



STAVE

Melee Zone 1"

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

1

2

KD

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CHARACTER PLAYS

CST	RNG	SUS	OPT
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Lob Barrel

2	4"	✗	✓
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Position an AOE within range. Models hit suffer a 2" push directly away from the centre of this AOE and the knocked down condition.

