



Trapper I



Limitation = 5



Trapper I

Def.	Counter			
C 4	D 3	S 4	M 2	
Dodge				

4

AP



HP



Weapons: Bone axe / 5 damage.
Dismembering knife / 3 damage / Bleeding.

Thrust: Axe throwing / 7 damage.
Range 6 fathoms / Single use.

Clannishness: -1 to the Morale rolls per Thulean in game.
Can only be hired by a "Chieftain".



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Def.	Counter			
C 4	D 3	S 4	M 2	
Dodge				

4

AP



HP



Weapons: Bludgeon / 4 damage.
Dismembering knife / 3 damage / Bleeding.



Thrust: Bedazing / 5 damage.

If the attack succeeds, the enemy loses 2 AP for its next activation.



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

Can only be hired by a "Chieftain".