~\OneDrive - St Paul's Catholic College\Documents\2D Strategy Game - Liberator\Assets\Scripts\Soldier.cs

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4  public class Soldier : MonoBehaviour
5  {
6      public int steps = 2; // how many hexes a hero can move
7  }
8
```

~\OneDrive - St Paul's Catholic College\Documents\2D Strategy Game - Liberator\Assets\Scripts\Soldier.cs

```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
```