

# Community Unit Barracks for Kingdoms and Warfare

**Unit Input Form:**

[Unit Input](#)

**Trait Input Form:**

[Trait Input](#)

Set up by ReubenHung#4067 on Discord. Feel free to send me a message with suggestions or comments.



















Trait Name	Trait Description	Creator Name
Aquatic	This unit does not suffer movement penalties when fighting underwater or in rain, but cannot move or fight on land.	Ashenjohn#5401
Guiding Bolts	When this unit succeeds on an Attack test against an opposed unit, the next Attack test made against that opposed unit before the end of this unit's next activation has advantage.	Ashenjohn#5401
Sekolah's Wrath	As an action, this unit chooses a space on the battlefield. Each unit in that space must succeed on a DC 12 Power test or suffer 2 casualties and be disoriented until the end of its next turn. Any fortification in that space automatically takes 3 damage. Recharge 5-6.	Ashenjohn#5401
Shark Kin	This unit does not suffer movement penalties when fighting underwater, or in rain or mud. In addition, this unit has advantage on attack tests against diminished units.	Ashenjohn#5401
Siege Weapon (Light)	This unit can attack an adjacent fortification. It automatically hits (no Attack test or Power test needed) and deals 2 damage.	Ashenjohn#5401
Weresharks	For its movement, this unit becomes a cavalry unit with Aquatic until the end of its activation. The unit leaves the grid and then returns to the space it left at the end of its activation (or to its army's reserve rank if that space is occupied). Recharge 5-6.	Ashenjohn#5401
Camels	If this unit causes an opposed cavalry (horse) unit to become diminished, that unit suffers a -2 penalty to morale tests.	Big Bill Hells #2442
Circular Tactics	If an opposed cavalry unit successfully makes an attack test against this unit, make a DC 13 Command test. On a success, opposed cavalry units cannot make power tests against this unit, and it is no longer a legal target for opposed cavalry units until this unit's next activation.	Big Bill Hells #2442
Resourceful	This unit is immune to the penalties from negative Resource levels after Intrigue.	Bleeh#5733
Disarming	When this unit succeeds on a power test against an adjacent opposed unit, it can choose to weaken that unit instead of dealing casualties. When this unit leaves the battlefield, opposed units that were disarmed by it are no longer weakened.	Budakang
Maneuver: Entrench	As an action, increase this unit's Defense score by 4. If this unit moves, decrease its defense score by 6.	Budakang
Naval	This unit can only be deployed in water and cannot move onto land.	Budakang
Soporific Breath	As an action, choose three adjacent opposed units. Each unit must succeed on a Power test (DC = 8 + this unit's size) or become disorganized. Units of Fey ancestry are immune to soporific effects. Recharge 5-6.	Budakang
Wooden	If this unit would accrue a fire token, place two fire tokens on it instead.	Budakang
Brave	This unit has advantage on Morale tests.	Captain B-Team
Vent Steam	As an action, choose up to 4 squares adjacent to this unit and place up to 3 fire tokens on each one. You have a total of 6 fire tokens to place this way. Recharge 6.	Dig
Creatures of the Night	As an action this unit summons a unit of Shadow Wolves under this commanders control. The wolves activate and take their turn immediately. This power can only be used once per battle.	GammaTrooper#4325
Feed	When this unit succeeds on a power test against a diminished unit it can attempt a DC 13 power test as a reaction. On a success it inflicts one additional casualty and this unit increments its casualty die by one.	GammaTrooper#4325
Mist and Shadow	This unit is surrounded by an obscuring cloud of supernatural mist. Ranged attacks made against this unit are made at disadvantage. Additionally when this unit succeeds on an attack test it fills the enemy units space.	GammaTrooper#4325
Blood Suckers	When this unit succeeds on a Power test as part of an attack, you can cause this unit to take 1 casualty. If you do, add a bleed token to the target unit. Each bleed token inflicts 2 casualties.	GoblinPolitics
Blood Magic	After a successful power test against an adjacent unit, this unit deals 1 additional damage, and increments its casualty die once.	PH4d3r
Cone of Cold	Cone of Cold As an action, this unit forces an adjacent opposed unit, and the unit behind it, to each make a Power test (DC = 8 + this unit's size). On a failure, the targeted units suffer 2 casualties and their movement is reduced to zero for 1 turn on a successful save, the units suffer 1 casualty and movement isn't reduced. Recharge 6.	PH4d3r
Ambition	When this unit is broken, one adjacent unit may increment its casualty die by 1.	ReubenHung#4067
Born Survivors	When this unit begins its activation with 1 casualty, it gains +1 to movement. At the end of the turn, the unit may make a DC 13 Power test. On a success, the unit increments its casualty die by 1.	ReubenHung#4067
Elevated Mind	As a reaction this unit can end the Disoriented or Mised conditions on itself.	ReubenHung#4067
Lie in Wait	This unit is not deployed until the end of deployment, after all other units have been placed. This unit may also be deployed as though it were infantry.	ReubenHung#4067
Maneuver: "Psionic Wave."	As an action, this unit targets an adjacent unit and makes a DC 14 Power test. On a success, the target unit suffers 1 casualty and becomes misled. Recharge 5-6	ReubenHung#4067
Tooth and Claw	When diminished, each successful Power test by this unit adds a bleed token. Each bleed token inflicts 2 casualties.	ReubenHung#4067
Wild Blood	When this unit is rallied, they regain one additional casualty.	ReubenHung#4067
Wolfpack	This unit has advantage on Attack tests against exposed units with an allied unit adjacent to it.	ReubenHung#4067
Constructed Nature	This unit does not suffer casualties from poison tokens, is not affected by the poisonous trait, and cannot be diminished.	u/JayPea__
Locked Joints	Traits or other effects that cause units to move against their will, have a 50 percent chance of automatically failing against this unit.	u/JayPea__
Arcane Supremacy	Scrolls used by this unit can be used an additional time.	u/Njalm
Infighting	When this unit is diminished, this unit and all adjacent units suffer 1 casualty.	u/Njalm
Living Constructs	This unit treats d20 rolls lower than 10 as 10 for command and moral tests	Zehl-Sketch#1831

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