Weak" (R)

DMG: 2 TIER: II

**Goblin Worg-Riders** 4

COMMANDER \_\_\_\_\_  
REGULAR, LIGHT, GOBLIN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+3	11	+2	9	-1	-1

TRAITS  
•AAAAUUGH!!!

DMG: 2 TIER: I

**Bugbear Heavy Claw** 6

COMMANDER \_\_\_\_\_  
VETERAN, HEAVY, BUGBEAR, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+7	16	+7	16	+2	+2

TRAITS  
•Inspire Fear  
•You Follow!  
•Into the Breach (R)

DMG: 2 TIER: III

**Goblin Sappers** 4  
 COMMANDER \_\_\_\_\_  
 VETERAN, MEDIUM, GOBLIN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	13	+3	13	+1	+1

TRAITS  
 •AAAUUUGH!!!  
 •"Dig!"

DMG: 1 TIER: II

**Dire Wasp Riders** 6  
 COMMANDER \_\_\_\_\_  
 VETERAN, MEDIUM, HOBGOBLIN, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+7	11	+3	9	+2	+2

TRAITS  
 •Warbred (R)  
 •Poisonous

DMG: 1 TIER: III

**Goblin Smokers** 4  
 COMMANDER \_\_\_\_\_  
 VETERAN, MEDIUM, GOBLIN, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+5	10	+2	8	+0	+0

TRAITS  
 •AAAUUUGH!!!  
 •Smoke Screen

DMG: 1 TIER: II

## STANDARD UNDEAD UNITS

**Zombie Infantry** 6  
 COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, ZOMBIE, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	11	+1	13	+0	+1

TRAITS  
 •Dead  
 •Harrowing  
 •Relentless (R)

DMG: 1 TIER: I

**Skeletal Cavalry** 4  
 COMMANDER \_\_\_\_\_  
 REGULAR, LIGHT, SKELETON, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+3	11	+2	10	+0	+0

TRAITS  
 •Dead  
 •Harrowing

DMG: 2 TIER: I

**Skeletal Archers (Longbow)** 4

COMMANDER \_\_\_\_\_ SIZE

REGULAR, LIGHT, SKELETON, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+3	9	+1	8	+0	+0

TRAITS

- Dead
- Harrowing

DMG: 1 TIER: I

**Deathstormers** 6

COMMANDER \_\_\_\_\_ SIZE

REGULAR, LIGHT, WIGHT, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+4	11	+3	+3

TRAITS

- Dead
- Harrowing
- Warbred (R)

DMG: 2 TIER: II

**"The Black Wind"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, WRAITH, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+6	11	+5	11	+1	+2

TRAITS

- Dead
- Harrowing
- Ethereal
- Create Dead

DMG: 1 TIER: III

**Bonebags** 4

COMMANDER \_\_\_\_\_ SIZE

LEVIES, LIGHT, SKELETON, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+2	9	+1	12	-2	-1

TRAITS

- Dead
- Harrowing

DMG: 1 TIER: I

**Fireborn** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, GHOUL, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+7	13	+7	12	+1	+1

TRAITS

- Dead
- Harrowing
- Maneuver: "Fire!!" (R)

DMG: 2 TIER: III

**Ghoul Infantry** 6

COMMANDER \_\_\_\_\_ SIZE

REGULAR, LIGHT, GHOUL, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	11	+5	14	+0	+1

TRAITS

- Dead
- Harrowing
- Feast

DMG: 1 TIER: II

**Zombie Catapult** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, HEAVY, ZOMBIE, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+4	10	+3	11	+1	+1

TRAITS  
 •Dead  
 •Harrowing  
 •Siege Engine  
 •Load the Bones!

