

The Crossbowman



Move 6 squares
Attack 2 dice*
Defend 3 dice
Body 1
Mind 2
Price to Hire 75 Gold Coins
(*may be ranged)

The Crossbowman



Move 6 squares
Attack 2 dice*
Defend 3 dice
Body 1
Mind 2
Price to Hire 75 Gold Coins
(*may be ranged)

The Halberdier



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 2
Price to Hire 50 Gold Coins

The Halberdier



Move 6 squares
Attack 3 dice
Defend 3 dice
Body 1
Mind 2
Price to Hire 50 Gold Coins

The Scout



Move 9 squares
Attack 2 dice
Defend 3 dice
Body 1
Mind 2
Price to Hire 50 Gold Coins

The Scout



Move 9 squares
Attack 2 dice
Defend 3 dice
Body 1
Mind 2
Price to Hire 50 Gold Coins

The Swordsman



Move 4 squares
Attack 4 dice
Defend 5 dice
Body 1
Mind 2
Price to Hire 75 Gold Coins

The Swordsman



Move 4 squares
Attack 4 dice
Defend 5 dice
Body 1
Mind 2
Price to Hire 75 Gold Coins





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