

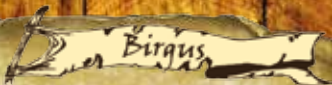


Birgus



Henchman = 3

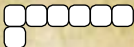




Def.	Counter			
C 6	D 2	S 3	M 3	
Dodge				



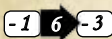
AP



HP



Chitin Shell:



Claw: S+2 damage.

Spear / Reach: S+2 damage.



Cutting: S+1D10 damage.

Pinches !...



Restraining an opponent: 0 AP / no CF.



Birgus' movements only cost 1 AP.

The dodge and disengagement rolls of his opponents get a penalty of -2..



Royal Birans

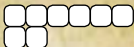


Royal Birgus

Def.	Counter			
C 6	D 3	S 5	M 2	
Dodge				

3

AP



HP



-2 6 -3



Claw: 3 AP / 8 damage.

In case of CH, the target loses 2 armour squares.



Catapult: 1 per claw / 4 AP / 8 damage.

The target is repelled of 1D10 fathoms following the direction of the die.



Birgus' movements only cost 1 AP.

The dodge and disengagement rolls of his opponents get a penalty of -2.



Burrowing Burqus



Burrowing Birgus

Def.

Counter

C 5

D 3

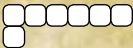
S 4

M 2

3

Dodge

AP



HP



-1 6 -3



Claw: S+2 damage.

Restraining an opponent: success on a roll of 4 or more.

Tunneler: the Burrowing can spend AP to move "underground" (cannot be targeted). Underground, he can only do moving actions. He's never considered engaged on soft ground.

Birgus' movements only cost 1 AP. The dodge and disengagement rolls of his opponents get a penalty of -2.



Matah - Matah



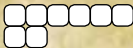
86

Matah - Matah

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

4

AP



HP



-1 6 -3



Stamping: 6 damage.

Ram stroke: 4 AP / S+2 damage.

Repells her opponent by (8 - S) fathoms in a straight line. "Collision" rule applies.



Straight ahead: on a straight line move, Matah - Matah repells all opponents on her path by 1 fathom (she's engaged only once she stops). "Collision" rule.



Matah - Matah is assaulting, no matter which movement she uses.



Carpó Forus

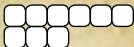


Cárpó Forus

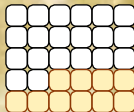
Def.	Counter		
C 7	D 5	S 6	M 4
Dodge			



AP



HP



Navy anchor: 3 AP / 1D5 + 4 damage. In case of CH, the target is "stunned".



Circular strike: 6 AP.

Reaches all opponents within 2 fathoms.

Defences are done separately, 1D10 + 4 damage on each enemy who missed his defence.



Cárpó can handle two-handed weapons with only one.

Glan Talisman

Taken from a strong Thulean leader, this powerful artefact leads trappers and hunters towards him.

Carpo can recruit them as if they were Exiled.

When he becomes Fleet Admiral, this talisman also grants the effects of a "mascot", but he cannot get another one.



Linked to Carpo Forus





रंतिरेड्डि

The Bloody's Heir

When Carpo specializes straight from the beginning of the Campaign as a War Chief, he can chose a LVL2 skill instead of a LVL 1 as his Captain bonus. When he becomes Fleet Admiral, he automatically gains the skill "Teror LVL 2".



Linked to Carpo Forus





ॐ नमो भगवते वासुदेवाय



Surgeon Birqus

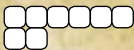


Surgeon Birgus

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

3

AP



HP



-1 6 -3



Saw: 3 damage / Bleeding.

★ **Campaign Doctor:** has 2 poultices. In Campaign mode he gets the "First Aid" LVL1 skill for free.

★ Birgus' additional movements only cost 1 AP.
The dodge and disengagement rolls of his opponents get a penalty of -2.
The Surgeon Birgus is considered as having 2 hands.



Giant Birgus



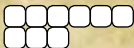
Colosse



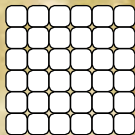
Giant Birgus

Def.	Counter					
C 9	D 2	S 6	M 2	A 2		3
Dodge						

AP



HP



Chitin Shell:

-2

5

-4



Claw: S+2 damage.



Crusher: 5 AP.

It targets an equipment (weapon or armour) if successful, it's automatically destroyed and can no longer be used until the end of the game.



MVIS = 1 AP / Enemy's dodges and disengagements = penalty of 2.



When restraining, the Giant Birgus deals 1D5 damage on each successful test (restraining the opponent or breaking the restrain from one).



Analgesia.



Miller



Rider



Miller

Def.

