Inbuilt Units

I have decided to make some units for my own purposes. As the creator of Allesfezs Ekarschubi, I probably know what stats units should have, so you can use these as examples.

# Random

### Raston Warrior Robot

This is the Raston Warrior Robot from Doctor Who’s the Five Doctors.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Raston Warrior Robot | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 4 | 1 | 1 | 1 | 7” | +8 | +10 | ? | 5 |
| Thrown (+10), Contact (+8), Elusive (+10), Agility (+10), Teleports | | | | | | | | |
| Equipment: Javelins (Infinite, no reload, 4 attacks), Shurikens (Infinite), Raston Robot Armour | | | | | | | | |

Teleports (Special Skill): This unit does not provoke reactions while moving

Raston Robot Armour: ARM 30, RESISTANCES ALL (10).

# History

## 17th century

### Polish Winged Hussar

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Polish Winged Hussar (17th century) | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 10 | 10 | 11 | 1 | 5” | +6 | n/a | ? | 2 |
| One Handed Striking (+6), Lance (+6), Pilot (+6), Agility (+4) | | | | | | | | |
| Equipment: Sword, Lance, Metal Armour, Horse | | | | | | | | |

# The Elder Scrolls

I’m a massive elder scrolls fangirl so when I saw a bunch of elder scrolls models I grabbed those to get them. Maybe I’ll paint them later? Anyway, I might as well use them to make inbuilt units.

## The Empire

### Hadvar

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Hadvar of Riverwood | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 10 | 10 | 10 | 1 | 5” | +6 | +4 | 5 | 2 |
| One Handed Striking (+6), Bows (+4), Agility (+4), Resolve (+6) | | | | | | | | |
| Equipment: Sword, Shield, Metal Armour. | | | | | | | | |

### Empire Mage

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Empire of Cyrodiil War Mage | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 12 | 11 | 12 | 1 | 4” | +4 | +6 | 3 | 1 |
| Magic (+6), One Handed Striking (+4), Agility (+2) | | | | | | | | |
| Equipment: Sword, Leather Armour | | | | | | | | |
| Magic: Firebolt | | | | | | | | |

### Soldier

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Empire of Cyrodiil Soldier | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 11 | 10 | 12 | 1 | 5” | +4 | +4 | 3 | 2 |
| One Handed Striking (+4), Bows (+4), Agility (+2) | | | | | | | | |
| Equipment: Sword, Shield, Leather Armour | | | | | | | | |

## Undead

### Draugr (greatsword)

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Draugr | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 12 | 13 | 12 | 1 | 4” | +4 | n/a | 0 | 1 |
| Two Handed Striking (+4) | | | | | | | | |
| Equipment: Longsword | | | | | | | | |

### Skeleton (bow)

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Skeleton | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 12 | 14 | 12 | 1 | 3” | n/a | +4 | 0 | 1 |
| Bow (+4) | | | | | | | | |
| Equipment: Bow | | | | | | | | |

### Draugr Overlord

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Draugr Overlord | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 11 | 11 | 11 | 1 | 4” | n/a | n/a | 0 | 2 |
| One Handed Striking (+6), Magic Thu’um (+2) | | | | | | | | |
| Equipment: Sword, Shield | | | | | | | | |
| Magic: Unrelenting Force 1 | | | | | | | | |

## Heroes

### Dragonborn

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Dovahkiin, Dragonborn (early game, one-handed build) | | | | | | | | |
| MOT | PHY | WIL | STR | MOV | WSCC | WSCR | ARM | REC |
| 11 | 11 | 11 | 1 | 4” | n/a | n/a | 4 | 2 |
| One Handed Striking (+4), Hooking (+4), Two-Handed Striking (+2), Contact (+2), Bows (+2), Agility (+4), Resolve (+4), Magic Thu’um (+2) | | | | | | | | |
| Equipment: Sword, Shield, Bow, Metal Armour | | | | | | | | |
| Magic: Unrelenting Force 3, Whirlwind Sprint 2, Fire Breath 1 | | | | | | | | |

## The Elder Scrolls special rules:

The Elder Scrolls has a couple quirky things that need their own special rules in this game. Here they are:

### Magic Thu’um

Magic Thu’um is a version of the magic skill with its own spells and targeting rules. These magic spells have a level. If a unit has one of a higher level, they can also cast the lower level variants.

Regular Shout (range) targeting method describes the following: select a target that is a distance up to the range away from the caster. Every unit in a line drawn from the caster to the target is also affected. If the target makes a dodge/adjust action or a block action, this goes head-to-head with your magic skill check.

Cooldown (time) describes the number of activations this unit must finish before they can use any Magic Thu’um again.

|  |  |  |
| --- | --- | --- |
| Name | Targeting | Effect |
| Unrelenting Force 1 (Fus) | Regular Shout (5”) | Affected units can only move half their movement next activation. Units cannot use their movement action to reload.  Cooldown (0) |
| Unrelenting Force 2 (Fus Ro) | Regular Shout (7”) | Affected units cannot make the move or reload actions as their movement action.  Cooldown (1) |
| Unrelenting Force 3 (Fus Ro Dah) | Regular Shout (10”) | Move affected units directly away from the caster a distance up to 2”. Affected units cannot make actions or reactions other than dodge/adjust, block, until the end of their next activation.  Cooldown (3) |
| Whirlwind Sprint 1 (Wuld) | Target Self | Move the unit in a straight unobstructed line 3”. During this movement, reactions cannot be made. They can be made at the end of the movement.  Cooldown (0) |
| Whirlwind Sprint 2 (Wuld Nah) | Target Self | Move the unit in a straight unobstructed line 5”. Reactions cannot be made during this movement, but they can be made at the end of the movement.  Cooldown (0) |
| Fire Breath 1 (Yol) | Regular Shout (5”) | Affected units take 12 fire damage. |