



IRON

CHARACTER TRAITS

Battering Ram

During this model's advances, models whose bases are touched by its base immediately suffer a 2" push directly away from it. This model can only push each model once per turn with Battering Ram.

Close Control

This model may ignore the first tackle playbook result that it suffers each turn.

Tough Hide

This model suffers -1 DMG from enemy plays and playbook damage results.

Tryhard

When this model makes a Shot while within 2" of the enemy goalpost, the TN is reduced by 1.

Raed, Human, Male,
Attacking Midfielder,
Apprentice, Squaddie



Size 40 mm