WARRIOR JARL

64 POINTS

Human, Infantry, Living, Soldier, Warrior

5

+1

+1   +1

RANGE	RANGE	RANGE	RANGE
2	0	0	0

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

FORCED MARCH: In place of activating this unit to move you may discard three activation counters and reduce your Morale counter by 1 then move any number of your deployed units up to ½ their movement value (rounding down).

OUTFLANK: As long as you are on the map, allied Soldiers may be deployed from any map edge at the cost of an additional activation counter.