



# BOLT

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
4"/6"	5	4/6"	4+	1	1/3



## CHARACTER PLAYS

CST	RNG	SUS	OPT
-----	-----	-----	-----

### *I'm Open!*

2	6"	✗	✓
---	----	---	---

Target friendly model may make a pass targeting this model without spending influence.

### *Shoemerang*

2	4"	✗	✓
---	----	---	---

Target other model suffers 2 DMG. Choose an enemy model within 4" of the target model to suffer the knocked down condition.

