



**fisher with harpoon**



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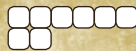
**fisher with harpoon**

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

4

AP

8



HP

22



**Weapon:** Harpoon / 3 AP / 6 damage / Bleeding.

**Thrust:** can «throw» his harpoon up to 4 fathoms, the target undergoes 1D10 damage and is brought back in a straight line within the fisher's zone of control. In case of CF, the rope breaks and the fisher loses his harpoon.

**Bat:** 2 AP / 4 damage, -1 AP for the target's next activation

**Clannishness:** -1 to the Morale rolls per Thulean in game.

Can only be hired by a "Chieftain".