Lidda the Halfling

Attack: 9*
Felonious Activity: 8
Defense: 14
Schmooze: 8
Move: 10
Courage: 10 ☐☐☐☐☐☐☐☐☐☐
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*Can attack at range (-1 per inch from target)

Lidda's motto is that the best defense is to be as far away as possible from the folks with the pitchforks. She'd rather talk than fight, and rather steal than talk. She is quick and small and can throw stones with deadly accuracy.

Unit	**Defense**
Happy Villager	10
Wary Villager	12
Angry Villager	13
Insane Villager	14
Berserk Villager	16

Looting	12
Burning	14
Schmooze	14

Lidda is worth 65 Experience Points if defeated by the villagers.