



SLEDGE

Melee Zone 2"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	3/6"	4+	1	1/3



CHARACTER PLAYS

CST	RNG	SUS	OPT
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Long Bomb

1	S	✓	✓
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When this model makes a pass, it gains +0/+4" KICK for the duration of the action. This pass can't be intercepted.

Piledriver

1/☉	S	✓	✗
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This model's next attack gains +3 net hits.

