

TOWN GUARD

TYPES: Human, Living, Soldier

ADVANTAGE: City, Village



MELEE	BALLISTICS	MAGIC
OFF 2	OFF 1	OFF 0
DEF 2	DEF 2	DEF 1

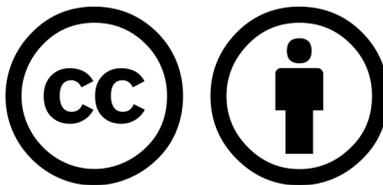
A Town Guard may move directly to make a Melee assault against any unit that is occupying or adjacent to a *City* or *Village* tile. Non-*Outlaw* units defeated by a Town Guard are sent back to reserves instead of captures.

COST: 10

POCKET-TACTICS

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