

Archers

Ranged Unit

Movement

4

Archers cannot take tactical actions.
Archers may only take a Move Action OR an Attack Action per a round.

Attack (Range 6, Targets 2)

N/A

Archers may not attack if adjacent to an enemy unit.
Archers take 1 point of damage after taking an attack action.

Defense

N/A

Damage

1d4

Archer Units may divide damage between two adjacent enemy units.

4

Die Type Die Description Commander

Die Fighting

Crumb City Games (c) 2008

Conscripts

Foot Unit

Movement

4

Conscripts cannot take tactical actions.

Attack (Range 1, Targets 1)

2d6

Defense

2d6

Damage

1d6

6

Die Type Die Description Commander

Die Fighting

Crumb City Games (c) 2008

Light Infantry

Foot Unit

Movement

4

Attack (Range 1, Targets 1)

2d6

Defense

2d6

+1 for each additional Light Infantry Unit adjacent to the defending unit.

Damage

1d8

8

Die Type Die Description Commander

Die Fighting

Crumb City Games (c) 2008

Heavy Infantry

Foot Unit

Movement

2

Attack (Range 1, Targets 1)

2d6

+1 for each additional Heavy Infantry Unit adjacent to the defending unit at start of round.

Defense

2d6

+1 for each additional Heavy Infantry Unit adjacent to the defending unit.
Reduce damage die of attacking unit by one die type, minimum d4.

Damage

1d10

10

Die Type Die Description Commander

Die Fighting

Crumb City Games (c) 2008

Light Cavalry

Mounted Unit

Movement

8

Light Cavalry units do not need to stop when they become adjacent to an enemy unit.

Attack (Range 1, Targets 1)

2d6

+1 for each square moved during a charge.

Defense

2d6

Damage

1d12

12

Die Type Die Description Commander

Die Fighting

Crumb City Games (c) 2008

Heavy Cavalry

Mounted Unit

Movement

6

Heavy Cavalry units do not need to stop when they become adjacent to an enemy unit.

Attack (Range 1, Targets 1)

2d6

+1 for each square moved during a charge.

Defense

2d6

Damage

1d20

+1 for each square moved during a charge.

20

Die Type Die Description Commander

Die Fighting

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