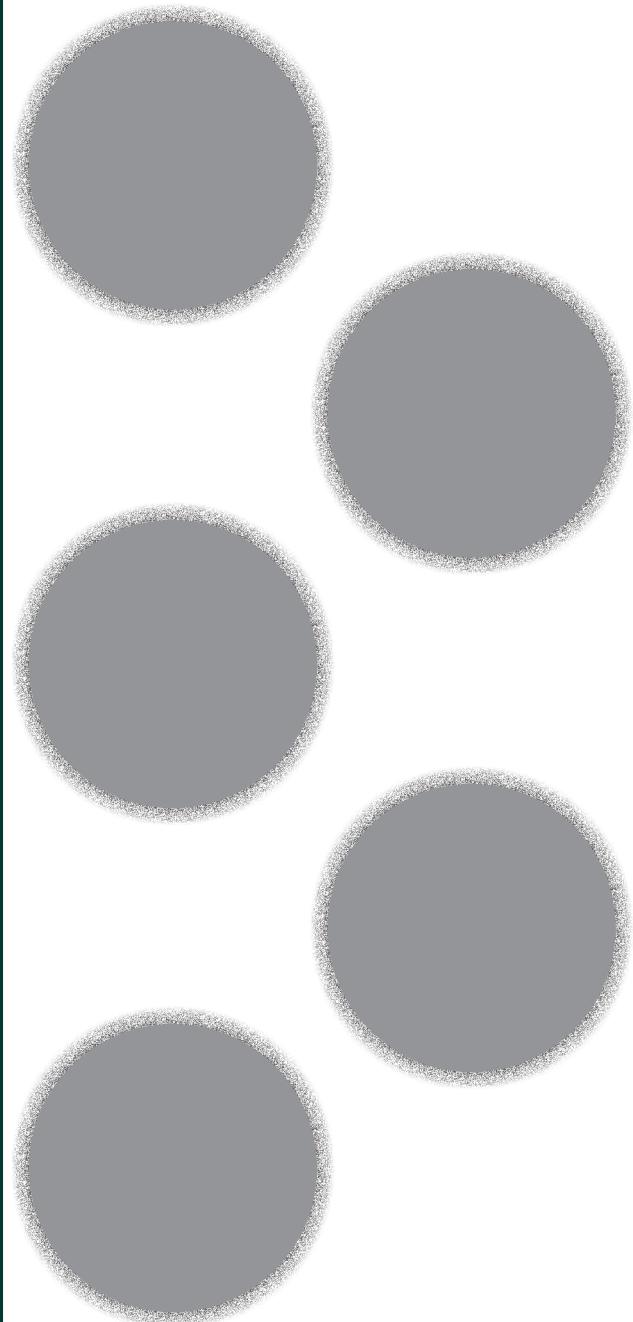


RANGED Melee: None	SKIRMISH Melee: Engaged/Skirmish only Turn Req: Skirmish move or 1 jolt	 ENGAGED Melee: Engaged cluster only Ranged: Vex Defense: Attacks from other zones get +2 Reaction: Intercept opponents that Disengage