The Northern Wars - Board Game

A Tale of Cringe and Bullshittery

Unit Statistics and Properties #4

Aedirn / Lyria & Rivia

Aedirn and Lyria are somewhat smaller kingdoms, at least in comparison with the major Northern Kingdoms. Lacking the sufficient numbers, some troops from Aedirn or Lyria underwent a great specialization to fight off specific threats. Still, the combined forces of the two nations match their neighboring ones.  
Aedirn’s melee troops, the Cavaliers and the heavy-hitting Maulers, are donned in platemail and brown gambesons. Complemented by some highly-trained Longbowmen, this simple composition managed to keep the far-larger kingdom of Kaedwen at bay.  
Lyria & Rivia is a more compact and generally poorer kingdom. Its main force is mainly comprised of poor inexperienced conscripts and half-skilled billmen. From this realm also hail some of the most famous soldiers in the known world. The Huszárok, or Hussars in Common, a light cavalry force which fights similarly to Kaedwen’s Dun Banner, and the Lyrian Arbalists, who use rapid-fire crossbow variations and are considered the best in the world.  
The combined armies of these two nations are also followed by Rivian Warcriers, who bolster their compatriots with their trumpets. Elite troops from Aedirn, the Special Forces, armed with bows and swords, patrol the forests, searching for Scoia’tael guerillas to hone their most practiced skill: Extermination.

1Name: Aedirnian Cavalier  
Category: Heavy Cavalry-Me  
Class: Aedirnian, Bronze  
Strength: 2.5 (2, plus 1 for every 2 units)  
Speed: 3  
Initiative: 0  
Cost: 10  
Limit: 4 armies  
Specials: 1 Armour  
May perform Charge with +1 Strength bonus

2Name: Lyrian Huszár  
Category: Light Cavalry-Me  
Class: Lyrian, Bronze  
Strength: 1  
Speed: 4  
Initiative: 0  
Cost: 6  
Limit: 6 armies  
Specials: +3 Initiative against Ranged units  
May perform Maneuver  
May perform Charge with +1 Strength bonus

3Name: Aedirnian Mauler  
Category: Heavy Infantry-Me  
Class: Aedirnian, Bronze  
Strength: 2  
Speed: 2  
Initiative: 0  
Cost: 7  
Limit: 4 armies  
Specials: 1 Armour  
Negates the armour of any Heavy units.  
+1 Strength bonus against Armoured monsters -like Ogroids, Conscructs, etc-

3Name: Lyrian Conscript  
Category: Light Infantry-Me  
Class: Lyrian, Bronze  
Strength: 1.2 (1, plus 1 for every 5 units)  
Speed: 2  
Initiative: 0  
Cost: 3  
Limit: 6 armies  
Specials: None

4Name: Rivian Billman  
Category: Medium Polearm Infantry  
Class: Lyrian, Bronze-Me  
Strength: 1  
Speed: 2  
Initiative: 0  
Cost: 4  
Limit: 4 armies  
Specials: +1 Strength against cavalry

5Name: Aedirnian Longbowman  
Category: Archer-Ra  
Class: Aedirnian, Bronze  
Strength: 1  
Speed: 2  
Initiative: 2  
Range: 2  
Cost: 7  
Limit: 4 armies  
Specials: Can only attack using an active ability  
Can perform Double-Shot, with default Strength  
Can perform Precise-Shot, with +0.5 Strength  
Can perform Scatter-Shot, with -1 Initiative

5Name: Lyrian Arbalist  
Category: Crossbowman-Ra  
Class: Lyrian, Bronze  
Strength: 2  
Speed: 2  
Initiative: 1  
Range: 1  
Cost: 10  
Limit: 4 armies  
Specials: Negates the armour of Heavily Armoured Units.  
Can perform Double-Shot, with default Strength

6Name: Rivian Warcrier  
Category: Bard-Su  
Class: Lyrian, Silver  
Strength: 0  
Speed: 2  
Initiative: 2  
Cost: 15  
Limit: 2 armies  
Specials: Gives +0.5 Strength to 10 allied units.  
This bonus changes to +1 if the aforementioned units are either attacking or being attacked by units with a bonus against them. -for instance, if a handful of Lyrian huszárok is attacking enemy Spearmen, it gets +1 bonus, instead of +0.5-

7Name: Aedirnian Special Forces  
Category: Special Forces-Me  
Class: Aedirnian, Silver  
Strength: 5  
Speed: 3  
Initiative: 2  
Cost: 16  
Limit: 2 armies  
Specials: May perform Ambush  
Cannot be focus-fired or Ambushed  
+2 Strength bonus when fighting inside the default Aedirnian, Lyrian and Rivian borders  
+3 Strength bonus against Scoia’tael (both boni stack)

