

SHIELDMAIDEN 50 POINTS

Human, Infantry, Living, Soldier



+1/+1 +1/+1

RANGE RANGE RANGE RANGE

2 4 0 0

BODYGUARD: When an adjacent allied unit becomes the target of an assault, you may trade places with them and become the new target of the assault before tests are made.

IMPALE: When an enemy unit without this ability charges you you may make a free Melee assault against them before their assault occurs, reducing their OFF dice pool to zero for the duration of this assault.

