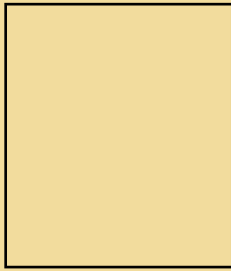






## Orc Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	1	2

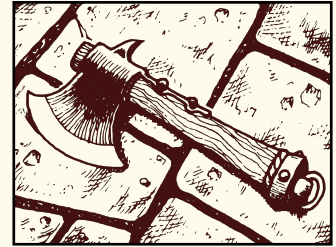


## Sharpen Blades



This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. Discard after use.

## Throwing Axe



The Throwing Axe allows you to roll two combat dice in attack. You may also throw the Throwing Axe. *May not be used by Wizard.*



## The Scout



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



## The Swordsman



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



## The Crossbowman



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

**Special Ability:** Wields a crossbow

