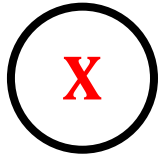
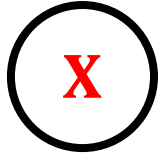
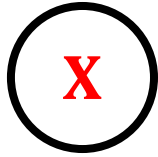
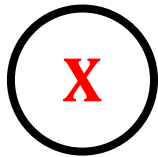


<p><b><u>Knight</u></b> HP 5</p> <p><b>Abilities:</b> 4 -Rush -Shield</p> <p><b>Mighty Strike:</b> Melee 3 Make a +2 attack. 2</p> <p><b>Slash:</b> Melee 1 Make a +1 attack against an adjacent space and both connecting diagonals. Roll for each target.</p>	<p><b><u>Rogue</u></b> HP 4</p> <p><b>Abilities:</b> 3 -Rush -Slippery</p> <p><b>Twin Daggers:</b> Melee 2 Make a +0 attack. 1 Then make +1 attack. You may select separate targets for each attack.</p> <p><b>Lucky Strike:</b> Melee Make a +2 attack. If successful, you may attempt to roll a 4+. If you do, this attack deals an extra damage. If not, you miss entirely.</p>	<p><b><u>Wizard</u></b> HP 3</p> <p><b>Abilities:</b> 2 -Evasive 1</p> <p><b>Fireball:</b> Range 4 Make a +2 attack. If successful, you may attempt to roll a 6. If you do, this attack deals an extra damage.</p> <p><b>Concussive Blast:</b> Melee Make a +1 attack against all surrounding spaces. Roll for each target. If successful, move enemy back one space.</p>
<p><b><u>Archer</u></b> HP 3</p> <p><b>Abilities:</b> 2 -Brawl -Quick</p> <p><b>Snipe:</b> Range 5 1 Make a +1 attack. You can't select an adjacent target. If you spend 2 actions, make a +3 attack with a range of 7 instead.</p> <p><b>Rapid Fire:</b> Range 3 Make a +0 attack. Then make +1 attack. You may select separate targets for each attack. You can't select an adjacent target.</p>	<p><b><u>Alchemist</u></b> HP 4</p> <p><b>Abilities:</b> 3 -Brawl -Evasive -Opportunist -Tactical -Starts the game with 1 vial. 2</p> <p><b>Concoct:</b> Ready a vial. If you spend 2 actions, ready 3 vials. 1</p> <p><b>Lob:</b> Range 4 Roll for each target. 0 You can be hit by this attack. 1 -Use 1 vial: Make a +2 attack. -Use 2 vials: Make a +3 attack OR make a +2 attack against target space and all surrounding spaces. 2 -Use 3 vials: Make a +4 attack OR make a +2 attack against 1 entire section of the battlefield OR make a +1 attack, that if successful, deals 2 damage. 3</p>	<p><b><u>Halberdier</u></b> HP 5</p> <p><b>Abilities:</b> 4 -Opportunist 3</p> <p><b>Stab:</b> Range 2 Make a +2 attack. 2 You can't select an adjacent target. 1</p> <p><b>Shove:</b> Melee Make a +1 attack. If successful, move enemy back one space.</p>
<p><b><u>The Baron</u></b> HP 6 (EASY)</p> <p><b>Abilities:</b> 5 -Evasive -Opportunist -Shield -Well Rested 4</p> <p><b>Fisticuffs:</b> Melee 3 Make a +3 attack. 2</p> <p><b>Hat Toss:</b> Range 4 Make a +2 attack. You can't select an adjacent target. 1</p> <p><b>Copycat:</b> Use a "skill" listed on an opponent's hero card.</p>	<p><b><u>The Baron</u></b> HP 7 (HARD)</p> <p><b>Abilities:</b> 6 -Evasive -Slippery -Tough -Well Rested 5</p> <p><b>Fisticuffs:</b> Melee 4 Make a +3 attack. 3</p> <p><b>Hat Toss:</b> Range 4 Make a +2 attack. You can't select an adjacent target. 2</p> <p><b>Copycat:</b> Use a "skill" listed on an opponent's hero card. 1</p>	

<p style="text-align: center;"><b><u>Actions</u></b></p> <p>On your turn you may perform up to 2 actions.</p> <p><b>Move:</b> Move your meeple up to 2 spaces. Can't move diagonally.</p> <p><b>Skill:</b> Use a hero's skill.</p> <p><b>Rest:</b> Cost 2 actions to use. You may take 1 extra action on your next turn.</p> <p><b>Teleport:</b> Move your meeple from 1 teleportation circle to the other.</p>	<p style="text-align: center;"><b><u>Actions</u></b> (Continued)</p> <p>These actions can only be used when adjacent to the Wall or a crate.</p> <p><b>Take Cover:</b> You can't be targeted by enemies on the opposite side of the wall or crate until you perform another action.</p> <p><b>Push/Pull:</b> You may move yourself and an adjacent crate 1 space in the same direction.</p>	<p style="text-align: center;"><b><u>Abilities</u></b></p> <p><b>Brawl:</b> May make a +0 melee attack for 1 action.</p> <p><b>Evasive:</b> May move diagonally.</p> <p><b>Opportunist:</b> Always gets the advantage during ties.</p> <p><b>Quick:</b> May move 3 spaces.</p> <p><b>Rush:</b> If you use both of your actions for movement, you may make a +0 melee attack.</p>
<p style="text-align: center;"><b><u>Abilities</u></b> (Continued)</p> <p><b>Shield:</b> Add +1 to all defense rolls.</p> <p><b>Slippery:</b> Add +2 to ranged defense rolls.</p> <p><b>Tactical:</b> Automatically takes cover.</p> <p><b>Tough:</b> Add +2 to melee defense rolls.</p> <p><b>Well Rested:</b> When you Rest, gain 1 HP &amp; you may take 1 extra action on your next turn.</p>		



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