

Chronopia Unit Cards

DEVOUT

Version 1.00

Devout

Unit: Dwarf Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
10	8	-	10	2	1	3	2	20	+1	1	26

Equipment

Type: Undead

Bastard Sword, Shield

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Bastard Sword

CR MD MX DAM SA

CC - - ST+3

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Elf Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
9	8	-	10	2	1	2	2	19	+1	2	23

Equipment

Type: Undead

Longsword, Shield

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Longsword

CR MD MX DAM SA

CC - - ST+3

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Firstborn Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
9	8	-	10	2	1	3	2	18	+1	2	23

Equipment

Type: Undead

Straightsword, Shield

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Straightsword

CR MD MX DAM SA

CC - - ST+3

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Orc Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
10	8	-	10	2	1	4	2	14	0	2	21

Equipment

Type: Undead

Falchion, Shield

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Falchion

CR MD MX DAM SA

CC - - ST+3

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Goblin Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
8	8	-	10	2	1	1	2	15	+1	1	17

Equipment

Type: Undead

Spear

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Spear

CR MD MX DAM SA

CC - - ST+5

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Swamp Goblin Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
8	8	-	10	2	1	1	2	15	0	1	19

Equipment

Type: Undead

Chitin Spear, Shield

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Chitin Spear

CR MD MX DAM SA

CC - - ST+5

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Stygian Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
9	8	-	10	2	1	2	3	15	-1	2	19

Equipment

Type: Undead

Talon-sword, Shield

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Talon Sword

CR MD MX DAM SA

CC - - ST+3

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Sons of Kronos Risen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
9	8	-	10	2	1	2	2	13	0	2	17

Equipment

Type: Undead

Straightsword, Barbed Spear

Special Abilities:

Cannot Run

Immune to hand-held Missile Weapons

Weapon: Straightsword

CR MD MX DAM SA

CC - - ST+3

Weapon:

CR MD MX DAM SA

Weapon: Barbed Spear

CR MD MX DAM SA

2+ST R - - ST+2

Weapon:

CR MD MX DAM SA

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Devout

Unit: Swordsmen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
11	8	-	10	2	1	4	3	20	0	2	25

Equipment

Type: Mortal

Darksword, Shield

Special Abilities:

Steadfast

Weapon: Darksword

CR MD MX DAM SA

CC - - ST+5 Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Swordsman Musician

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
11	8	-	10	2	1	4	3	20	+1	2	23

Equipment

Type: Mortal

Darksword

Special Abilities:

Steadfast

Weapon:

Darksword

CR MD MX DAM SA

CC - - ST+5 Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Swordsmen Leader

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	11	2	1	4	3	20	-1	2	27

Equipment

Type: Mortal

Darksword, Shield

Special Abilities:

Steadfast

Weapon:

Darksword

CR MD MX DAM SA

CC - - ST+5 Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Greatswordsmen

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
11	8	-	10	2	1	5	3	17	-1	2	27

Equipment

Type: Mortal

Two-Handed Sword

Special Abilities:

Steadfast

Weapon:

Two-Handed Sword

CR MD MX DAM SA

CC - - ST+9

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Greatswordsmen Standard Bearer

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
11	8	-	10	2	1	5	3	17	-1	2	21

Equipment

Type: Mortal

Darksword

Special Abilities:

Steadfast

Weapon:

Darksword

CR MD MX DAM SA

CC - - ST+5 Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Greatsword Leader

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	11	2	1	5	3	17	-2	2	29

Equipment

Type: Mortal

Two-Handed Sword

Special Abilities:

Steadfast

Weapon:

Two-Handed Sword

CR MD MX DAM SA

CC - - ST+9

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Cursed

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	10	2	1	5	3	20	0	2	31

Equipment

Type: Undead

Battle Axe

Special Abilities:

-

Weapon:

Battle Axe

CR MD MX DAM SA

CC - - ST+9 May Sweep

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Dark Eyes

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
13	8	-	10	3	2	4	3	21	-1	2	59

Equipment

Type: Infernal

Two Dark Swords

Special Abilities:

Secondary Attack

Steadfast

Sense Presence

Weapon:

Darksword

CR MD MX DAM SA

CC - - ST+5 Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Dusk Realm Warrior

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
13	8	-	10	2	1	4	3	20	-2	2	38

Equipment

Type: Infernal

Darksword, Shield

Special Abilities:

Ram Attack (8)

Steadfast

Cause Fear

Weapon:

Darksword

CR MD MX DAM SA

CC - - ST+5 Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Demon Wings

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
11	8	-	10	2	1	4	1/6	16	-2	2	45

Equipment

Type: Infernal

Long Spear

Special Abilities:

Flyer

Steadfast

Brace

Weapon:

