

Nomads

Core Units

Zealot (110) (1 x 1)

HP	9
Move	6
Attack	1d10
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d8
Save	30%
Magic	Adds +1 to Defense rolls against Melee attacks.

Barbarian (195) (1 x 1)

HP	11
Move	8
Attack	1d20
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d4
Save	20%
Magic	N/A

Shaman (155) (1 x 1)

HP	5
Move	4
Attack	0
Combat	N/A
Range	N/A
Radius	N/A
Defense	1d6
Save	40%
Magic	Can heal all friendly units within a Radius of 4 for 1d4 HP. The Shaman loses one HP for doing This.

Wolfkin (215) (2 x 1)

HP	10
Move	12
Attack	1d12
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d8
Save	65%
Magic	N/A

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Advanced Units

Hill Giant (305) (2 x 2)

HP	21
Move	4
Attack	1d20
Combat	Melee
Range	N/A
Radius	2
Defense	1d6
Save	25%
Magic	N/A

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Hero Units

Ogre (340) (3 x 3)

HP	22
Move	4
Attack	2d10
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d10
Save	45%
Magic	N/A

Mercenary (265) (1 x 1)

HP	14
Move	8
Attack	3d6
Combat	Ranged
Range	13
Radius	N/A
Defense	1d8
Save	30%
Magic	N/A

Berserker (220) (1 x 1)

HP	13
Move	6
Attack	1d12
Combat	Melee
Range	N/A
Radius	N/A
Defense	1d4
Save	40%
Magic	Three times per battle, can roll Attack roll three times and take best result.

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Magic Items

Crushing Club (135)

This weapon allows its wielder to add +3 to its Attack rolls.

Stolen Plate (95)

Armor stolen from civilized armies allows its wearer to add +1 to its Defense rolls.

Boomerang of Chaos (180)

This enchanted blade can be used twelve times per battle. It has a Range of 6 and each unit in its path loses 1 HP.

Poison Darts (65)

This weapon can be used ten times per battle. It has a Combat of Ranged, a Range of 30, and an Attack of 1d6.