

Reign of War: Strength Heroes

General:

Main Strength: 3+2

Agility: 2+1

Intelligence: 2+3

Base Armour: 5

Range: 1

:Passive – Shield: For each Point of Movement traded, the Armour of the General is increased by 1.

Command the Attack! – Level 1: Activates all Friendly Creeps within a Range of 1 of the General a second time.

Command the Attack! – Level 2: Activates all Friendly Creeps within a Range of 2 of the General a second time.

Command the Attack! – Level 3: Activates all Friendly Creeps within a Range of 3 of the General a second time.

Reinforcement - Level 1: Summons an additional Friendly Creep of any type within a Range of 1 of the General.

Reinforcement – Level 2: Summons two additional Friendly Creeps of any type within a Range of 1 of the General.

Reinforcement – Level 3: Summons three additional Friendly Creeps of any type within a Range of 1 of the General.

Inspiration – Level 1: Heals all Friendly Creeps within a Range of 1 of the General by 1 Life Point.

Inspiration – Level 2: Heals all Friendly Creeps within a Range of 2 of the General by 2 Life Points.

Inspiration – Level 3: Heals all Friendly Creeps within a Range of 3 of the General by 3 Life Points.

Charge! – Ultimate: Increase the Stats of all Friendly Creeps within a Range of 3 of the General by 1, permanently. This includes Movement, Range, Attack and Life. All Friendly Creeps affected immediately makes a Move towards the nearest Enemy, until they are within Range, and Attacks them.

Barbarian:

Main Strength: 3+3

Agility: 2+3

Intelligence: 1+1

Base Armour: 0

Range: 1

Passive – Rage: Every lost Point of Life increases the Strength of the Barbarian's Attack by 1.

Fury – Level 1 Passive: Increases the number of Attacks made by the Barbarian by 1.

Fury – Level 2 Passive: Increases the number of Attacks made by the Barbarian by 2.

Fury – Level 3 Passive: Increases the number of Attacks made by the Barbarian by 3.

Whirlwind – Level 1: Attacks all Enemies within a Range of 1 D3 more times.

Whirlwind – Level 2: Attacks all Enemies within a Range of 1 2D3 more times.

Whirlwind – Level 3: Attacks all Enemies within a Range of 1 3D3 more times.

Feel No Pain – Level 1 Defensive: For every full 4 Life loss on the Barbarian, gain that many Armour.

Feel No Pain – Level 2 Defensive: For every full 3 Life loss on the Barbarian, gain that many Armour.

Feel No Pain – Level 3 Defensive: For every full 2 Life loss on the Barbarian, gain that many Armour.

Berserk – Ultimate: The Barbarian may make another Attack on a successful to-Hit roll. The Barbarian is not Killed even if his Life is lowered to 0 and lower, for the duration of 2 Turns.

Knight:

Main Strength: 3+3

Agility: 2+2

Intelligence: 2+1

Base Armour: 5

Range: 1

Passive – Mounted Warhorse: The Knight rides a Warhorse to battle. He may Move the distance of 2 Regions, instead of just one. He has a natural Movement of 1, in addition to the Movement gained from Agility.

Shield Bash – Level 1: Stuns the Target Enemy within a Range of 1 for 1 Turn, while increasing the Knight's Armour by 1 for 1 Turn.

Shield Bash – Level 2: Stuns the Target Enemy within a Range of 1 for 2 Turns, while increasing the Knight's Armour by 2 for 1 Turn.

Shield Bash – Level 3: Stuns the Target Enemy within a Range of 1 for 3 Turns, while increasing the Knight's Armour by 3 for 1 Turn.

Impetus – Level 1: When Moving in to Attack an Enemy, gain +1 Damage for every Hex Moved before Engaging the Enemy.

Impetus – Level 2: When Moving in to Attack an Enemy, gain +2 Damage for every Hex Moved before Engaging the Enemy.

Impetus – Level 3: When Moving in to Attack an Enemy, gain +3 Damage for every Hex Moved before Engaging the Enemy.

Chivalry – Level 1 Defensive: Enemies within a Range of 2 of the Knight are forced to Attack only the Knight, and cannot Attack other Friendly Heroes.

Chivalry – Level 2 Defensive: Enemies within a Range of 3 of the Knight are forced to Attack only the Knight, and cannot Attack other Friendly Heroes.

Chivalry – Level 3 Defensive: Enemies within a Range of 4 of the Knight are forced to Attack only the Knight, and cannot Attack other Friendly Heroes.

Warhammer – Ultimate: All Attacks ignore the Armour of the Target.