Counter

C 3

D 5

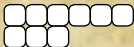
S 3

M 5



Dodge

AP



HP



Grapnel launcher (if on his Mount) : Rate 1 ☐

/ 6 "Armour-piercing" damage / Range 4/7

/ 5 ammo ☐☐☐☐☐

In case of CH, the victim cannot move unless she manages to disengage.

Double-barreled pistol: Rate 2 ☐☐

/ 4 "Armour-piercing" damage / Range 5/8.



Powder barrel: 1D10 damage / 1 card template / Single use.

Miller can throw it for 2 AP within his Mount's zone of control. Roll a die, on a CF, apply the artillery rules.



Rapah-Rapah



Mount



Def.

Counter

C 5

D 3

S 5

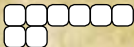
M 3

A 3

3

Dodge

AP



HP



-2

5

-3



Beak blow: 5 damage.

Impalement: 4 AP / 2D5 + 3 damage.

The victim is restrained by *Rapah-Rapah* if the botte is not defended.

☀ **Placid:** when subject to, she decides to go into frenzy or not without rolling a *dire.de jet*.

☀ **Steady Mount:** the Rider does not fall off on a fire (artillery or not) on a CH.

☀ **Amphibian Creature.**



Der Latro

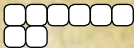


Def.	Counter		
C 5	D 3	S 4	M 3
Dodge			

3

AP

8



HP

22



-1

6

-3



Boiling pot: 3 fire damage.

«Ration for everyone» and «Well fed» can be used in a classic game.

Birgus' additional movements only cost 1 AP. The dodge and disengagement rolls of his opponents get a penalty of -2.



Angela



90

Angela

Def.

Counter

C 4

D 4

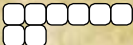
S 4

M 5

4

Dodge

AP



HP



Corset:

0 6 -1



Braid blow: 3 damage.

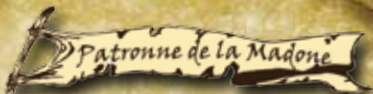
Cannot be dodged, nor countered.



Waffle iron: 2 AP / 3 fire damage. In case of CH on a male opponent, he will be considered female until the end of the game.



Opulent breast: when an opponent restrained by Angela is released or frees himself, he loses 1 in C and 1 in M until the end of the game (not cumulative).



Angela can recruit all the female profiles of Anthropia (even Bonnie Heart). Moreover, when her team is composed with only females, each can use the other's special skills (except those that depend on the nature of the character such as "opulent chest", "Mucus" and / or "aquatic creature" for instance).



Linked to Angela.





रंगिनी



Zhàn Bào

Veteran of the Ich tien wars



Disciple = 1



Zhàn Bào

Def.

Counter

C 3

D 5

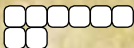
S 3

M 4

6

Dodge

AP



HP



-1

5

-2

Gun: / Reach / 1D5 + 2 damage.

No CF on 1. Puts on the ground on CH. +2 in def.

Jiétuo: , 2D5 damage.

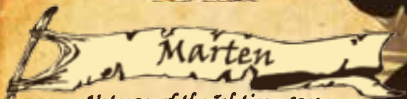
Repels the opponent of 1D5 and puts him on the ground. Stuns on a CH instead of extra damage.

Brotherhood: can be recruited by the Maòks.

Leaping: ignores heights below 4 fathoms. Dodges for free and counters at -1 AP.

Vétérán: all her actions are resolved at +2 against Ichtiens.

Steals for 1 AP.



Veteran of the Ich tien wars

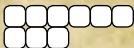


Marten

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





AP



HP



Fid-Splicer:   / 1 AP / 2 damage.

4 attacks max. per activation.

Bleeding instead of extra damage on a CH.

Marten can poison the splicer for 10 GC.

Kustom Musket:   / 3 AP / Rate 2 

1D10 + 2 damage / Range 6/12 fathoms.

★ **Accurate shooting:** +1 to the shooting threshold.

★ **Camouflage:** untargetable at more than 5 fathoms.

★ **Veteran:** all his actions are resolved at + 2 against Ichtiens.

★ **"Understanding of a mechanism"** on 4+.

★ Uses D x 2 to disengage.

Duo surprenant

Although their fighting styles are very different, these 2 briskars have fought on all fronts together and have often saved the day:

They give each other +2 in support. Marten can shoot in Zhàn Bào's close combat without the target having +3 to defend itself. Moreover, he can immediately shoot (using AP) when the target is being assaulted. When Marten is being attacked, Zhàn Bào can immediately perform a MVT (using AP) towards Marten and defend in his place if she is in range.



*Linked to Marten
and Zhàn Bào.*





ॐ नमो भगवते वासुदेवाय



Madog l'irascible



Mādog l'irascible

Def.

