

Human Legions

Core Units

Footman (80) (1 x 1)

HP	8
Move	5
Attack	1d8
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d4
Save	20%
Magic	N/A

Archer (120) (1 x 1)

HP	6
Move	4
Attack	2d6
Combat	Ranged
Range	10
Radius	N/A
Defense	1d4
Save	25%
Magic	N/A

Knight (260) (2 x 1)

HP	14
Move	9
Attack	1d20
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d12
Save	40%
Magic	N/A

Healer (160) (1 x 1)

HP	5
Move	6
Attack	0
Combat	N/A
Range	N/A
Radius	N/A
Defense	1d6
Save	15%
Magic	Can heal a friendly unit within melee range for 1d4 HP once per turn.

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Advanced Units

Catapult (260) (4 x 3)

HP	21
Move	2
Attack	2d20
Combat	Ranged
Range	22
Radius	3
Defense	1d4
Save	0%

Wizard (210) (1 x 1)

HP	9
Move	6
Attack	1d12
Combat	Magic
Range	7
Radius	N/A
Defense	1d4
Save	60%
Magic	N/A
Magic	Can cast a blast like spell which has an Attack of 3d10, a Range of 6, and a Radius of 3. Four uses per battle.

Flag Bearer (310) (2 x 2)

HP	7
Move	4
Attack	1d6
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d412
Save	30%
Magic	All friendly units within a radius of 4 add two to their Attack rolls.

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Hero Units

Paladin (370) (1 x 1)

HP	5
Move	5
Attack	2d6
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d12
Save	55%
Magic	Can heal a friendly unit within melee range for 1d6 HP once per turn of attacking.

King (440) (2 x 2)

HP	15
Move	6
Attack	2d8
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d20
Save	65%
Magic	Can give a friendly unit +6 to its Move for the turn of attacking.

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Magic Items

Chrome Pendant (305)

This item can be used once per battle. Using it restores all units within a Radius of 4 to full HP.

Fireslinger (120)

This ancient sword is enchanted with the ability to throw fire. When using it to attack normally, it has an Attack of 1d20 and a Combat of Magic. Three times per battle, it can be used to throw fire with a Range of 7, doing an automatic 3 HP of Damage to all the units in its path.

Scepter of Merlin (280)

Fables among most all human beings, this powerful artifact acts as a life transistor. The equipped unit can be sacrificed to instantly destroy a number of units whose total HP do not exceed the user's at the time of its sacrifice. The target units must be within a Radius of 12. Neither the equipped unit nor the target units receive Save rolls. Obviously, this item can be used once per battle.

Star of Arthur (45)

The wearer of this relic receives + 15% to Save.

Gaen's Barrier (195)

This shield, named after an ancient and great warrior, allows the user to add 2 to all Defense rolls.