

TROOPERKIND

BATTLE INDEX

EDITION 01

[2024]



SWORDMEN

FOOT UNIT - MELEE

TROOPERKIND

[TRP-0001]

SPD

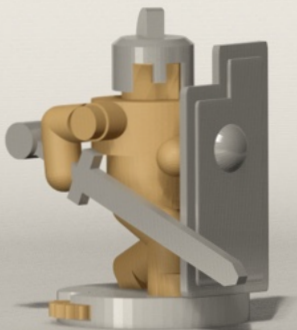
III

HP

3

BATTLE NATURE:

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



PIKEMEN

TROOPERKIND
[TRP-0002]

FOOT UNIT - MELEE

SPD

III

HP

3

BATTLE NATURE:

One last charge When this unit only has 1 HP left, its SPD is increased to 6.



MORTARMEN

TROOPERKIND
[TRP-0003]

FOOT UNIT - RANGED

SPD

III

HP

2

BATTLE NATURE:

Out of round When reloading, this unit can access the bullet reserve of other allied units within the radius of 3 range.

Drop to launch Reloading doesn't cost AP for this unit



REPAIRMEN

TROOPERKIND
[T-0004]

FOOT UNIT - SUPPORT

SPD

III

HP

3

TP

3

BATTLE TECH:

Quick fix (1 TP) Heal 3 HP to one mechanized unit adjacent to this unit.

Resupply (1 TP) Load 3 bullets to this unit OR any units within the radius of 2 range.



T-43Z

TROOPERKIND
[TRP-0005]

MECHANIZED UNIT - RANGED

SPD

V

HP

10

TP

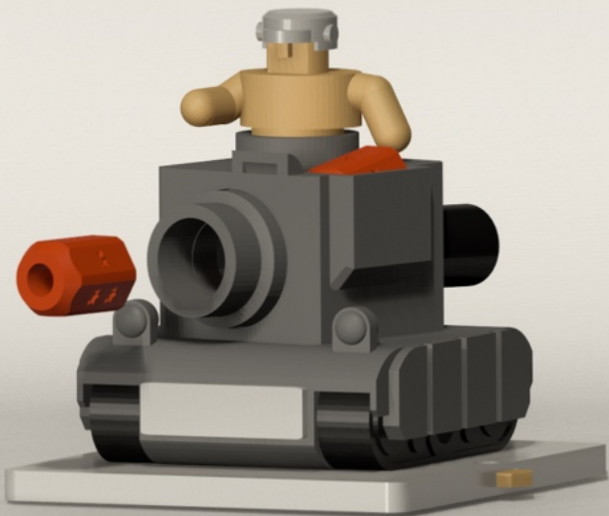
2

BATTLE NATURE:

Busted sprockets If this unit's HP is at 4 or below, its SPD is reduced to 1.

BATTLE TECH:

Constant barrage (1 TP) When activated, reloading and performing ranged attack using this unit won't cost any AP this turn/ until it runs out of ammo.



A-615

TROOPERKIND

[TRP-0006]

MECHANIZED UNIT - SUPPORT

SPD

IV

HP

7

TP

3

BATTLE NATURE:

Shield deployment This unit can deploy and/or collect its shields anywhere within the radius of 2 range. (Deploying/ collecting a shield will still cost 1 AP)

BATTLE TECH:

Quick fix V2 (1 TP) Heal 3 HP to one mechanized unit within the radius of 3 range.



F-157

TROOPERKIND

[TRP-0007]

MECHANIZED UNIT - MELEE

SPD

IV

HP

6

TP

3

BATTLE NATURE:

Cracked piston If this unit's HP is at 2 or below, it cannot perform the pneumatic leap (battle tech) anymore.

BATTLE TECH:

Pneumatic leap (1 TP) Jump and land on any free spaces within the radius of 4 range from F-157 original position.



BINDMEN

TROOPERKIND

[TRP-0008]

FOOT UNIT - SUPPORT

SPD

IV

HP

3

TP

3

BATTLE TECH:

Lockstep (1 TP) Bind two allied foot units within a radius of 4 range from this unit's current position. While bound, all bound units use the lowest SPD value among them. If any bound unit's HP is reduced to 0, the unit remains bound and all bound units have their SPD set to 0.

Unshackle (1 TP) Remove one or more binds from any bound allied units within a radius of 4 range from Bindmen's current position.

 PATREON EXCLUSIVE

