

STOKER

Melee Zone 1"

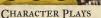
| MOV | TAC | KICK | DEF | ARM | INF |
|-------|-----|------|-----|-----|-----|
| 5"/7" | 5 | 3/6" | 3+ | 2 | 2/4 |











CST RNG SUS OPT

Molotov





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 let





Target enemy model suffers the burning condition and 3 DMG.