HUSCARL

51 POINTS

Human, Infantry, Living, Soldier, Warrior

+1

4

+1 +1

RANGE	RANGE	RANGE	RANGE
1	0	0	0

CROWD FIGHTER: Enemy units may not benefit from support re-rolls during Melee assaults with you.

COORDINATE: After moving, you may trade places with a single adjacent ally or allow two allies adjacent to you to trade places.



DRAFT: Allied Infantry units count as possessing the Soldier type while they are adjacent to or in reserves with you.