

TAPPER

Melee Zone 2"

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





















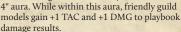




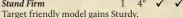
CST RNG SUS OPT

Commanding Aura





Stand Firm



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

