



STOKER

Melee Zone 1"

MOV	TAC	KICK	DEF	ARM	INF
5"/7"	5	3/6"	3+	2	2/4

1

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KD

2

3

CHARACTER PLAYS

CST	RNG	SUS	OPT
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Molotov

1 4" ✗ ✓

Position an ongoing effect AOE within range.
Models hit suffer the burning condition.
Models entering or ending their activations within this AOE suffer the burning condition.

Flame Jet

2 6" ✗ ✓

Target enemy model suffers the burning condition and 3 DMG.

