

BRBSP02

Spike Hammer



46

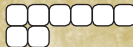
Spike Hammer

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

3

AP

8



HP

28



Screwdriver: / 3 damage.

Stuns the opponent on a CH instead of extra damage.



Pistol: / Rate 2

/1D5 "Armour-piercing" damage

/Range 4/8 fathoms.



Perfect setting: Spike permanently loses 1AP and increases the damage of the targeted weapon in ZOC by 1 for the game. Can be done 2 times maximum per weapon.