



# CAST

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
7"/9"	5	4/6"	4+	1	1/4



## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### Shield Glare

GB	6"	✓	✗
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Target enemy model suffers -1 TAC and -1 DEF.

### Shield Throw

2/GB	6"	✗	✓
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Target enemy model suffers 2 DMG. If the target model is in possession of the ball, it loses possession of the ball. Then perform a circular scatter with the template centred on the target model.

