



Birghost



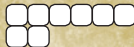
BRBGH01

Birghost

Def.	Counter		
C 5	D 4	S 3	M 4
Dodge			



AP



HP



-1 6 -3



Claw: S+2 damage.



Spy: 4 AP. Marks a target. The whole Birghost crew can target it with +2 on attack, shooting and throwing thresholds.



Birgus: Birghost's additional movements only cost 1 AP. The dodge and disengagement rolls of his opponents get a penalty of -2.



Can complete scenario objectives despite having no hands.



Spectral aiming goggles.

Birgus spectral

Secretly indicate a location in your half of the table and deploy the Birghost there when it is first activated.

★ **Passe-muraille:** 2 AP. The Birghost reappears 3 fathoms from his position, regardless of ZOC, height or terrain malus.

He cannot perform this action if he is in possession of an objective.



Linked to Birghost.