DMG: 3 TIER: II

## HEROIC ORGANIZATION SPECIAL UNITS

**"The Ratcatchers"** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, MEDIUM, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+4	14	+4	14	+3	+3

TRAITS  
 •Adaptable  
 •Scouts  
 •Magical Adepts  
 •Into the Breach (R)

DMG: 1 TIER: III

**"The Professionals"** 6  
SIZE

COMMANDER \_\_\_\_\_  
 SUPER-ELITE, MEDIUM, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	18	+4	13	+7	+5

TRAITS  
 •Adaptable  
 •Magic Resistant  
 •Pike Training  
 •Into the Breach (R)

DMG: 1 TIER: III

**"Soldiers of Fortune"** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, HEAVY, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+8	14	+6	16	+3	+3

TRAITS  
 •Adaptable  
 •Guerillas

DMG: 1 TIER: III

**"Ersatz Infantry"** 6  
SIZE

COMMANDER \_\_\_\_\_  
 VETERAN, LIGHT, CONSTRUCT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	15	+7	16	+1	+0

TRAITS  
 •Damage Resistant  
 •Magic Resistant  
 •Dead

DMG: 2 TIER: III



**"The Frog of War"** 8

COMMANDER \_\_\_\_\_ SIZE

REGULAR, LIGHT, FROG, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+13	19	+12	20	+3	+2

TRAITS

- Magic Resistant
- Hop
- Gulp

DMG: 4 TIER: V

**"The Lancers"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, HUMAN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	13	+5	12	+2	+3

TRAITS

- Adaptable
- Maneuver: "Lancers! Flank them!" (R)
- "Follow the Standard!"

DMG: 2 TIER: III

**"Crusaders"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+8	14	+4	14	+3	+3

TRAITS

- Adaptable
- Battle Hymn

DMG: 1 TIER: III

**"The Crew"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+9	14	+6	14	+3	+3

TRAITS

- Adaptable
- Sow Chaos
- Disruptive
- Into the Breach (R)

DMG: 1 TIER: III

## NPC REALM SPECIAL UNITS

**"Crimson Guard"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	14	+6	16	+3	+3

TRAITS

- Adaptable
- Shock Troops

DMG: 1 TIER: III

**"Praetores Draconis"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, DRACONIAN, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+4	13	+6	12	+2	+3

TRAITS

- Draconic Ancestry
- Swords of the Dragon Lord

DMG: 2 TIER: III

**"The Device"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, DWARF, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+7	14	+6	18	+2	+2

TRAITS

- Stalwart
- Siege Engine
- Rockbreaker
- Rolling Thunder

DMG: 2 TIER: III

**"Court Jesters"** 4

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, SPRITE, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+6	15	+5	12	+0	+0

TRAITS

- Invisibility
- Guerillas

DMG: 1 TIER: III

**"Pet Roc"** 8

COMMANDER \_\_\_\_\_ SIZE

VETERAN, LIGHT, ROC, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+9	15	+8	16	+3	+2

TRAITS

- Maneuver: Strafe (R)
- Aerial Bombardment

DMG: 2 TIER: III

**"The Mirror Legion"** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, LIGHT, CONSTRUCT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	17	+7	15	+3	+0

TRAITS

- Damage Resistant
- Dead
- Reflector (R)

DMG: 1 TIER: III

**"The Red Howl"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, LIGHT, HELL HOUND, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+5	13	+5	12	+2	+3

TRAITS

- Fire Blast
- Harrowing

DMG: 2 TIER: III

**"Swamp Mother"** 8

COMMANDER \_\_\_\_\_ SIZE

VETERAN, LIGHT, SHAMBLING MOUND, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	15	+7	16	+2	+2

TRAITS

- Damage Resistant
- Meld (R)
- Nature's Bond

DMG: 1 TIER: III

**"Ashen Chargers" (Nightmares)** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, MEDIUM, BEARDED DEVIL, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+6	13	+6	13	+2	+3

TRAITS

- Poisonous
- Magic Resistant
- Jaunt
- Harrowing

DMG: 2

TIER: III

**"Living Statuary"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, LIGHT, CONSTRUCT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+8	15	+7	16	+1	+0

TRAITS

- Damage Resistant
- Magic Resistant
- Dead

DMG: 2

TIER: III

**"The Unbreakable"** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, HEAVY, ORC, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	16	+6	17	+4	+2

TRAITS

- Relentless (R)
- Magic Resistant
- Into the Breach (R)

