





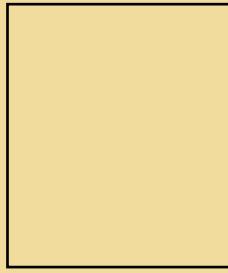
The Scout



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



Disciple of Grinlam

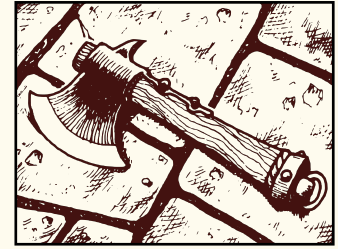


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	2	6

Notes: Wields 2 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately or later.



Hand Axe



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it. *May not be used by Wizard.*



The Halberdier



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

Special Ability: Can attack diagonally and/or up to 2 spaces away.



The Crossbowman



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

Special Ability: Wields a crossbow



The Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	3

