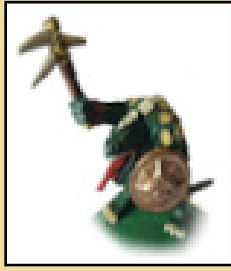
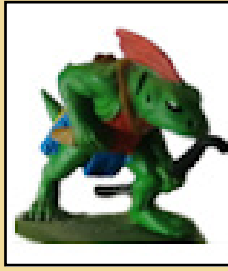


### Lizardman



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

### Skink Skirmisher



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
14	1	1	1	1

**Notes:** Ranged attack.  
Can split movement before and after attack.

### Cloak of Protection



The cloak allows you to roll one extra die in defense. *May only be used by Wizard.*



### Crossbowman



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

**Notes:** Wields a crossbow.

