







ACADEMY RIVALS

"Surrender, Captain. Your top marks at the Academy are no match for the experience I've earned in battle."

At the start of the battle, choose two characters.

One must be a  or .

The other must be a  or .

The two characters are **RIVALS**.

When one **RIVAL** attacks the other, they may reroll any of the attack's dice. If they do, you gain 1 VP.

20 POINTS