Long Spear

CR MD MX DAM SA

CC - - ST+6

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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<div>Devout</div> <div>Unit: Forgotten</div> <table><tr><th>CC</th><th>RC</th><th>PW</th><th>LD</th><th>AC</th><th>WD</th><th>ST</th><th>MV</th><th>AR</th><th>DEF</th><th>SZ</th><th>PC</th></tr><tr><td>12</td><td>8</td><td>-</td><td>12</td><td>2</td><td>1</td><td>4</td><td>3</td><td>16</td><td>-4</td><td>2</td><td>37</td></tr></table> <div>Equipment<div>Type: Infernal</div>Vorpal Sword, Warshield</div> <div>Special Abilities:<div>Steadfast</div><div>Killing Stroke</div><div>Cause Fear</div></div> <div>Weapon: Vorpal Sword</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td>CC</td><td>-</td><td>-</td><td>ST+5</td><td>1-3 is Perfect Success</td></tr></table> <div>Weapon:</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> <div>Weapon:</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> <div>Chronopia is TM Paradox Entertainment and developed under license by Excelsior Entertainment. © Excelsior Entertainment 2004</div>													CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC	12	8	-	12	2	1	4	3	16	-4	2	37	CR	MD	MX	DAM	SA	CC	-	-	ST+5	1-3 is Perfect Success	CR	MD	MX	DAM	SA						CR	MD	MX	DAM	SA						<div>Devout</div> <div>Unit: Wailer</div> <table><tr><th>CC</th><th>RC</th><th>PW</th><th>LD</th><th>AC</th><th>WD</th><th>ST</th><th>MV</th><th>AR</th><th>DEF</th><th>SZ</th><th>PC</th></tr><tr><td>12</td><td>8</td><td>-</td><td>12</td><td>2</td><td>1</td><td>5</td><td>3</td><td>16</td><td>-2</td><td>2</td><td>45</td></tr></table> <div>Equipment<div>Type: Infernal</div>Demon-Horn Sword</div> <div>Special Abilities:<div>Secondary Attack & Magic Resistance</div><div>Immune to Fire-Based Attacks</div><div>1AC: Wail of Fear, 10" Moral against Fear</div><div>Natural Weapon (1x) Tail (10), range 2"</div></div> <div>Weapon: Demon Horn Sword</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td>CC</td><td>-</td><td>-</td><td>ST+7</td><td>May Sweep, Unlife Energies</td></tr></table> <div>Weapon:</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> <div>Weapon:</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> <div>Chronopia is TM Paradox Entertainment and developed under license by Excelsior Entertainment. © Excelsior Entertainment 2004</div>													CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC	12	8	-	12	2	1	5	3	16	-2	2	45	CR	MD	MX	DAM	SA	CC	-	-	ST+7	May Sweep, Unlife Energies	CR	MD	MX	DAM	SA						CR	MD	MX	DAM	SA						<div>Devout</div> <div>Unit: Blood Hunters-Blood Hunter</div> <table><tr><th>CC</th><th>RC</th><th>PW</th><th>LD</th><th>AC</th><th>WD</th><th>ST</th><th>MV</th><th>AR</th><th>DEF</th><th>SZ</th><th>PC</th></tr><tr><td>11</td><td>11</td><td>-</td><td>12</td><td>2</td><td>-</td><td>4</td><td>-</td><td>-</td><td>-</td><td>-</td><td>-</td></tr></table> <div>Equipment<div>Type: Mortal</div>Darksword, Shield, Javelin</div> <div>Special Abilities:<div>Hunter</div></div> <div>Weapon: Darksword</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td>CC</td><td>-</td><td>-</td><td>ST+5</td><td>Unlife Energies</td></tr></table> <div>Weapon: Javelin</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td>5+ST R</td><td>-</td><td>-</td><td>ST+2</td><td>1 AC: Move and Throw.</td></tr></table> <div>Weapon:</div> <table><tr><th>CR</th><th>MD</th><th>MX</th><th>DAM</th><th>SA</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table> <div>Chronopia is TM Paradox Entertainment and developed under license by Excelsior Entertainment. © Excelsior Entertainment 2004</div>													CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC	11	11	-	12	2	-	4	-	-	-	-	-	CR	MD	MX	DAM	SA	CC	-	-	ST+5	Unlife Energies	CR	MD	MX	DAM	SA	5+ST R	-	-	ST+2	1 AC: Move and Throw.	CR	MD	MX	DAM	SA					
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Devout

Unit: Tormented

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
13	8	-	10	3	4	10	3	23	-1	4	84

EquipmentType:Infernal

Natural Weapon (2x) Gore (12)

Special Abilities:

Berserk & SteadfastCause Fear & Feint

Cannot Run

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Soul Flayer

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
15	8	-	13	3	5	11	3/5	22	-2	5	137

EquipmentType:Infernal

Two Bone Cleavers

Special Abilities:

SteadfastCause Dread & Secondary Attack

Commanding Presence1AC:Bale-Fire, Flame Template (11 DAM, Residual)

Weapon:Bone Cleaver

CR MD MX DAM SA

CC- - ST+5Massive Size, Bludgeoning +1

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Abyss Crawler

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	10	3	6	10	5	20	0	4	125

EquipmentType:Infernal

Natural Weapon (1x) Gore (12x2)

