

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	4/6"	4+	1	1/4









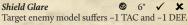


## CHARACTER PLAYS

CST RNG SUS OPT

2/◎ 6" 🗶 🗸

## Shield Glare



## Shield Throw

Target enemy model suffers 2 DMG. If the target model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on the target model.