

## Classic Fantasy Template

### United Kingdom of the Free Realm (Player 1)

| Unit Name                           | Level   | Army Cost | Primary Attack | Secondary Attack  | Movement | Defense | Longevity |
|-------------------------------------|---|-----------|----------------|---|----------|---------|-----------|
| Elven Archers                       | <b>Level 1</b>  | 2         | 2              | *   | 12       | 1       | 5         |
| Knights of the Free Realm           | <b>Level 2</b>  | 5         | 4              | *   | 12       | 2       | 10        |
| Dwarven Defenders                   | <b>Level 3</b>  | 7         | 6              | *   | 12       | 3       | 15        |
| Horseback Cavalry                   | <b>Level 4</b>  | 8         | 8              | *   | 10       | 4       | 20        |
| Centaur Veteran                     | <b>Level 5</b>  | 10        | 10             | *   | 10       | 5       | 25        |
| Elven Sorceress                     | <b>Level 6</b>  | 13        | 12             | *   | 9        | 6       | 30        |
| Forest Elemental                    | <b>Level 7</b>  | 15        | 14             | *   | 8        | 7       | 35        |
| Royal Tactician Team                | <b>Level 8</b>  | 18        | 16             | *   | 8        | 8       | 40        |
| Royal Paladin                       | <b>Level 9</b>  | 20        | 18             | *   | 7        | 9       | 45        |
| Siege Catapult                      | <b>Level 10</b>   | 25        | 20             | *   | 6        | 10      | 50        |
| Unit Name                           | * Secondary Attack  |           |                | @ Ability/Trait   |          |         |           |
| Elven Archer (Level 1)              | Shoot Arrow - Elven Archer may make a normal attack using it's primary attack number (and following all primary attack rules) with a range up to 12 cm instead of the normal 4cm.               |           |                | None.   |          |         |           |
| Knights of the Free Realm (Level 2) | Shield Thrust - If Knights attack is successful, using the Primary Attack number and rules, Knights do an extra 5 damage to defender's Longevity. Knights take 5 damage to their own Longevity. |           |                | None.   |          |         |           |
| Dwarven Defenders (Level 3)         | None.   |           |                | If Dwarves are the target of an opponent's attacking unit using its Primary Attack, opponent's roll to hit is modified by +2. |          |         |           |
| Horseback                           | Battle Charge - Horseback Cavalry may   |           |                | None.   |          |         |           |

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| Cavalry<br>(Level 4)                    | use this attack to move during the Combat Phase. Horseback Cavalry can still move as normal in the Movement Phase.   |  |
| Centaur<br>Veteran<br>(Level 5)         | None.  | Veteran's die rolls are not modified if it is attacking a unit in Elevated Terrain.  |
| Elven<br>Sorceress<br>(Level 6)         | Life Drain - Elven Sorceress may immediately apply 3 damage to any unit's Longevity within 12cm. No die rolls are used, it is an automatic hit.  | Sorceress may not be the target of any Secondary Attack with the word "magic" in the title.  |
| Forest<br>Elemental<br>(Level 7)        | Snare - Elemental may force one enemy unit within 12cm to Pass in the next turn. That opponent must choose that unit to Pass during their next turn. No other Combat actions can be taken by any unit until it Passes. | None.  |
| Royal<br>Tactician<br>Team (Level<br>8) | Tactical Advantage - You may use this attack to allow any one of your units on the battlefield to attack twice consecutively your following turn.  | If Team is within 15cm of an enemy unit, Team immediately dies.  |
| Royal Paladin<br>(Level 9)              | Heal - Paladin may use this attack to remove up to 5 damage from another friendly unit's Longevity, that is within 8cm.  | When an enemy unit successfully hits Paladin with its Primary Attack, Paladin may roll for his Defense twice, however, if two 6's are rolled; only one is used.<br><br>May only have one Royal Paladin in an army. |
| Siege<br>Catapult<br>(Level 10)         | Launch Boulder - Catapult may use its Primary Attack with a range of 30cm. All Primary Attack rules apply.   | Catapult cannot use its Movement during the Movement Phase, unless a friendly Level 1-3 unit is within 3cm.<br><br>May only have one Siege Catapult in an army.  |

