



TAPPER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	6	3/6"	3+	1	3/6



CHARACTER PLAYS

CST	RNG	SUS	OPT
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Commanding Aura

2/ S ✓ ✓

4" aura. While within this aura, friendly guild models gain +1 TAC and +1 DMG to playbook damage results.

Stand Firm

1 4" ✓ ✓

Target friendly model gains Sturdy.

(*Sturdy: This model may ignore the first knocked down condition that it suffers each turn.*)



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