Berserker



Strong attack.

Health: 1x
Melee: 2x
Counter: 1x

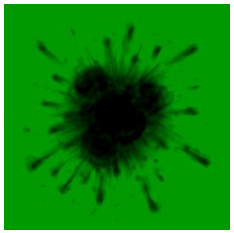
Guard



High health.
Non-random counterattack.

Health: 2x
Melee: 1x
Counter: Full 1x

Marksman



Ranged attack at beginning of turn. Not counterattacked if target is out of melee range.

Health: 1x
Melee: 1x
No counter
Ranged: 1x

Ninja



Can jump away from attacks and counterattacks.

Health: 1x
Melee: 1x
No counter

Spy



Spies information:
Ranged at beginning of turn.
Ranged at end of turn.
When attacked.
When attacking.

Health: 1x
Melee: 1x
Counter: 1x

Other things:

- Dead tokens can still be attacked and counterattack until they are removed at the end of the turn.
- Ninja switch can be done between turns – and when any player is moving.
- Ranged attacks always target the closest token in front of it (=away from the player).