8Name: Mage  
Category: Mage (duh)-Ma  
Class: Common, Silver  
Strength: 5  
Essence: 30  
Speed: 2  
Initiative: 2  
Range: 2  
Cost: 40  
Limit: 2 armies  
Specials: Restore 1 Essence each turn  
Teleportation  
Generic Mage Spellbook\*

9Name: Field Medic

Category: Healer-Su  
Class: Northern Realms, Silver  
Strength: 0  
Speed: 2  
Initiative: -2  
Cost: 40  
Limit: 1 army  
Specials: Can resurrect D4 bronze units every turn  
In non-siege battles, after the 1st combat round, this unit has a chance to get damaged in the crossfire by non-focused attacks. For each Field Medic, roll a D10. If it rolls 1, it dies.  
In Siege battles, the defender shall only roll D10 for the incoming non-focused ranged/siege attacks. For melee/spell/etc. attacks, roll a D20 instead. Again, if it rolls 1, a medic dies  
After the battle is over, the player controlling the battle site can resurrect (D4 – 1) bronze units for each medic

9Name: Spy  
Category: Diplomat-Su  
Class: Common, Gold  
Strength: 0  
Speed: 4  
Initiative: 0  
Cost: 10  
Limit: 2 armies  
Specials: Cannot engage in combat, die or get captured by enemy units  
May perform Espionage and Counter-Espionage  
May perform Diplomacy with Players’ or NPC’s parties

10Name: Battering Ram  
Category: Melee Siege-Me  
Class: Common, Silver  
Strength: 0  
Speed: 1  
Initiative: 5  
Cost: 30  
Limit: 1 or 2 armies, for a total of 5 siege armies  
Special: Can destroy gates to allow allied units to walk into fortifications and cities. Needs 3 Combat Rounds to reach the gates. Deals 2 Siege damage to gates each Round.  
Can provide cover to 12 Allied units.  
Has 5 Hit Points, and 100 Armour against Ranged attacks.

11Name: Onager  
Category: Ranged Siege-Ra  
Class: Common, Silver  
Strength: 15 (5 Dice x 3 Strength)  
Speed: 1  
Initiative: 3  
Range: 3  
Cost: 40  
Limit: 1-2  
Specials: Needs 2 Combat Rounds to set up.  
Can either attack units or fortifications with 4 Strength (1 Die x 4 Strength)  
Can attack enemy siege with 6 Strength (3 Dice x 2 Strength)

12Name: Ballista  
Category: Ranged Siege-Ra  
Class: Common, Silver  
Strength: 12 (4 Dice x 3 Strength)  
Speed: 1  
Initiative: 3  
Range: 3  
Cost: 35  
Limit: 1 or 2 armies, for a total of 5 siege armies  
Specials: Can focus-fire units even inside fortifications  
Can attack enemy siege with 5 Strength (5 Dice x 1 Strength)

\*Generic Mage Spellbook List of Spells\*

The Mage Spellbook contains basic destructive or blessing spells, along with an advanced summoning spell, that common mages can cast using Chaos, the Force of the Elements, which I refer to as Essence.

Name: Fire/ Thunder/ Ice Bolt  
Type: Destructive Spell  
Essence Cost: 12  
Cooldown: 3 Combat Rounds  
Specifics: Deals (D8 + 2) Damage to a selected gathering of units. The Damage can either be fire, thunder or ice type.   
The cooldown counts for all forms of this spell.

Name: Stone Skin  
Type: Blessing Spell  
Essence Cost: 15  
Cooldown: 2 Combat Rounds after the effect’s end  
Specifics: Provides +1 Armour to (D6 + 3) units, and changes their category to “heavy”. Lasts for 4 Combat Rounds.  
Can be dispelled

Name: Acid Drizzle  
Type: Destructive Spell  
Essence Cost: 12  
Cooldown: 3 Combat Rounds after the effect’s end  
Specifics: Deals Poison damage to a selected gathering of units, for 4 turns. The damage is a D4, rolled individually each turn.  
Can be dispelled

Name: Dispel Magic  
Type: Blessing Spell  
Essence Cost: 8  
Cooldown: 3 Combat Rounds  
Specifics: Cancels the effects of an ongoing spell or magic ability.

Name: Summon Elemental  
Type: Summoning Spell  
Essence Cost: 30  
Cooldown: Once per battle  
Specifics: Summons a Random Elemental based on a D8 Roll based on the table below:

|  |  |  |
| --- | --- | --- |
| 1 | Water Elemental | Stats |
| 2 | Earth Elemental | Can |
| 3 | Fire Elemental | Be |
| 4 | Wind Elemental | Found |
| 5 | Thunder Elemental | At |
| 6 | Gargoyle | The |
| 7 | Golem | Bestiary |
| 8 | Choice between the first 4 | File |