



PESANTS

HUMAN LEVIES

COST: 110

ATTACK:	+2	DEFENSE:	10
POWER:	+0	TOUGHNESS:	10
MORALE:	+0	SIZE:	1d12

TRAITS

Courageous. Once per battle, this unit can choose to succeed on a morale check it just failed.

Always Diminished. This unit is always diminished.



SNIPERS

ELF SUPER-ELITE
SUPER-HEAVY ARCHERS

COST: 1691

ATTACK:	+10	DEFENSE:	16
POWER:	+20	TOUGHNESS:	12
MORALE:	+7	SIZE:	1d4

TRAITS

Eternal. This unit cannot be horrified, and it always succeeds on morale checks to attack undead and fiends.

Bred for war. This unit cannot be diminished, and cannot have disadvantage on morale checks.



ORCHIS TEMPLE

4TH LEVEL FORTIFICATION
(TEMPLE)

COST: 428

ATTACK:	—	DEFENSE:	—
POWER:	—	TOUGHNESS:	24
MORALE:	—	SIZE:	1d10

TRAITS

Fortification. Units defending this structure gain +4 Morale.



MOLOGIA SOLDIERS

HUMAN SEASONED
MEDIUM INFANTRY

COST: 346

ATTACK:	+3	DEFENSE:	13
POWER:	+2	TOUGHNESS:	12
MORALE:	+3	SIZE:	1d10

TRAITS

Courageous. Once per battle, this unit can choose to succeed on a morale check it just failed.



ORCHIS PRIESTS

HUMAN VETERAN
MEDIUM CAVALRY

COST: 460

ATTACK:	+4	DEFENSE:	12
POWER:	+3	TOUGHNESS:	11
MORALE:	+6	SIZE:	1d6

TRAITS

Courageous. Once per battle, this unit can choose to succeed on a morale check it just failed.

Frenzy. If this unit diminishes an enemy unit, it immediately makes a free attack against that unit.

Charge. Cannot use while engaged. A Charge is an attack with advantage on the Attack check. It inflicts 2 casualties on a successful Power check. The charging unit is then engaged with the defending unit and must make a DC 15 Morale check to disengage.