



# Birgus



Henchman = 3

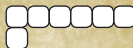
81

# Birgus

Def.	Counter		
C 6	D 2	S 3	M 3
Dodge			

3

AP



7

HP



24



Chitin Shell:

-1 6 -3



Claw: S+2 damage.

Spear / Reach / S+2 damage.



Cutting: S+1D10 damage.

Pinches!...



Restraining an opponent: 0 AP / no CF.



Birgus' movements only cost 1 AP.

The dodge and disengagement rolls of his opponents get a penalty of -2..