



# CINDER

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
6"/8"	5	3/8"	3+	1	1/4

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## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### *Kill the Ball*

1	6"	✗	✓
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Remove target free ball from the pitch. This model's controlling player resolves a goal kick.

### *Decoy*

1	S	✓	✓
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This model gains +2 DEF against the next enemy attack or character play made against it.

