

### 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

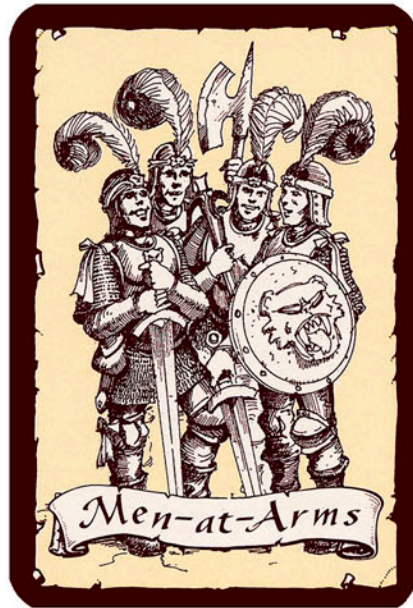
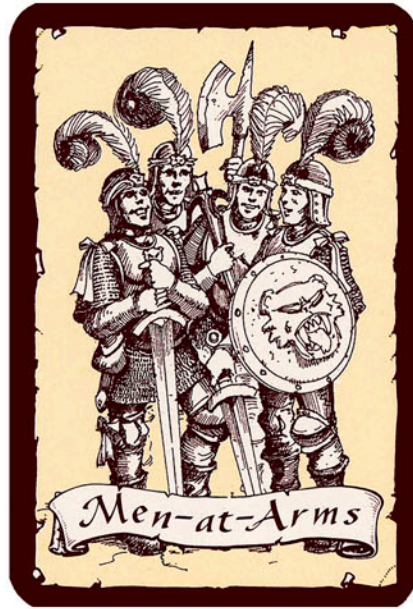
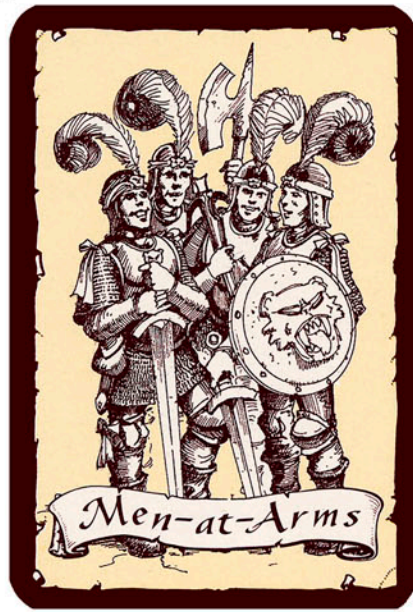


Move 4 squares  
Attack 4 dice  
Defend 5 dice  
Body 1  
Mind 2  
Price to Hire 75 Gold Coins

### 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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