Briskars

Powder Monkey

32

BRSPM01

Powder Monkey

Def.	Counter		
C 2	D 5	S 2	M 4
Dodge			

3

AP 7

HP 18

Weapons: **Flare / 3 fire damage.**
In case of CH, the victim loses 1 in Dexterity for the whole game duration.
Marlin spike / 2 damage.
In case of CH, the victim suffers from " bleeding ". The bleeding effects of the marlin spike are cumulative.

Assignment: *Powder must be recruited with "* **Bone Breaker** *".*

Tiny: *Powder is so small that he is always considered as if " under cover ".*

© TGCM - Briskars 2012 - 2016

Briskars

- Bone Breaker -

57

BRSPM01

- Bone Breaker -

Munitions

8

SP

5

"Throwing an object": S = 6.
"Moving an ordnance weapon": S = 3.

Cannonballs: **3 AP / Rate 1 / 2D10 damage / Reloading 4 AP.**
*1 card template / **Range (14) / 5 (12) / 10 (14).***
*In case of CH, damage dice **can** be re-rolled (the 2nd result has to be kept).*
In case of CF, "Bone Breaker" will not be able to fire the following round.

© TGCM - Briskars 2012 - 2016