JARL'S CHAMPION 48

Human, Infantry, Living, Warrior POINTS

5

+1/+1 +1/+1

RANGE	RANGE	RANGE	RANGE
1	0	0	0

CHALLENGE: After moving, you may choose an enemy unit for whom you are within charging range, make an opposed Arcane DEF test with that unit and, if you win, force the unit to charge you.

DUELIST: During Melee assaults with enemy units that have no adjacent allies you may choose a single enemy OFF or DEF result and re-roll it at the end of the roll phase.

