

BRBBG01

Giant Birgus



Colosse

205

Giant Birgus

Def.	Counter					
C 9	D 2	S 6	M 2	A 2		3

Dodge

AP



HP





Chitin Shell:

-2 5 -4



Claw: S+2 damage.



Crusher: 5 AP.

It targets an equipment (weapon or armour) if successful, it's automatically destroyed and can no longer be used until the end of the game.



MVTS = 1 AP / Enemy's dodges and disengagements = penalty of 2.



When restraining, the Giant Birgus deals 1D5 damage on each successful test (restraining the opponent or breaking the restrain from one).



Analgesia.