



# HEARTH

## CHARACTER TRAITS

### ● *Match Experience* [4" Aura]

When a friendly model within this aura uses Pass & Move, both the receiving and the kicking models may make a 4" dodge instead of only one being able to do so.

### *Sturdy*

This model may ignore the first knocked down condition placed upon it each turn.

## LEGENDARY PLAY

### *Armoury* [6" Aura]

This model's melee zone is 3".

If this model has the Captain model type, it may use Instruction three times during its activation without spending influence, and while within this aura other friendly models' melee zones are 2".

Skald, Human, Female,  
Centre Back,  
Master, Squaddie



Size 40 mm