

73473

Miller



Rider

75

Miller

Def.	Counter			
C 3	D 5	S 3	M 5	

5

Dodge

AP

2

HP

23

Grapple launcher (if on his Mount): Rate 1 ☐
 / 6 "Armour-piercing" damage / Range 4/7
 / 5 ammo ☐☐☐☐☐☐

In case of CH, the victim cannot move unless she manages to disengage.

Double-barreled pistol: Rate 2 ☐☐
 / 4 "Armour-piercing" damage / Range 5/8.

Powder barrel: 1D10 damage / 1 card template / Single use.

Miller can throw it for 2 AP within his Mount's zone of control. Roll a die, on a CF, apply the artillery rules.

VR 713A73

Rapah-Rapah



Mount

115

Rapah-Rapah

Def.	Counter					
C 5	D 3	S 5	M 3	A 3		3

Dodge

AP

8

HP

26



-2 5 -3

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Beak blow: 5 damage.

Impalement: 4 AP / 2D5 + 3 damage.

The victim is restrained by Rapah-Rapah if the botte is not defended.

- ★ **Placid:** when subject to, she decides to go into frenzy or not without rolling a dire.de jet.
- ★ **Steady Mount:** the Rider does not fall off on a fire (artillery or not) on a CH.
- ★ **Amphibian Creature.**