



# MASH

Melee Zone 2"

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

2

KD

1

T  
>

6P

3

## CHARACTER PLAYS

CST | RNG | SUS | OPT

*Howzat!?*



P

X

X

Target enemy model suffers a 4" push directly away from this model and the knocked down condition.

