



# BURNISH

Melee Zone 1"

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

1



3



KD

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## CHARACTER PLAYS

CST	RNG	SUS	OPT
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### *Flame Belch*

2	4"	✗	✗
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Position an ongoing effect AOE within range. Models hit suffer 2 DMG and the burning condition. Models entering or ending their activations within this AOE suffer the burning condition.

### *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.

