**Sling**

**Weapon type:**
Melee (Point Blank), and Ranged - up to 2 hexes.

**Damage:** Per Unit's Banner color.

**Bonus Strike:** None.

**Special:** When used on the move, the number of dice rolled is not reduced. When standing still (no movement), Spiked Shot can be handled safely, which will increase the number of battle dice rolled by 1.