



The Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2



The Halberdier

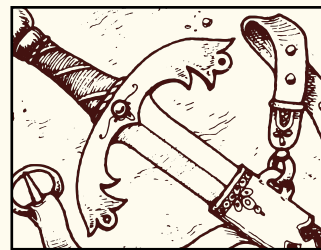


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	2

Special Ability: Can make diagonal attacks



Hasgar's Sword



This longsword was forged by the Gods. It allows the wielder to roll two extra attack dice against undead enemies.

This artifact may not be used by Wizards.



The Crossbowman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	2

Special Ability: Crossbowmen shoot their crossbows at any target two or more squares away from them. If the target is in an adjacent square, they attack with broadswords.



The Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	2

