

WANDERING AESIR 310

Aesir, Immortal, Infantry, Living, Mage POINTS



8



RANGE 2 RANGE 8 RANGE 8 RANGE 0

ALL SEEING: Your line of sight may not be blocked for the purposes of counting range for Arcane assaults or for ability effects that reference Arcane range.

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.

