

FLESH RIPPER

HP 32

- Melee (Claw)
— Acid Spray —

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
3+1d6	3D+2	H+2	4D	Lx2*	5	12	-4

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-2 Atk

-1 TN

-1 Move

-1 Atk

-1 TN

Special action A: Push

Special action B: Charge

Variable Move: when a Flesh Ripper moves, roll 1d6 and add 3 to the result to determine the Move of the enemy during this turn.

Razor Sharp Claws.

If the Special Dice is a '5' or '6' and the attack is successful, the target suffers a BLEED(2) effect in addition to the standard damage (see the box for additional details).

Acid Spray (Area effect)

The Acid Spray attack has PEN(2): if another PC is within 1MP of the target, execute a second attack against this unit.

Six-legged

The Flesh Ripper ignores any penalty associated to a Difficult Terrain

Bleed(X)

A character with a Bleed effect suffers X automatic HPs of damage at the end of each turn until he executes the Special Action "Emergency First Aid".

Emergency First Aid (Special Action).

Roll 1d6:

- (1) Action failed
- (2-6) First Aid successful: remove the Bleed marker

«Big Hunt» Scenario

A single Flesh Ripper can also be used as Hunt Prey in the Big Hunt Scenario for RL3-4.

Special Actions

Executed as a result on the roll in the Enemy Activation table: if a Special Action cannot be executed, perform a standard Attack

Charge (only for unengaged enemies)

The Flesh Ripper will rush toward its target: during its First Move this Enemy will benefit of 2MP of additional movement. If the Enemy engages a PC, he gains a +2 DRM to the attack. Regardless the result of the attack, the target will need to pass a STR(10) check or became Prone after the attack.

Push (only for Engaged enemies)

The Enemy will push every Engaged unit 2 MP away from it. If is not Engaged, execute a Charge instead.

ENEMY SELECTION

Roll 1d6, adding +2 if RL=4:

- (1) Flesh Ripper
- (2-6) Flesh Rippers (2x)
- (7+) Flesh Rippers (3x)