



ANVIL

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	6	3/6"	2+	3	3/3



CHARACTER PLAYS

CST	RNG	SUS	OPT
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Singled Out

GB	P	✓	✗
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Friendly models gain +2 TAC while attacking target enemy model.

While the Iron is Hot

2/GB	S	✗	✓
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6" pulse. Choose either the friendly or the enemy goalpost. Friendly models within this pulse may make a 2" dodge directly toward the chosen goalpost.