DMG: 2

TIER: III

**"Timescape Shock Troops"** 6

COMMANDER \_\_\_\_\_ SIZE

ELITE, MEDIUM, TIME RAIDER, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	16	+5	15	+5	+3

TRAITS

- Magic Resistant
- Jaunt
- Into the Breach (R)

DMG: 1

TIER: III

**"Prehistoric Wrath"** 10

COMMANDER \_\_\_\_\_ SIZE

VETERAN, LIGHT, DINOSAUR, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+8	15	+8	15	+2	+3

TRAITS

- None

DMG: 4

TIER: III

**"The Grim Front"** 6

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, WIGHT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+7	16	+7	16	+5	+5

TRAITS

- Harrowing
- Dead
- Warbred (R)
- Strength in Numbers

DMG: 1

TIER: III

**"Salt Golems"** 8

COMMANDER \_\_\_\_\_ SIZE

VETERAN, LIGHT, CONSTRUCT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+5	15	+7	16	+1	+0

TRAITS

- Damage Resistant
- Magic Resistant
- Dead

DMG III TIER

**"Worm Knight"** 8

COMMANDER \_\_\_\_\_ SIZE

VETERAN, HEAVY, DROW, CAVALRY

ATK	DEF	POW	TOU	MOR	COM
+5	15	+6	12	+2	+3

TRAITS

- Daylight Weakness
- Magic Resistant
- Poisonous
- Consume

DMG III TIER

## CODEX UNITS

**"The Gloaming Fang"** 6

COMMANDER \_\_\_\_\_ SIZE

SUPER-ELITE, LIGHT, DROW, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+7	18	+9	15	+7	+4

TRAITS

- Scouts
- Magic Resistant
- Poisonous
- Cloud of Darkness

DMG IV TIER

**"The Diamond Legion"** 10

COMMANDER \_\_\_\_\_ SIZE

SUPER-ELITE, SUPER-HEAVY, CONSTRUCT, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+12	19	+13	21	+5	+3

TRAITS

- Damage Resistant
- Magic Resistant
- Dead
- Blinding

DMG V TIER

**"The Lost Legion"** 6

COMMANDER \_\_\_\_\_ SIZE

SUPER-ELITE, SUPER-HEAVY, HUMAN, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+6	18	+8	12	+7	+4

TRAITS

- Adaptable
- Veterans of a Thousand Wars
- Into the Breach (R)
- Dead

DMG V TIER

**"The Granite Legion"** 10

COMMANDER \_\_\_\_\_ SIZE

REGULAR, LIGHT, EARTH ELEMENTAL, INFANTRY

ATK	DEF	POW	TOU	MOR	COM
+9	19	+9	18	+1	+1

TRAITS

- Damage Resistant
- Magic Resistant
- Slam

DMG IV TIER

**"Dawnbreaker"**

COMMANDER  
SUPER-ELITE, SUPER-HEAVY, FIRE ELEMENTAL, ARTILLERY

ATK	DEF	POW	TOU	MOR	COM
+13	13	+10	14	+5	+3

TRAITS

- Burning
- Damage Resistant
- Siege Engine
- Solar Flare (R)

DMG: 3 (with 1 star icon)

SIZE: 8

TIER: V

## CHLORANDRAXAROUS UNIT

**"Chlorandraxarous"**

COMMANDER  
REGULAR, LIGHT, GREEN DRAGON, AERIAL

ATK	DEF	POW	TOU	MOR	COM
+6	11	+6	11	+1	+1

TRAITS

- Fearsome (R)
- Noxious Fog

DMG: 1 (with 1 star icon)

SIZE: 6

TIER: III

# BLANK UNIT CARDS

You can use the following printer-friendly, blank unit cards to create your own units.

A blank unit card template for an infantry unit. It features a sword icon in the top-left corner. The card is divided into several sections: a top section for 'COMMANDER' and 'SIZE', a middle section for a table of stats (ATK, DEF, POW, TOU, MOR, COM), a large 'TRAITS' section, and a bottom section for 'DMG' and 'TIER'. A decorative border surrounds the card.