Counter

C 5

D 3

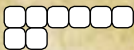
F 5

M 4





Dodge

AP



HP



Squarer:   / 3 AP / 1D10+2 damage

Recovers 3 AP on a CH instead of extra damage.

Blunderbuss:   / Rate 2   / 7 damage

/ Range 5/- fathoms.

Cannot be reloaded.

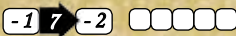
Laceration:  , 5 AP / 1D10+5 damage

/ Bleeding 4.

Intimidation: the opponent must immediately do a morale roll.

Madog l'irascible

Vtgar Armband:



Quintors within less than 4 fathoms lose 1 in Mental and no longer automatically succeed on morale tests, however they no longer do CF when attacking Madog.

★ Quintor Hatred: no Quintor can be a part of Madog's crew.

He gets a +2 bonus in attack and shooting against members of this faction.

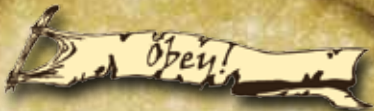
★ Angry Legacy: the first time Madog drops below 8 HP, he immediately regains 1D5 + 3 HP.

In addition, his attacks and bottles cost 1 AP less but his defences cost 1 AP more until the end of the game.

★ Enrolment: Madog can recruit any "henchman".



गिंतरेडर



During his round, Madog can transfer (only once) up to 3 AP to an ally so that he can act immediately.

The ally can boost his roll but cannot undertake any action costing more than 2 AP.



Linked to Madog





रंतिरेड्डि



Spike Hammer



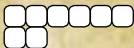
46

Spike Hammer

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



AP






HP




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.

Wizards

Birghost



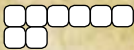
85

Birghost

Def.	Counter		
C 5	D 4	S 3	M 4
Dodge			



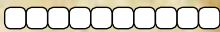
AP



HP



-1 6 -3



Claw: S + 2 damage.



Spy: 4 AP. Marks a target. The whole Birghost crew can target it with +2 on attack, shooting and throwing thresholds.



Birgus: Birghost's additional movements only cost 1 AP. The dodge and disengagement rolls of his opponents get a penalty of -2.



Can complete scenario objectives despite having no hands.



Spectral aiming goggles.

Birgus spectral

Secretly indicate a location in your half of the table and deploy the Birghost there when it is first activated.

☀ **Passe-muraille**: 2 AP. The Birghost reappears 3 fathoms from his position, regardless of ZOC, height or terrain malus.

He cannot perform this action if he is in possession of an objective.



Linked to Birghost.





ॐ नमो भगवते वासुदेवाय



Sherpah - Serpah



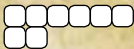
Colossus

100

Sherpah - Sherpah

Def.	Counter					
C 5	D 2	S 3	M 4	A 1		3
Dodge						

AP



HP



-2 7 -3



Adds a Briskar's equipment to her barda when in contact, on a successful $D + M + D10$ opposition. It falls to the ground when she leaves the battlefield.



Her crew has one free weapon, one free armour and one free item. They are on her back at the start of the game (Maximum 50 points for the 3).



Sherpah cannot climb, attack or shoot, but can perform all other actions and manage objectives as if she had hands.



Sourd-dit-Sot



Rider



Sourd-dit-Sot

Def.

Counter

C 3

D 5

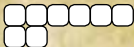
S 2

M 4

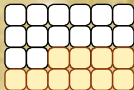
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Dodge

AP





HP



Stylus:  / 1 AP / 3 unhealable damage.

4 attacks maximum per activation. In the event of a CH, the Briskar hit loses 1 in S for the rest of the game (non-cumulative).

Pocket pistol:  / 1 AP / Rate 2  / 3 damage / Range 4/6.

Earmuffs: automatic success on morale tests, ignores the "frostbite" effect.

Rodent: no damage penalty for "destroying an object".

Surmulot: considered to have the S of his Mount when he lifts an object to load it.



Mertiah Mertiah



Mount



Mortiah Mortiah

Def.	Counter					
C 5	D 2	S 5	M 3	A 3		2
Esquire						

AP

HP

Beak blow: ✱ /5 damage.

-2	5	-3											
----	---	----	--	--	--	--	--	--	--	--	--	--	--

Mortar: ✱ /3 AP / Rate 1 ☐ / 1D5+5 damage
 / Dazes / 2 cards template / Range -/3(18)/6(16)
 / 8 ammo ☐☐☐☐☐☐☐☐ / Reloading 3 AP.

Only its Rider can activate it. No line of sight. Briskars "under" cover cannot be hit. Successful "Shiver me timbers" = 1/2 damage.

Placid: if subject to frenzy, chooses whether or not to go into a frenzy without making a roll.

Stable mount: the Rider does not fall when fired upon (artillery or not) with CH.

Amphibious creature.