**The Warlock's Minion's (Player 2)**

| Unit Name                  | Level  | Army Cost | Primary Attack | Secondary Attack   | Movement | Defense | Longevity |
|----------------------------|--|-----------|----------------|--|----------|---------|-----------|
| Skeleton Warriors          | <b>Level 1</b>   | 2         | 2              | *  | 12       | 1       | 5         |
| Orcish Horde               | <b>Level 2</b>   | 5         | 4              | *  | 12       | 2       | 10        |
| Carrion Worm               | <b>Level 3</b>   | 7         | 6              | *  | 12       | 3       | 15        |
| Fire Elemental             | <b>Level 4</b>   | 8         | 8              | *  | 10       | 4       | 20        |
| Spider Behemoth            | <b>Level 5</b>   | 10        | 10             | *  | 10       | 5       | 25        |
| Wailing Ghoul              | <b>Level 6</b>   | 13        | 12             | *  | 9        | 6       | 30        |
| Balrog                     | <b>Level 7</b>   | 15        | 14             | *  | 8        | 7       | 35        |
| Doppelganger               | <b>Level 8</b>   | 18        | 16             | *  | 8        | 8       | 40        |
| Inferno Dragon             | <b>Level 9</b>   | 20        | 18             | *  | 7        | 9       | 45        |
| Warlock                    | <b>Level 10</b>  | 25        | 20             | *  | 6        | 10      | 50        |
| Unit Name                  | * Secondary Attack   |           |                | @ Ability/Trait  |          |         |           |
| Skeleton Warrior (Level 1) | None.  |           |                | If Warrior is ever killed within 6cm of another friendly Skeleton Warrior, choose one of the other Warriors within 6cm. That Skeleton Warrior gets a permanent +5 to its base Longevity. |          |         |           |
| Orcish Horde (Level 2)     | Rampage - Horde can only use this attack if Orcish Horde was attacked last Combat Phase. Horde must make an attack using double its Primary Attack against any unit that's within range. |           |                | If Horde is not within 8cm of another Orcish Horde, it immediately dies.   |          |         |           |
| Carrion Worm (Level 3)     | None.  |           |                | Worm gets a permanent +5 to its Longevity for every friendly unit that dies within 6cm of it.  |          |         |           |
| Fire Elemental (Level 4)   | Fireball - May fire at one enemy unit within 15cm using its Primary Attack. All Primary Attack rules apply.  |           |                | None.  |          |         |           |
| Spider Behemoth (Level 5)  | Multi-legged Attack - Behemoth may use its Primary Attack against up to four enemy units within 6cm. All other Primary Attack rules apply.   |           |                | None.  |          |         |           |

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| Wailing Ghoul<br>(Level 6)  | Tortured Screech - Immediately do 5 damage to any Level 1-6 enemy unit's Longevity within 12cm. This is an automatic hit, no die rolls are used.  | None.  |
| Balrog (Level 7)            | Crushing Blow - Make a Primary Attack with +10 to the Balrog's Primary Attack Rating. All Primary Attack rules apply. Balrog takes 10 damage to its own Longevity.  | None.  |
| Doppelganger<br>(Level 8)   | Duplicate Attack - Doppelganger makes a Primary Attack using the Primary Attack rating of any unit within 12cm. All Primary Attack rules apply.   | None.  |
| Inferno Dragon<br>(Level 9) | Fire Breath - Dragon attacks one enemy unit up to 20cm away with its Primary Attack. All other Primary Attack rules apply.  | Dragon may "fly" (can move over Barriers and other units without stopping).  |
| Warlock (Level 10)          | <p>Teleport - Warlock may use this attack to immediately relocate one other friendly unit, within 6cm of Warlock, up to 15cm from the unit's original position. Warlock takes 5 damage to its Longevity.</p> <p>Magic Blast - Warlock may make an attack using its Primary Attack rating against an enemy unit within 15cm. All other Primary Attack rules apply.</p> | <p>Warlock immediately dies if not within 12cm of a friendly unit.</p> <p>All friendly units within 6cm of Warlock get +5 to their Longevity. Those units lose the +5 bonus if they move more than 6cm away from Warlock.</p> <p>May only have one Warlock in an army.</p> |