



10TH REGIMENT OF FOOT

EINAR

WAIT THEN FIRE

If none of the 10th Regiment of Foot move this turn, add 1 die to their attack.

MELEE DEFENSE 1

When rolling defense dice against a normal attack from an adjacent figure, a Soldier in the 10th Regiment of Foot adds 1 to his defense dice.

BAYONET ATTACK 1

When rolling attack dice against an adjacent figure, a Soldier in the 10th Regiment of Foot adds 1 to his attack dice. A Soldier in the 10th Regiment of Foot can only use Bayonet Attack if he moved at least one space this turn.



HUMAN

COMMON SQUAD

SOLDIERS

DISCIPLINED

MEDIUM 5

1

LIFE

MOVE

5

SPACES

RANGE

6

SPACES

ATTACK

2

DICE

DEFENSE

2

DICE

75

POINTS



10TH REGIMENT OF FOOT



Earth
Defenders of Kinsland
1,2,3,4/19

MOVE 5
SPACES

RANGE 6
SPACES

ATTACK 2
DICE

DEFENSE 2
DICE

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