Paladin:

Main Strength: 3+2

Agility: 2+2

Intelligence: 2+2

Base Armour: 4

Range: 1

Purification – Level 1: Heals 6 Life for a Target, within a Range of 3 away, while Damaging all Enemies next to the Target for 3 Damage.

Purification – Level 2: Heals 12 Life for a Target, within a Range of 3 away, while Damaging all Enemies next to the Target for 6 Damage.

Purification – Level 3: Heals 18 Life for a Target, within a Range of 3 away, while Damaging all Enemies next to the Target for 9 Damage.

Protection – Level 1 Defensive: Protects against Debuffs and Magical Attacks from Enemies against a Friendly Target within a Range of 3 away, for 1 Turn.

Protection – Level 2 Defensive: Protects against Debuffs and Magical Attacks from Enemies against a Friendly Target within a Range of 3 away, for 2 Turns.

Protection – Level 3 Defensive: Protects against Debuffs and Magical Attacks from Enemies against a Friendly Target within a Range of 3 away, for 3 Turns.

Judgement – Level 1 Defensive: When Attacked by an Enemy, the Paladin will make a single retaliatory Attack.

Judgement – Level 2 Defensive: When Attacked by an Enemy, the Paladin will make up to 2 retaliatory Attacks.

Judgement – Level 3 Defensive: When Attacked by an Enemy, the Paladin will make up to 3 retaliatory Attacks.

Guardian Force – Ultimate Defensive: All Friendly Heroes become immune to Physical Damage for 2 Turns.

Dragoon:

Strength: 2+2

Agility: 3+3

Intelligence: 1+2

Base Armour: 2

Range: 2

Passive – Dragon: The Dragoon has a Range 3 Attack that can only be used if he does not Move.

Spearwall – Level 1 Defensive: For each Hex the Target Enemy Moves in to Attack the Dragoon, deal 1 more Damage.

Spearwall – Level 2 Defensive: For each Hex the Target Enemy Moves in to Attack the Dragoon, deal 2 more Damage.

Spearwall – Level 3 Defensive: For each Hex the Target Enemy Moves in to Attack the Dragoon, deal 3 more Damage.

Spearhead – Level 1: The Dragoon Attacks all Enemies in a line up to a Range of 2 in front of him.

Spearhead – Level 2: The Dragoon Attacks all Enemies in a line up to a Range of 2 in front of him, for +2 more Damage.

Spearhead – Level 3: The Dragoon Attacks all Enemies in a line up to a Range of 2 in front of him, for +4 more Damage.

Fire Breath – Level 1: All Hexes in a cone-shape up to a Range of 2 away, are afflicted by Burn 2.

Fire Breath – Level 2: All Hexes in a cone-shape up to a Range of 2 away, are afflicted by Burn 4.

Fire Breath – Level 3: All Hexes in a cone-shape up to a Range of 2 away, are afflicted by Burn 6.

Jump – Ultimate: Jumps out of the Map, taking a Turn to appear for each Region away from the initial Region of the Jump, and Attacking with an increased Damage of 2 more Points for the duration of the Jump.

Warrior:

Main Strength: 2+3

Agility: 2+2

Intelligence: 2+2

Base Armour: 3

Range: 1

Passive – Strength: The Warrior has a Base Attack Damage of 2.

Two-Handed Cleave – Level 1: Attacks all Enemies within a Range of 1, dealing +2 more Damage.

Two-Handed Cleave – Level 2: Attacks all Enemies within a Range of 1, dealing +4 more Damage.

Two-Handed Cleave – Level 3: Attacks all Enemies within a Range of 1, dealing +6 more Damage.

Thunder Hammer – Level 1: Attacks an Enemy within a Range of 3, dealing Base Damage and +6 Electrified.

Thunder Hammer – Level 2: Attacks an Enemy within a Range of 3, dealing Base Damage and +12 Electrified.

Thunder Hammer – Level 3: Attacks an Enemy within a Range of 3, dealing Base Damage and +18 Electrified.

Warcry – Level 1: Friendly Heroes and Creeps in the same Region as the Warrior gain +1 to their Attack Damage and number of Attacks.

Warcry – Level 2: Friendly Heroes and Creeps in the same Region as the Warrior gain +2 to their Attack Damage and number of Attacks.

Warcry – Level 3: Friendly Heroes and Creeps in the same Region as the Warrior gain +3 to their Attack Damage and number of Attacks.

Overkill – Ultimate: Every successful Kill allows the Warrior to Activate again, and Move and Attack another Target Enemy.