Textures: Grass – Harlindon06-256, Sand – Type3wavy128, Evil – RockMordor18-256, Woodland – GrassRivendell02-256, Mountains – RocksMrodorCracksMed-256

Unit List

Humans

Tier 1

Archers:

Units: 10

Front Line: 10  
 Attack: 1d6

HPU: 1

Move: 4

Range: 8

Cost: 4

Swordsmen:

Units: 15

Front Line: 10

Attack: 2d4

HPU: 2

Move: 4

Cost: 4

Spearmen:

Units: 15

Front Line: 5

Attack: 1d4

HPU: 2

Move: 3

Cost: 4

Tier 2

Capital

Men-at-Arms

Units: 20

Front Line: 10

Attack: 3d4

HPU: 3

Move: 4

Cost: 7

Mage

Units: 15

Front Line: 10  
 Attack: 4d6

HPU: 1

Move: 4

Range: 6

Cost: 7

Elves

Tier 1

Archers:  
 Units: 10

Front Line: 10

Attack: 1d8

HPU: 1

Move: 4

Range: 9

Cost: 5

Swordsmen:

Units: 10

Front Line: 5  
 Attack: 2d6  
 HPU: 2  
 Move: 5

Cost: 5

Spearmen:

Units: 10

Front Line: 5

Attack: 1d4

HPU: 3

Move: 4

Cost: 4

Tier 2

Capital

Rangers

Units: 15

Front Line: 15

Attack: 3d6

HPU: 2

Move: 4

Range: 9

Cost: 8

Mage

Units: 15

Front Line: 15

Attack: 4d6

HPU: 1

Move: 6

Range: 6

Cost: 8

Callavania

Tier 1

Corrupted Archers:  
 Units: 20

Front Line: 10

Attack: 1d4

HPU: 1

Move: 4

Range: 7

Cost: 4

Corrupted Swordsmen:

Units: 15

Front Line: 10  
 Attack: 2d6  
 HPU: 1  
 Move: 4

Cost: 5

Corrupted Spearmen:

Units: 20

Front Line: 10

Attack: 1d4

HPU: 2

Move: 3

Cost: 3

Tier 2

Capital

Orcs:

Units: 35

Front Line: 10

Attack: 2d6

HPU: 2

Move: 4

Cost: 7

Troll:

Units: 2

Front Line: 2

Attack: 4d8

HPU: 25

Move: 3

Cost: 9