



# SPIGOT

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	3/8"	4+	1	2/4



## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### *Goad*

1	6"	✓	✓
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While this model is on the pitch, target enemy model may only move directly towards this model while advancing.

### *Ball's Gone!*

GB	P	×	×
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Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

