



# HOOPER

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	2/6"	3+	1	2/3



## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### *Smashed Shins*

GB	P	✓	✗
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Target enemy model suffers -4"/-4" KICK.

### *Tough Skin*

1	4"	✓	✓
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Target friendly model gains +1 ARM.