*Blank infantry unit card*

A blank unit card template for an artillery unit. It features a bow icon in the top-left corner. The layout is identical to the infantry card, with sections for 'COMMANDER', 'SIZE', a stats table (ATK, DEF, POW, TOU, MOR, COM), 'TRAITS', 'DMG', and 'TIER'.

*Blank artillery unit card*

A blank unit card template for a cavalry unit. It features a horse head icon in the top-left corner. The layout is identical to the other unit cards, with sections for 'COMMANDER', 'SIZE', a stats table (ATK, DEF, POW, TOU, MOR, COM), 'TRAITS', 'DMG', and 'TIER'.

*Blank cavalry unit card*

A blank unit card template for an aerial unit. It features a winged figure icon in the top-left corner. The layout is identical to the other unit cards, with sections for 'COMMANDER', 'SIZE', a stats table (ATK, DEF, POW, TOU, MOR, COM), 'TRAITS', 'DMG', and 'TIER'.

*Blank aerial unit card*

A blank unit card template for a levies unit. It features a pitchfork icon in the top-left corner. The layout is identical to the other unit cards, with sections for 'COMMANDER', 'SIZE', a stats table (ATK, DEF, POW, TOU, MOR, COM), 'TRAITS', 'DMG', and 'TIER'.

*Blank levies unit card*

A blank unit card template for a siege engine unit. It features a siege engine icon in the top-left corner. The layout is identical to the other unit cards, with sections for 'COMMANDER', 'SIZE', a stats table (ATK, DEF, POW, TOU, MOR, COM), 'TRAITS', 'DMG', and 'TIER'.

*Blank siege engine unit card*

# PARTY SHEETS

You can download blank party sheets in color and black & white for running games with domains and intrigue using the following links:

- [Color Party Sheet](#)
- [Black & White Party Sheet](#)

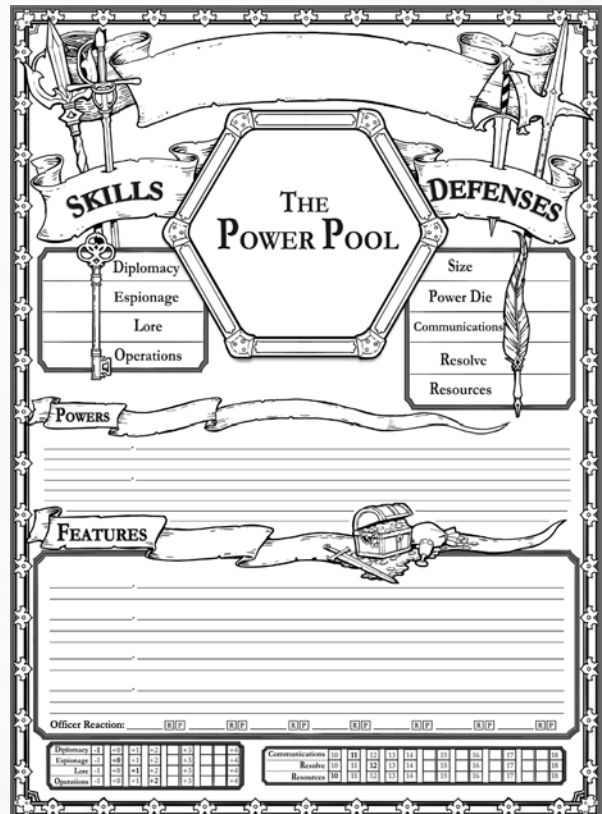
# MAPS

The following links take you to the maps found in the *Regent of Bedegar* adventure:

- [Aendrim](#)
- [Bedegar](#)
- [Bedegar Jail Unlabeled](#)
- [Bedegar Jail Labeled](#)
- [Chlorandraxarous' Cave](#)
- [Church of Saint Gaed](#)
- [Necromancer's Tower](#)
- [Public Square and Gallows](#)
- [Star Chamber Unlabeled](#)
- [Star Chamber Labeled](#)



Color party sheet



Black & white party sheet

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