

GREENLING

BATTLE INDEX

EDITION 01

[2024]



DOUBLEAXER

GREENLING
[GRN-0001]

FOOT UNIT - MELEE

SPD

III

HP

5

BATTLE NATURE:

Last breath When this unit only has 1 HP left, it can perform 2 attacks with only 1 AP.



BASHER

GREENLING

[GRN-0002]

FOOT UNIT - MELEE

SPD

II

HP

5

BATTLE NATURE:

Die standing Unless toppled, when this unit dies, leave it standing. You cannot move or rotate this unit after it died.



THRASHER

GREENLING
[GRN-0003]

FOOT UNIT - RANGED

SPD

II

HP

5

BATTLE NATURE:

Anything goes When reloading, this unit can take a bullet lying on the ground within the radius of 2 range from it. (Reloading will still cost 1 AP)



CHANTER

GREENLING
[GRN-0004]

FOOT UNIT - SUPPORT

SPD

III

HP

3

TP

3

BATTLE TECH:

Blood chant (1 TP) Heal 1 HP to one foot unit within the radius of 4 range.



BALLISTER

GREENLING
[GRN-0005]

SIEGE UNIT - RANGED

SPD

I

HP

3

BATTLE NATURE:

Dive bomb assault Load this unit into the ballista and shoot it towards the target for a suicide attack. After that, this unit is dead. (Shooting will still cost 1 AP)



MUTT-RIDER

GREENLING
[GRN-0006]

MOUNTED UNIT - MELEE

SPD

III

HP

4

BATTLE NATURE:

Bloodlust Whenever Mutt-Rider managed to topple another unit, increase its SPD permanently by 1. (Max 6 SPD)

 PATREON EXCLUSIVE

