



# SPIGOT

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/8"	5	3/6"	3+	1	2/4



## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### *Ball's Gone!*



P

X

X

Target enemy model loses possession of the ball to this model, which may then make a pass without spending influence.

