VALA

Human, Infantry, Living, Mage

46 POINTS

3

RANGE	RANGE	RANGE	RANGE
1	0	5	0

COMMAND: When testing for Morale, you may roll an additional die and choose which to use provided this unit is on the map.

FATE WEAVER: Whenever a skill or die test is made by a unit within your Arcane range, you may choose a single die result and re-roll it at the end of the roll phase.

MEDIC 2: Whenever an adjacent Living unit would be defeated and sent to enemy captures, you may roll a d6 and on a result of 1 or 2 they are returned to reserves instead.

