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Burrowing Birgus



79

Burrowing Birgus

Def.	Counter		
C 5	D 3	S 4	M 2

3

Dodge

AP

7

HP

22



-1 6 -3



Claw: S+2 damage.



Restraining an opponent: success on a roll of 4 or more.



Tunneler: the Burrowing can spend AP to move "underground" (cannot be targeted). Underground, he can only do moving actions. He's never considered engaged on soft ground.



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