



# FARRIS

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/10"	6	2/6"	2+	3	3/3

1

T

2

>

GB

>>

KD

3

## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### Stagger



P

✓

✗

Target enemy model suffers -1 DEF.

### Quick Foot

2

4"

✓

✗

Target friendly model gains +2"/+2" MOV.



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