Special Abilities:

SteadfastCause Fear & Tunnel

Trample, DAM 14

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Nameless

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
15	8	-	14	3	-	5	-	-	-	-	-

EquipmentType:Infernal

Two Altar Axes

Special Abilities:

SteadfastCause Fear & Secondary Attack

1AC: Give Orders to two units/individualsCommanding Presence

Weapon:Altar Axe

CR MD MX DAM SA

CC- - ST+6Dusk Realm Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Nameless-Mount

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
13	8	-	10	2	4	6	6	22	-2	3	127

EquipmentType:Infernal

Natural Weapon (1x) Bite (11)

Special Abilities:

LeapMounted Troop

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Harbinger of Darkwings

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	10	3	3	6	3	19	-1	3	145

EquipmentType:Infernal

Releaser Sword

Special Abilities:

Cause FearSteadfast

Bite (10), Free attack.1 WD /2 AC after successful Bite.

Weapon:Realeaser Sword

CR MD MX DAM SA

CC- - ST+8 (x3)+2 DAM to Summoned Creatures

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Darkwings

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
8	8	-	10	1	1	0	0/6	12	-5	1	-

EquipmentType:Infernal

Natural Weapon (1x) Tearing (7)

Special Abilities:

Immune to all Missile and Thrown WeaponsFlyer

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Damned

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
14	8	-	10	3	4	7	4	20	-2	4	107

EquipmentType:Infernal

Two-Handed Flail

Special Abilities:

Steadfast & Killing StrokeFeint & Cause Fear

Commanding PresenceSoul Consumption: 2 AC:Heal Damage.

Weapon:Two-Handed Flail

CR MD MX DAM SA

CC- - ST+10

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Stalker

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
15	10	13	14	3	2	5	3	22	-2	2	102

EquipmentType:Infernal

Two Altar Axes

Special Abilities:

Steadfast & Killing StrokeSecondary Attack & Hide

Stealth & Commanding Presence1AC: Give Orders to two units/individuals

Weapon:Altar Axe

CR MD MX DAM SA

CC- - ST+6Dusk Realm Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Warped Lord

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
8	8	15	14	3	2	4	3	17	+2	2	64

EquipmentType: Mortal

Staff of Summoning

Special Abilities:

Commanding Presence

Steadfast

Weapon: Staff of Summoning

CR MD MX DAM SA

CC- - -ST+4 (x2)Control 1 Summoned Unit without action.

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Necromancer

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
10	8	15	14	3	2	3	3	15	-1	2	74

EquipmentType: Undead

Staff of the Seven Hells

Special Abilities:

Steadfast

Commanding Presence

Cause Fear

Cause Dread in Swamp Goblins

Weapon: Staff of the Seven Hells

CR MD MX DAM SA

CC- - -ST+2 (x2)+2 CC & RC to undead in C.D. Control 1 summoned unit without action

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Demon of the Twilight

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
10	8	-	10	2	1	5	2/5	14	-1	2	-

EquipmentType: Infernal

Natural Weapon (2x) Claws (DAM 12) Fire Based

Special Abilities:

Flyer

Steadfast

Immune to Fire-Based Attacks

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Greater Demon of Twilight

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	10	3	2	7	2/6	16	-2	3	-

EquipmentType: Infernal

Natural Weapon (2x) Claws (DAM 14) Fire Based

Special Abilities:

Flyer

Steadfast

Immune to Fire-Based Attacks

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Demon Knight- Demon Knight

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	10	3	-	4	-	-	-	-	-

EquipmentType: Infernal

Darksword, Shield

Special Abilities:

Steadfast

Immune to Fire-Based Attacks

Weapon: Darksword

CR MD MX DAM SA

CC- - -ST+5Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Demon Knight- Mount

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
10	8	-	10	2	3	2	6	18	-1	3	-

EquipmentType: Infernal

Natural Weapon (1x) Kick (DAM 7)

Special Abilities:

Mounted

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Giant Skeleton

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
16	8	-	10	2	2	6	1/3	19	-5	3	-

EquipmentType: Undead

Two-Handed Sword

Special Abilities:

Immune to handheld Missile Weapons

Steadfast

Cannot Run

Killing Stroke & Levitate

Weapon: Two-Handed Sword

CR MD MX DAM SA

CC- - -ST+9

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Undead Knight- Knight

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
12	8	-	10	3	-	4	-	-	-	-	-

EquipmentType: Undead

Dark Sword, Shield

Special Abilities:

Immune to handheld Missile Weapons

Leap

Weapon: Darksword

CR MD MX DAM SA

CC- - -ST+5Unlife Energies

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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Devout

Unit: Undead Knight- Mount

CC	RC	PW	LD	AC	WD	ST	MV	AR	DEF	SZ	PC
10	8	-	10	2	3	1	6	18	-1	3	-

EquipmentType: Undead

-

Special Abilities:

Mounted

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

Weapon:

CR MD MX DAM SA

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