

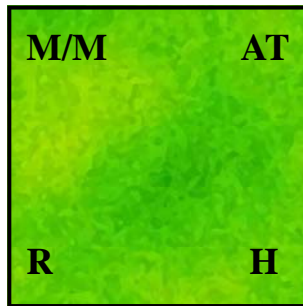
Reading Token Information

Movement

The first number is how far you can move and still initiate combat.
 The second number (if there is one) is how far you can move without initiating combat
 A dash means that you can only move or attack

Range

The token can target an enemy token up to this many squares away.

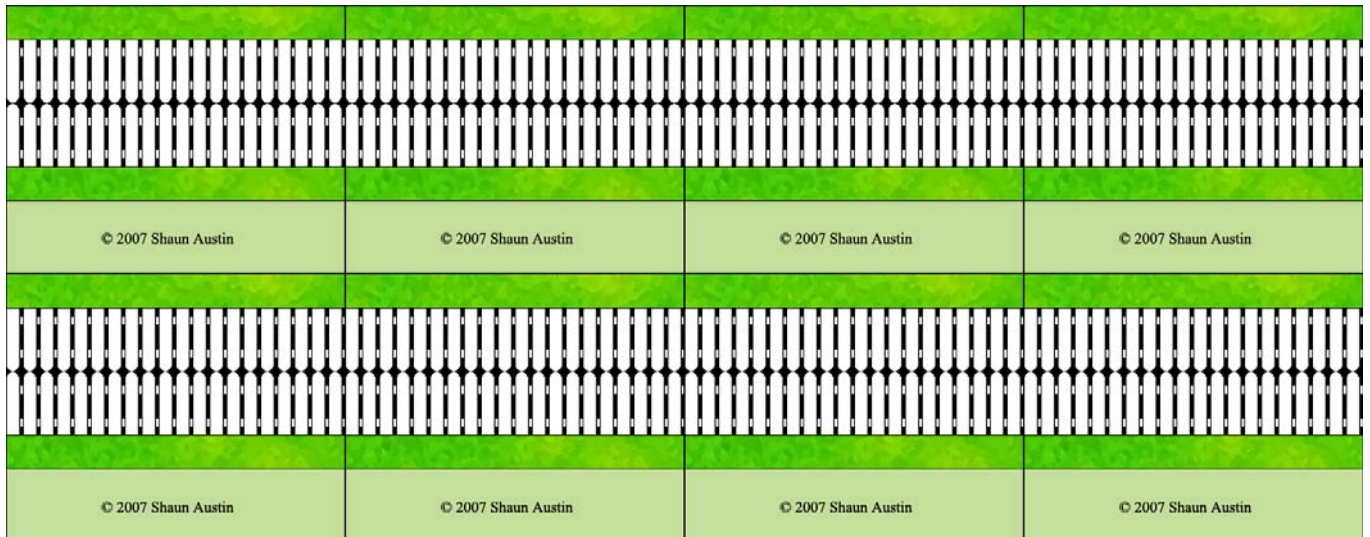


Attack

The number is how many dice you roll to attack.
 The letter determines the type of attack.
 C-Constant
 The number remains the same no matter what the range.
 D - Decreasing
 The number decreases as the range increases

Hit

This is the score required by an enemy token to hit your token.



3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+
3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+	3 3C 2 4+
1- 3D 6 6+	1- 3D 6 6+	1- 3D 6 6+	1- 3D 6 6+	1 3C 4 6+	1 3C 4 6+	2/3 4D 4 5+	2/3 4D 4 5+

2/3 4D 4 5+	2/3 4D 4 5+
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2/3 3D 3 4+	2/3 3D 3 4+	2/3 3D 3 4+	2/3 3D 3 4+	2/3 3D 3 4+	2/3 3D 3 4+	2/3 3D 3 4+	2/3 3D 3 4+
3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+
3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+
3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+
3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+	3 3D 3 4+

