



Hail Mary Pass, Loner (4+), Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull

## -PLAYS FOR-

'Halfling Thimble Cup', 'Old World Classic' or 'Worlds Edge Superleague'

## SPECIAL RULES

80.00Q <

**Blast It!:** Once per game, when Barik makes a Hail Mary Pass, he may re-roll any scatter results for determining where the ball lands, and any friendly player attempting to catch the ball gains an additional +1 modifier to the roll.