



Arquero Élfico



Mueve 6 espacios
 Ataque 4/1 dados
 Defensa 2 dados
 Cuerpo 3
 Mente 2

Los Arqueros Élficos tiran 4 dados de Combate al atacar objetivos no adyacentes en su línea de visión. Tiran solo 1 dado de Combate atacando objetivos adyacentes.



Guerrero Élfico



Mueve 6 espacios
 Ataque 4 dados
 Defensa 3 dados
 Cuerpo 3
 Mente 2



Lobo Gigante



Mueve 9 espacios
 Ataque 6 dados
 Defensa 3 dados
 Cuerpo 5
 Mente 1



Ogro



Mueve 4 espacios
 Ataque 6 dados
 Defensa 4 dados
 Cuerpo 10
 Mente 2







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