**Feudal**



Special Rule: Battle Drill

Once per combat, each Sergeant and Hero block in the combat allow you to re-roll all attack dice or a morale roll for one block with a ***lower*** gold cost.

Signature Unit: Knight

In the first round of each combat, each Knight block gets +2 Combat (i.e. each Knight Block is a B4 in the first round of combat).

Spells

* **Scouring Light (1)**: cast 8d6 @ F1. No targeting.
* **Foes Begone (1)**: command 1d3-1 enemy units (caster choice) to retreat.
* **Herald (1)**: any one friendly unit in an adjacent hex may enter the battle *immediately* and fight normally. Overstacking allowed.
* **Crusade (2)**: all Feudal (not Chaos) units are +1 Strength (+1 die) for duration of this battle.
* **Avatar (2)**: casting Wizard becomes an A3 avatar for this turn and all future turns in this battle, then reverts to normal.
* **Wrath of God (3)**: cast 6d6 @ F3, but only when ***defending***. No targeting.

